GoPro MAX camera info:

360 Mode:
      Takes video in 5.6k (5760x2880) 30 fps
      Equirectangular projection and Monoscopic
      Should take video in 1/60 frame rate (prevents video artifacts)
      Camera should be manually set for minimum iso level for indoor video (about iso 100)
Hero mode: 1920x1080 59.94 fps

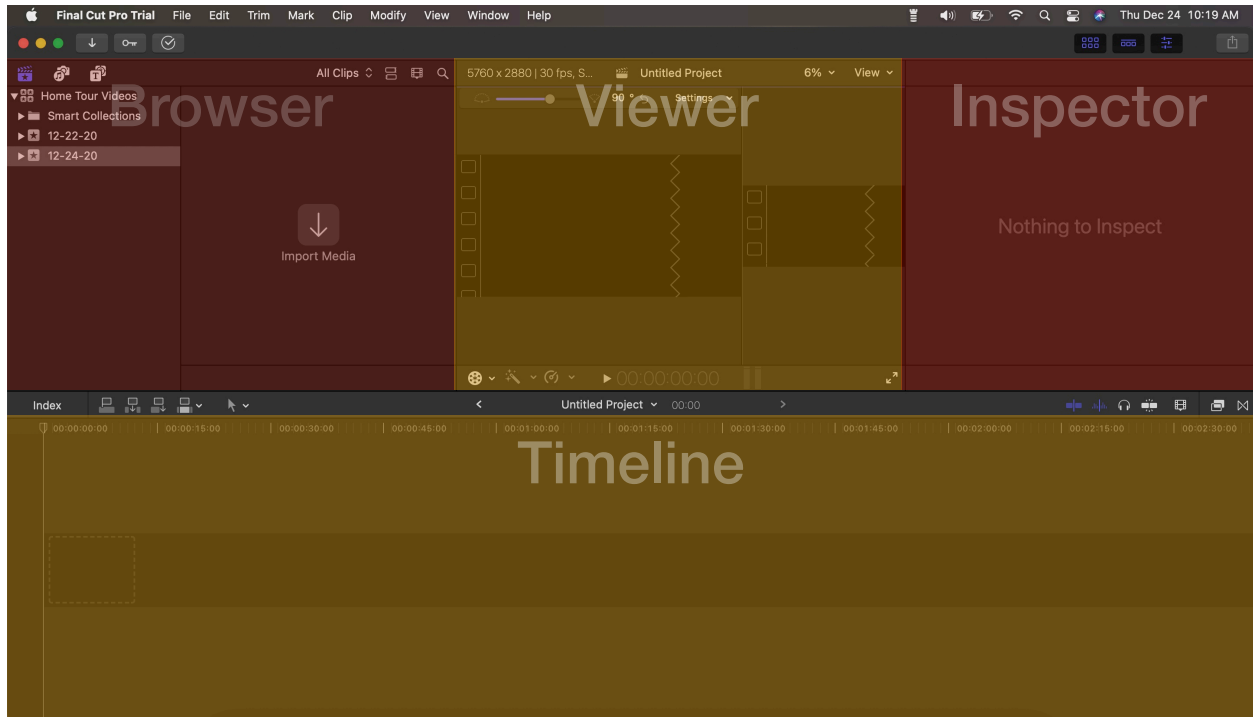**Export .360 videos from GoPro Max**

1. Copy .360 videos from SD card to folder "1. GoPro Max Videos for Export"
2. Open GoPro Player
3. Watch a few seconds of the first chapter to determine property address
4. Batch Export (main menu-file or " Command B")
5. Add "+" from folder in step 1 above
6. In Export Settings on right side of Export Queue window:
      a. If this video will go directly to YouTube or FaceBook
            - Resolution: 4k
            - Codec: HEVC (H.264 is also OK)
            - Uncheck World Lock
            - Check Horizon Level
            - Apply Changes
            - Change Output Directory to "3. Ready for YouTube"
            - Start
            - After videos are finished, change the name of the output file to match the property address
            - go to **step Upload to YouTube**
      b. If this video will go to editing in Final Cut Pro
            - Resolution: 5.6k
            - Codec: ProRes / ProRes 422
            - Uncheck World Lock
            - Check Horizon Level
            - Apply Changes
            - Change Output Directory to "2. 360 Videos for Editing"
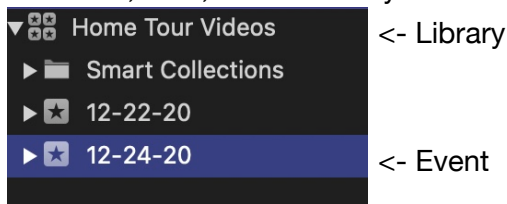   - Start

New Set Up Instructions
- Note: FCP recognized the video format as "Equirectangular" and injects the 360 metadata. This can be verified in

Edit Videos in Final Cut Pro
1. Open Final Cut Pro 🎬

2. **Set Up Data in FCP**— Create Library and set its save location
      - File, New, Select Library name and save location

3. **Create New Project**— Right click Event, New Project, Name project property name
4. **Import Media**—In Browser (the default Event is today's date), Import Media, Set folder in center of window to saved file location from Export .360 videos from GoPro step (2. 360 Videos for Editing), add to existing event, Import All
5. **Add Videos to Timeline**—From Browser drag videos to Timeline in the correct order
6. **Render Video**—File, Share, Master File, Settings Tab, Format: Video and Audio, Video Codec: H.264, Action: Save only, Next: Set name as property name and file location as 3. Ready for YouTube
7. **Upload to YouTube —** (Default standards: MP4, Audio AAC-LC, Codec H.264)