

# Deliverable

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| <b>Project Acronym:</b>        | ImmersiaTV   |
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## D3.3 Production Tools

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Dissemination Level

|   |  |   |
|---|--|---|
| P | Public   | x |
| C | Confidential, only for members of the consortium and the Commission Services |   |

**Abstract:** This deliverable describes the hardware and software components delivered for Pilot 1 resulting from the work done in T3.3 – Production Tools

## REVISION HISTORY

| Revision | Date       | Author          | Organisation | Description      |
|----------|------------|-----------------|--------------|------------------|
| 0.1      | 20/12/2016 | Szymon Malewski | PSNC         | Document edition |
| 0.2      | 9/01/2017  | Joan Llobera    | i2CAT        | Final Review     |
| 0.3      | 10/01/2017 | Szymon Malewski | PSNC         | Final formating  |

### Disclaimer

The information, documentation and figures available in this deliverable, is written by the **ImmersiaTV** (*Immersive Experiences around TV, an integrated toolset for the production and distribution of immersive and interactive content across devices*) – project consortium under EC grant agreement H2020 - ICT15 688619 and does not necessarily reflect the views of the European Commission. The European Commission is not liable for any use that may be made of the information contained herein.

### Statement of originality:

This document contains original unpublished work except where clearly indicated otherwise. Acknowledgement of previously published material and of the work of others has been made through appropriate citation, quotation or both.

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# 1. INTRODUCTION

ImmersiaTV offers tools for the production of omnidirectional content. A range of off-line production tools simplify omnidirectional video editing and post-production. These applications enable synchronization and combination of both immersive and traditional video clips into a single production pipeline in Adobe Premiere. By creating portals from an omnidirectional scene to directed videos, our off-line production tools enable creative content professionals to intuitively create and deliver new content suitable adopting this innovative approach.

# 2. FUNCTIONALITY

The ImmersiaTV integrated workflow requires the development of a set of tools to enable new forms of immersive storytelling. Our offline production tools consist of a set of Adobe Premiere Pro plugins that provide an interface to define scenes for immersive and directive video displayed in multiple devices. With this approach it is possible to define different content timelines for different devices, synchronize and set relations between them, thereby mixing immersive and non-immersive footage into an appealing end user experience. The editor can introduce elements of interactivity with the portal effect, allowing viewers to influence the content shown. A built-in preview feature facilitates a fine-tuning of the immersive experience. The final project is straightforwardly exported to the format that represents the immersive content and also can be directly delivered to the multi-platform audience devices.

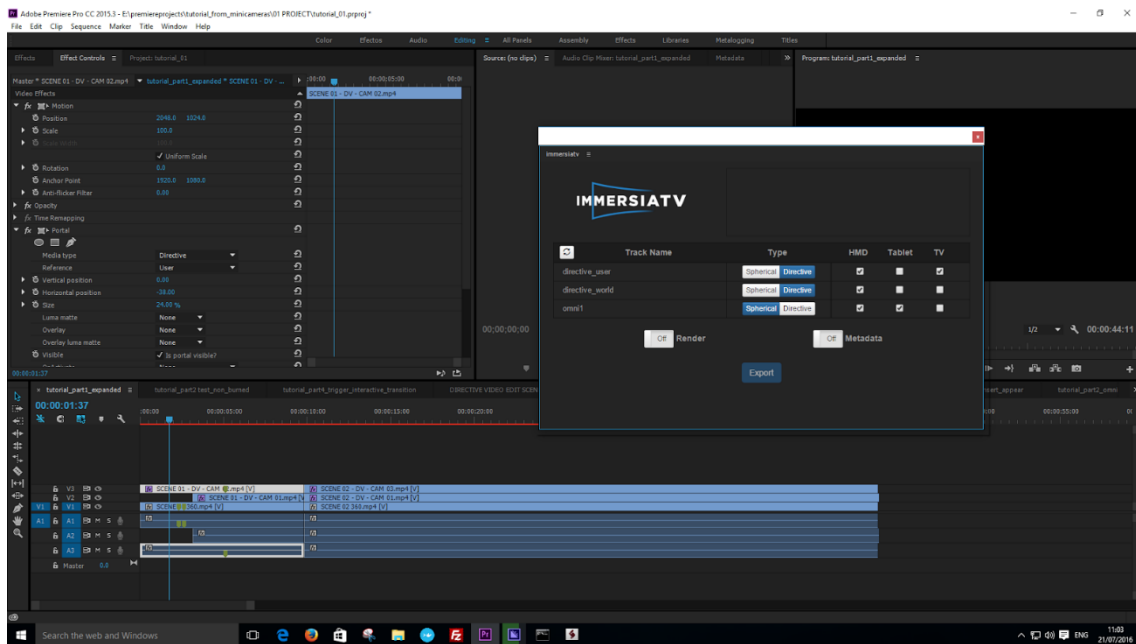


Figure 2-1 Interface of ImmersiaTV plugins for Adobe Premiere Pro

### 3. CODE REPOSITORY

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[ftp://ftp.immersiatv.eu/releases/0.7/premiere\\_pro\\_extension/](ftp://ftp.immersiatv.eu/releases/0.7/premiere_pro_extension/)

### 4. INSTALLATION GUIDE

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The immersiaTV installer is a python script, we will need to install python version 2.7

For Windows we can add python to the path, so we don't need to specify the full path to execute the install script as [defined here] (<https://docs.python.org/2/using/windows.html>)

The panel immersia.zxp has to be located in the same directory that immersialInstaller.py.

```
python immersialInstaller.py --install
```

To check the panel can be seen from extensions menu in Premiere Pro.

```
python immersialInstaller.py --list
```

The extension will be listed with its name and version.

We can uninstall an extension or reinstall it (uninstall and then Install the new version).

The name provided by the list command is the one that has to be used to specify the extension we want to remove.

```
python immersialInstaller.py --remove
```

### 5. CODE DOCUMENTATION

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The code documentation is, at this stage, with the released software, in form of readme and change log files. More detailed documentation will be added on next iterations.