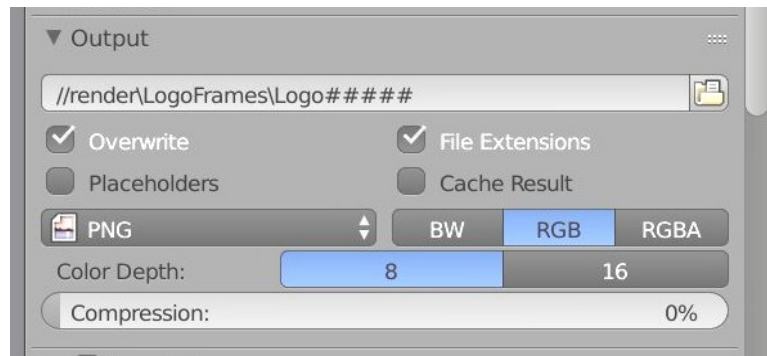Your fulldome system will have its own video setting requirements or may require special proprietary software to encode properly for your dome. Here are some notes that may help in choosing output settings when rendering from Blender.

◆ Image Sequences

Image sequence are often recommended as output for any video project. Reasons include:

• If the rendering is interrupted, it can be resumed without needing to rerender the already successfully rendered frames. If it were rendering straight to video, all progress would be lost.

• Useful for editing and compositing with other sequences.

• Some fulldome systems need the final product as dome master frames anyway.

• Once the frames are rendered to a sequence of images, Blender or nearly any video editor can be used to load the sequence and encode a video file.

To render as an image sequence, use the Output panel in the Render Settings area of the Properties Editor.

The images with render with the frame number added to the base filename. It is best to add some "######" characters to the base filename. The "#" characters will be replaced by frame numbers with zero padding in place.

If you are resuming rendering that was stopped or interrupted, uncheck the box next to "Overwrite" and Blender will skip rendering the frames already present in the output folder.

⭐ More information on Output Options can be found in the Blender online manual:
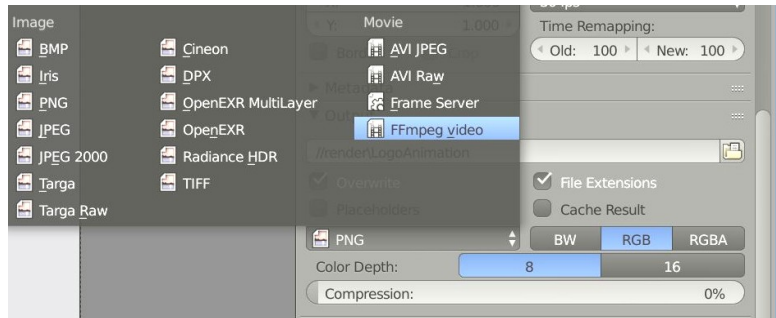http://docs.blender.org/manual/en/dev/render/output/output.html

Video Encoding

FFmpeg is a great command-line resource for encoding video, and Blender uses it "under the hood" for encoding.

Instead of selecting an image type for output, select "FFmpeg video"

Version 2.79 is set up a bit different from previous versions so tutorials out there might not look the same as your set up.
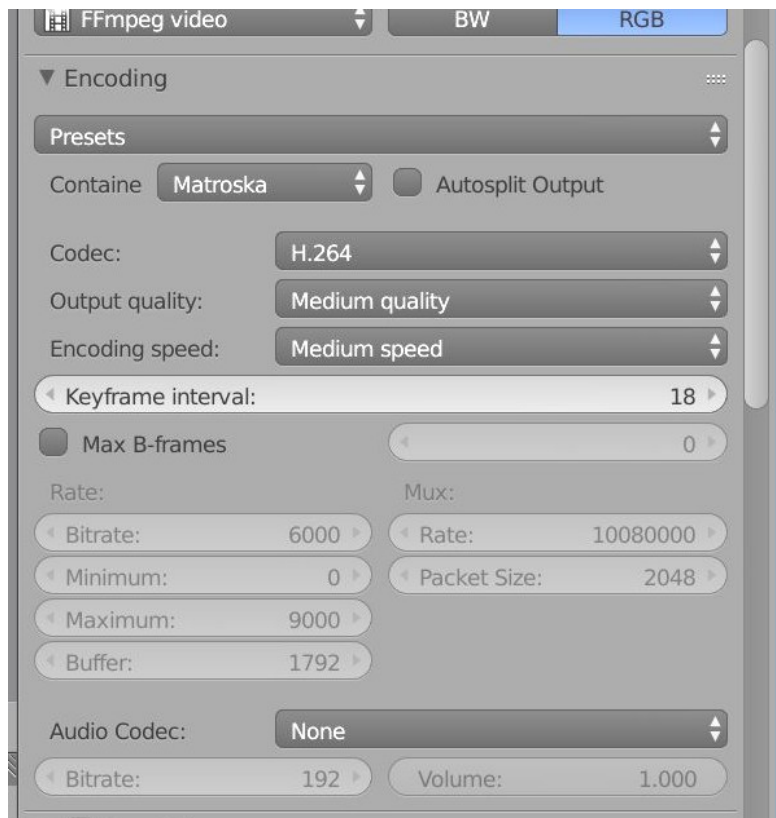
The Encoding panel is where you can select the Codec and associated parameters for your output.

Finding settings that work best can be trial-and-error.

If you don't know where to start, try comparing your fulldome system settings to the available presets.

Select the closest preset, then change the settings to get the closest match possible.

More information on Video Output can be found in the Blender online manual:
https://docs.blender.org/manual/en/dev/render/output/video.html