

# IMMERSIATV

A paradigm shift in content consuming

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### **WORKSHOP OVERVIEW**

- A.INTRODUCTION | PLUG-IN | TOOLS | FEATURES
- B.EXERCISE #1 CREATING PORTALS WITHIN A SCENE
- C. EXERCISE #2 OMNIDIRECTIONAL SCENE TRANSITIONS



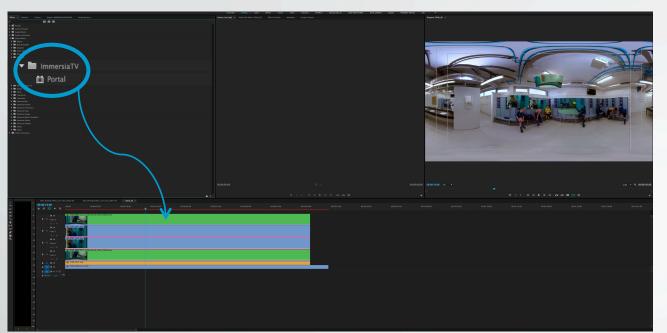


### A. INTRODUCTION: PLUG-IN | TOOLS | FEATURES

THEIR DIFFERENCE AND TYPOLOGY

- Consuming traditional 2D video with 360° omnidirectional content;
- Portals: what do they do?
- Types of Portals and how to approach them;

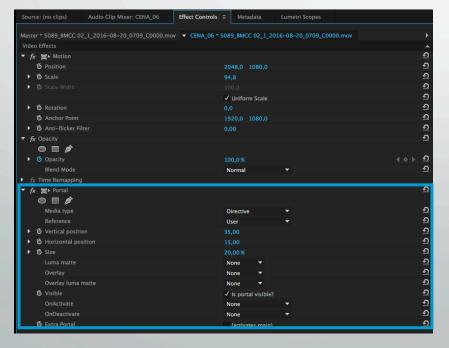






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Under the video effects panel you'll find the IMMERSIATV folder. Inside there's the PORTAL EFFECT. Drag it into one of your clips.



In the Effects Control panel, configure the Portal as you see fit.



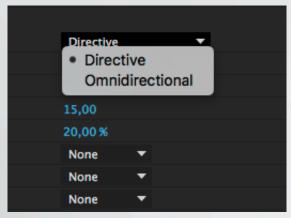


### B. EXERCISE #1 Creating Portals within a scene

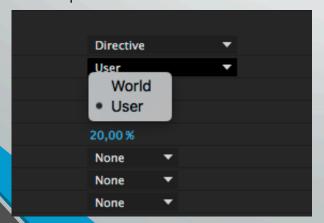
- Different Media Types
- Media References
- Narrative choices based on the possibilities the tool provides



1. There are 2 types of media: Directive (2D video) and Omnidirectional (360° video). Select the media type field in regard to the clip you're applying the effect. If it's 2D video, then it should be directive. Should it be 360° video, configure it as Omnidirectional.



2. Each Portal will have its own Reference. This also depends on your approach to the narrative. When referenced to the User, the Portal will be continuously tracked in the user POV (both in the HMD and Tablet). If it's referenced to the World, then it will stick to a specific space in the Omnidirectional track, that will only be visible when looked upon.





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Final output preview.





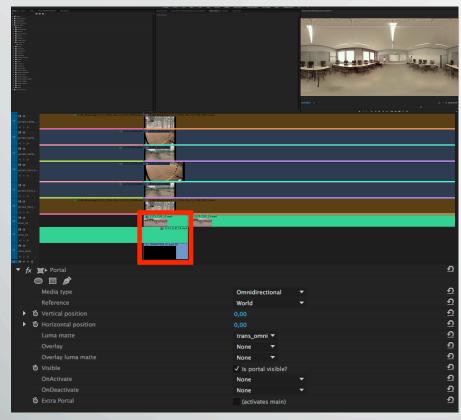
## C. EXERCISE #2 Creating a transition between scenes

- Specific characteristics:
  - Applies only to Omnidirectional tracks
  - Both tracks needed for the transition require the Portal Effect
  - Designed for a fluid experience when consuming 360° content on a HMD



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Underneath all the existent tracks, put a Luma Matte Transition. Then, on the overlapping Omnidirectional track, go the the Portal Effect panel. On the Luma Matte option, select the track in which you've decided to put the transition.



The final output preview should look like this.





### **CONTACT INFO**

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