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PROJEKT 360°-KAMERA

INHALTSVERZEICHNIS

- ▶ Vorstellung
- ▶ Projektauftrag
- ▶ Unser Projekt
- ▶ Kamera
- ▶ Halterung (3D Drucker)
- ▶ Programm
- ▶ Premiere (Text)
- ▶ In VR zeigen
- ▶ Verbesserungen
- ▶ VR allgemein
- ▶ VR/AR in Zukunft
- ▶ Fazit
- ▶ Fragen
- ▶ Abschluss

VORSTELLUNG

▶ Marvin Vogel

▶ Swisscom

▶ IMD 2

▶ Smart Home

▶ Marco Lemmenmeier

▶ Festland AG

▶ IMD 2

▶ Webdesign

PROJEKTAUFTRAG

- ▶ Lernfilm Festival
- ▶ Wie schütze ich die Umwelt?
- ▶ max. 3 Minuten
- ▶ Sonderpreis Lab

UNSER PROJEKT

- ▶ Animation Recycling
- ▶ Storyboard
- ▶ 360° Video
- ▶ Ideensammlung
- ▶ Material

KAMERA

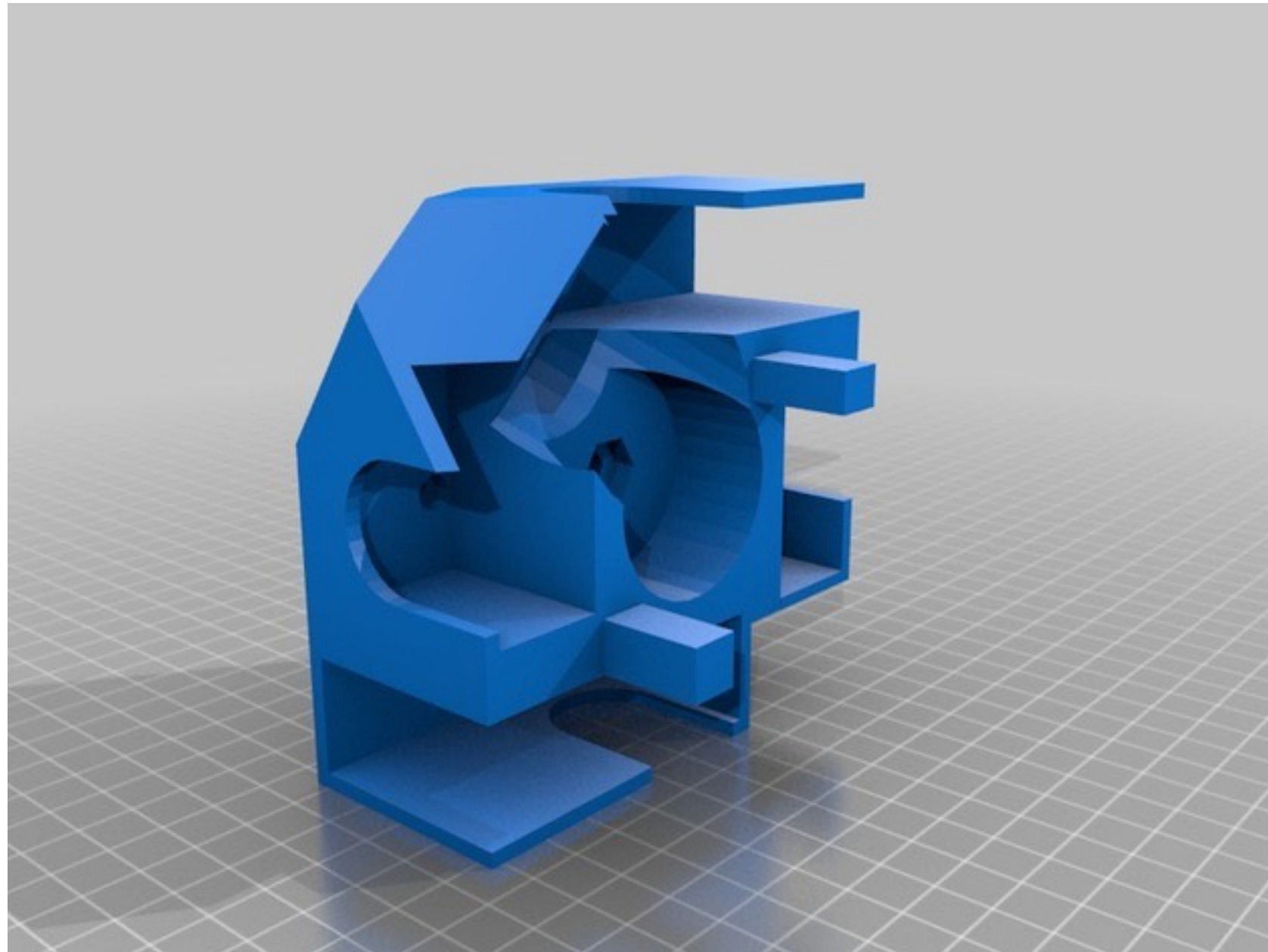
- ▶ diverse Modelle
- ▶ Schule
- ▶ GoPro (6x)
 - ▶ Modelle
 - ▶ 4:3
 - ▶ Videomaterial zusammenfügen

KAMERAS

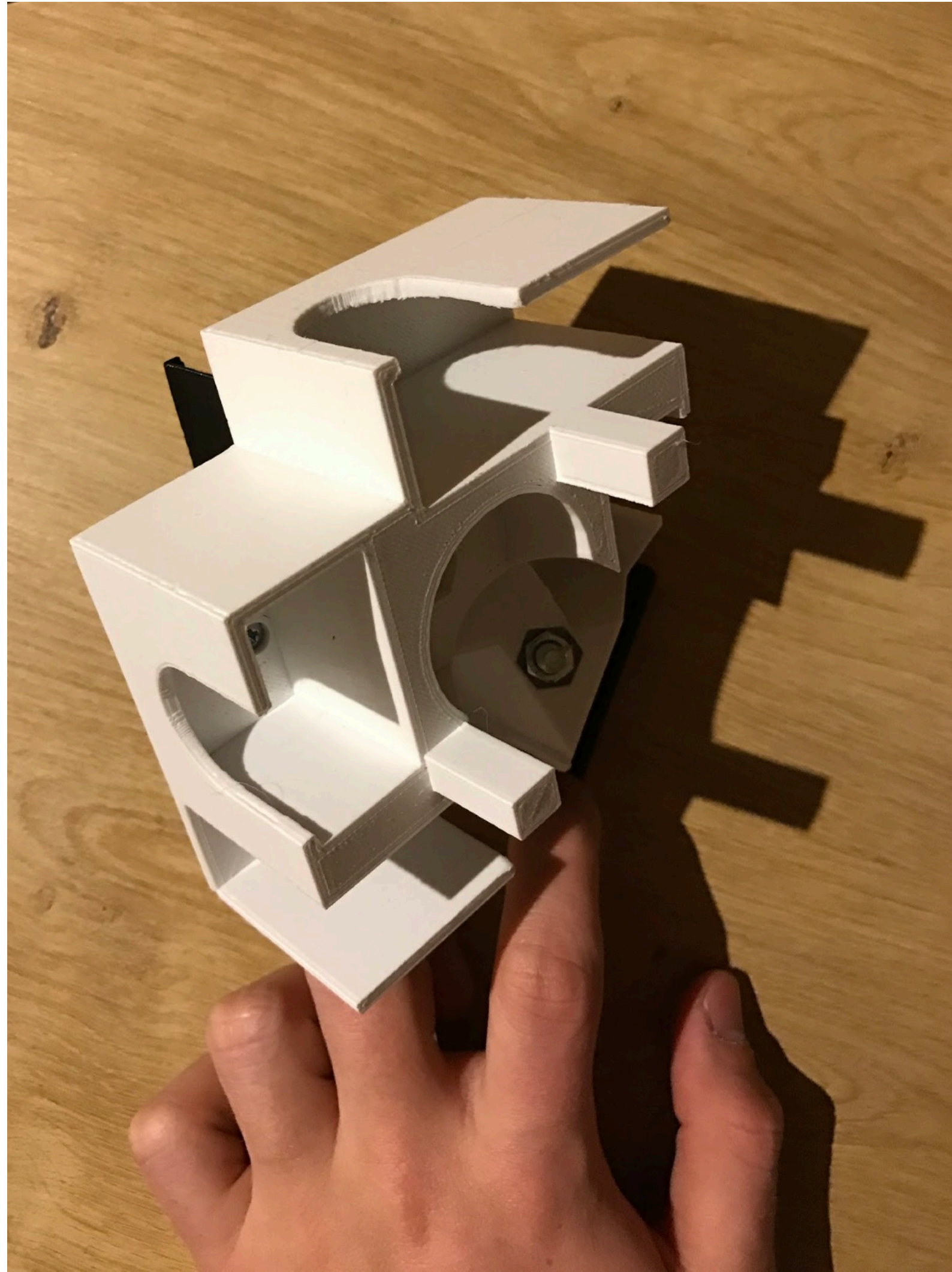


HALTERUNG

- ▶ 3D Drucker
- ▶ thingiverse.com



UNSERE HALTERUNG

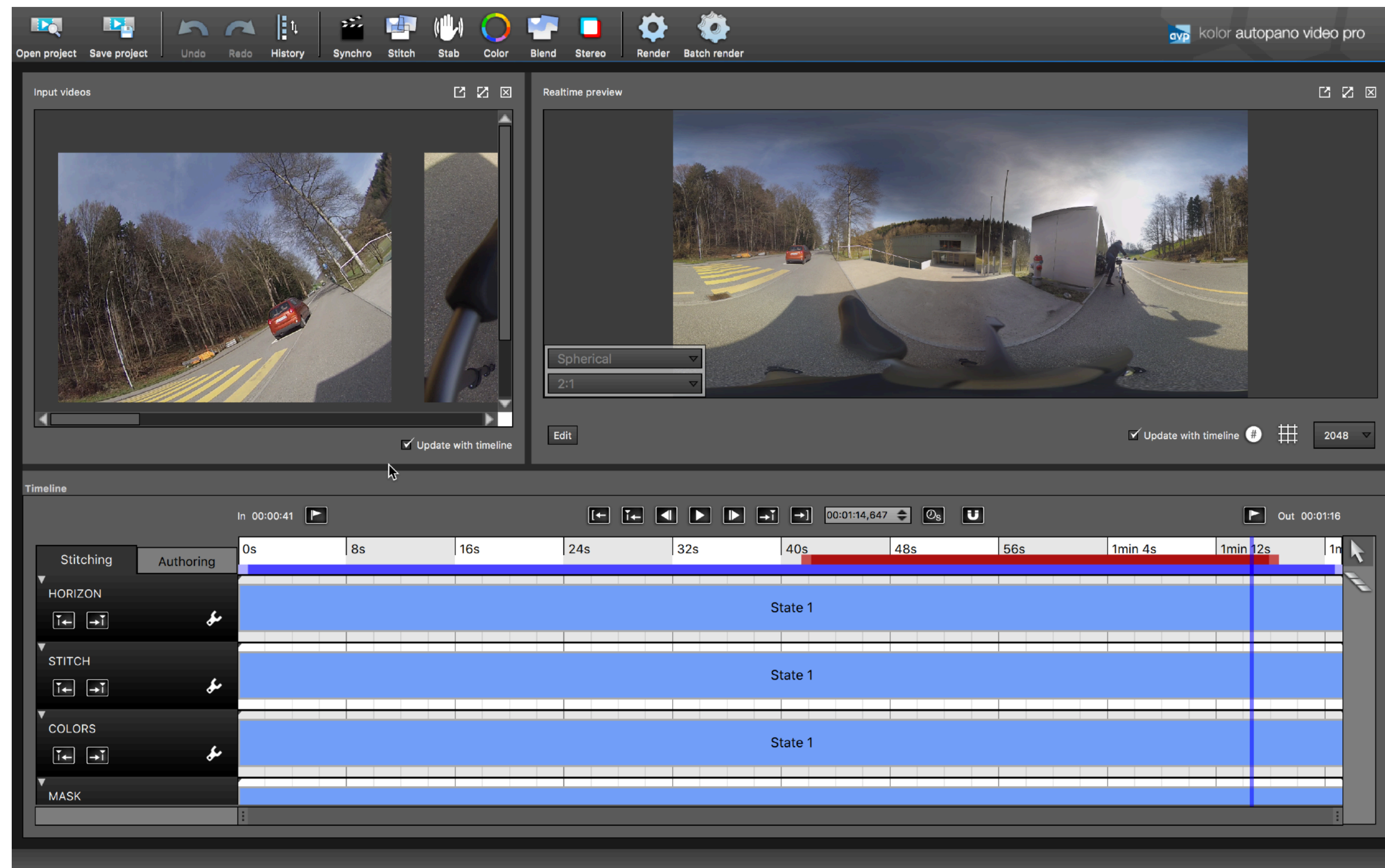


WEITERE HALTERUNG



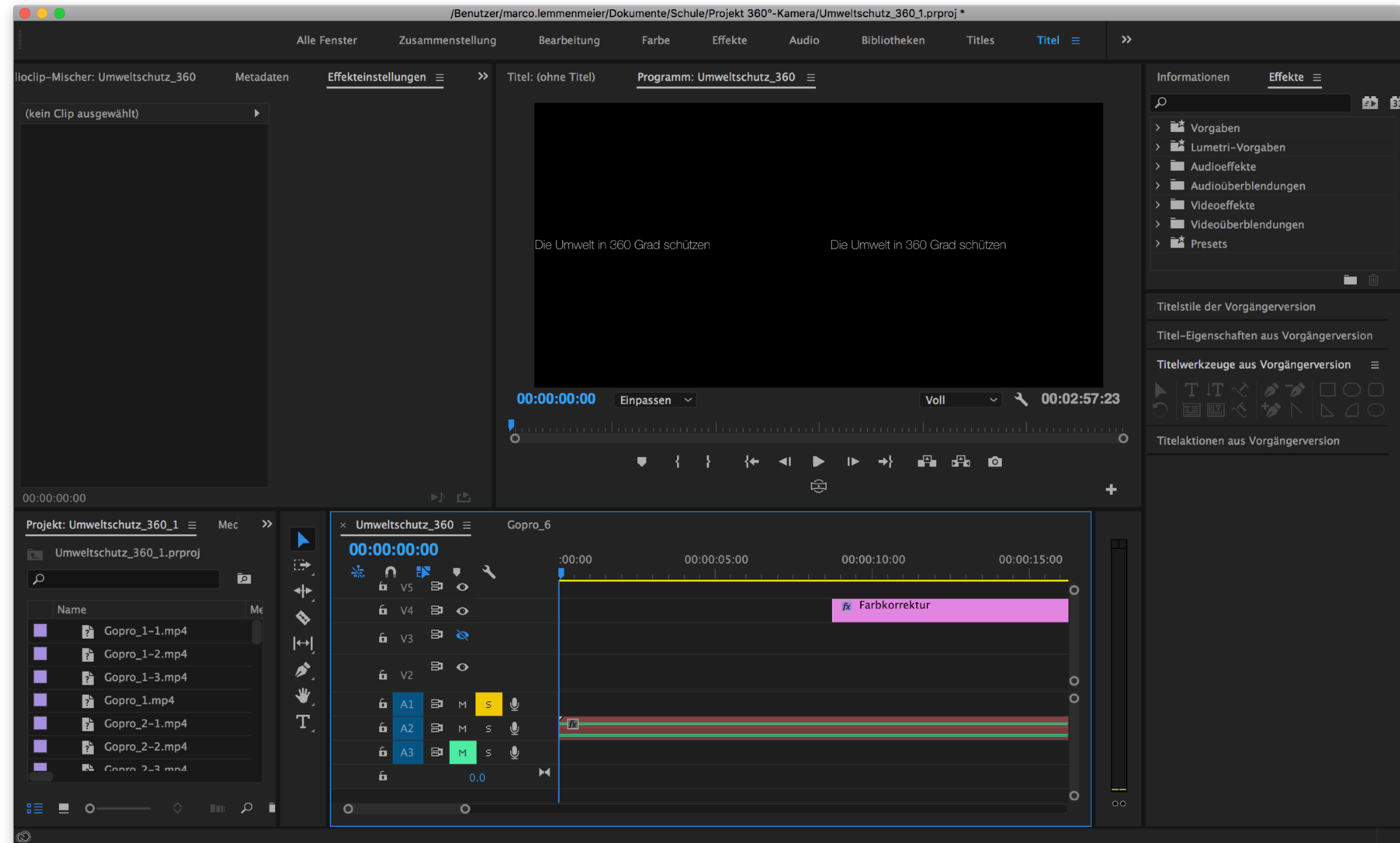
PROGRAMM

▶ Autopano Video Pro



PREMIERE

- ▶ Text
- ▶ Export
- ▶ GoPro VR Player



VIDEO

Die Umwelt in 360 Grad schützen

Die Umwelt in 360 Grad schützen



VERBESSERUNGEN

- ▶ Planen
- ▶ mehr Frames
- ▶ gleiche GoPro's
- ▶ Colorgrading
- ▶ Textanimation
- ▶ Mehr Zeit für Finetuning

VIRTUAL REALITY

- ▶ Europa Park
 - ▶ VR Brillen
- ▶ Gaming
- ▶ Raumplanung
- ▶ Simulatoren



VIRTUAL REALITY / AUGMENTED REALITY

- ▶ Gaming
- ▶ Videos
- ▶ negativ: Qualität
- ▶ Wissenschaft
- ▶ Alltag
- ▶ Games (Minecraft)

Unterschied

FAZIT

- ▶ lehrreich
- ▶ mehr Projekte
- ▶ Weitervermittlung
- ▶ Swisscom

FRAGEN





VIRTUAL REALITY

Samsung Gear & Cardboard

