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**Bibliography**

In this paper, information is provided on customizing a distributable workflow of virtual reality 360 (VR360) suitable for compassion relief operation. Recruiting volunteers for disaster operation can face several obstacles and issues, these include physically and mentally challenges for volunteers.

Disaster workers are usually volunteers from across the country and across the world. Most operations involve logistics in terms of financial support, transportation, emergency response vehicles and provide the victims and communities shelter, food, clothing, relief supplies and even comfort to those in need.

In an ideal situation, the goal is to set up a manageable workflow which can be operated by workers of compassion relief organization in terms of simplified method and apparatus for acquiring and generating 360 virtual content. The content should be operated and produced by multiple small teams of minimum-trained taskforces which have the capability to obtain and processing these 360 contents in digital media.

**References:**

* <http://ieeexplore.ieee.org.libproxy.uml.edu/Xplore/home.jsp>
* <http://ieeexplore.ieee.org.libproxy.uml.edu/document/8203540/>
* UML Library guides

"This is entirely my own work, except as disclosed in the documentation. I gave help to the following persons:  
None  
Signed Kiran C Shettar"