"Everyone knows what a curve is, until he has studied enough mathematics to become confused through the countless number of possible exceptions."

~ Felix Klein

TOOLS FOR 360 VIDEO
IN PREMIERE

College of Communications

360 Tools

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Introduction

This tutorial assumes a few things

First, you know how to shoot 360 video and import it into Adobe Premiere.

Second, you have a basic understanding of Adobe Premiere. If not, go back to Go, don't collect $200 and learn the basics before trying this.

This tutorial will explain a few basic filters specific to 360 video. When Adobe bought the company Mettle and incorporated their plugins into Premiere, editing 360 got much easier.

This tutorial only covers a few basics - but they are important.

How do you make type look good in a curved video?
How do you correct the tilt or starting point of a 360 video?

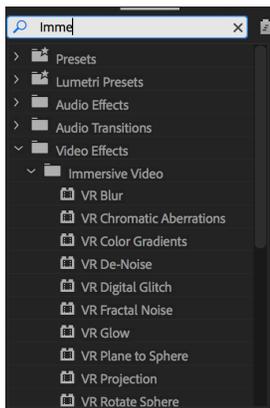This tutorial is based on Adobe Premiere 12.1.1 the 2018 edition of the software.

It **is current as of** September 2018

NOTE: This tutorial was written for the Mac OS.

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Tips & Tricks

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An easy way to find an effect without lots of clicking of folders is to use the search tool in the effects tab.

Start typing and Premiere will automatically filter the results.

For VR, just start to type "Immersive"

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Spoiler alert

This short tutorial uses built in Premiere effects that can all be found in the same place:

Under the effects tab>Immersive Video

Many of the effects under this tab are self explanatory. But let's look at a couple of important ones for basic fixes for your 360 project.

Where to start? (your 360)

By default, when you playback 360 video, each clip starts with wherever the camera was pointed when you recorded your video.

But what if you decide you want to start a clip with some other angle facing front?

Easy to fix.

Use the Premiere plugin **VR Rotate Sphere** to change the starting point AND fix the tilt if your video is crooked.

1. Set up your timeline properly and put your 360 video on the timeline. (This is covered in this tutorial)

2. Click and drag the **Rotate Sphere effect** onto the clip on the timeline.

3. Open the Effects Control Panel

Tips & Tricks

- When we say the starting point, this assumes the viewer is facing 'forward' - facing the same way they were at the start.
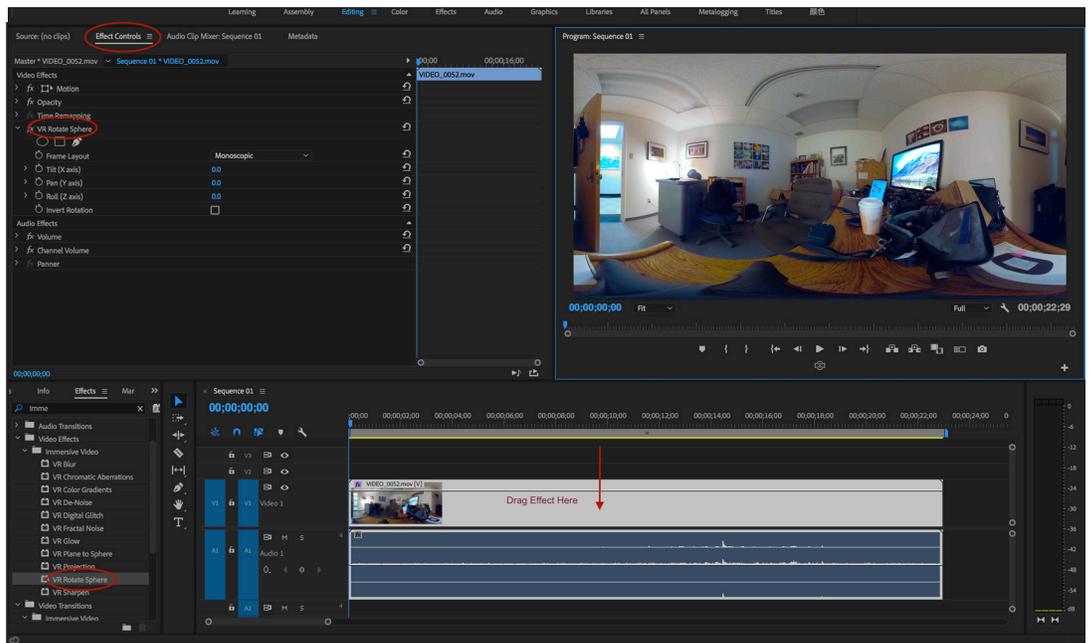One of the tricks of making 360 video is trying to guide the audience where to look.
And you'll never know for sure.
That's what makes it fun

  - .

  - BONUS

You can use the Rotate Sphere plugin to fix a tilted video.

Use the Tilt and Roll adjustments only if your horizon is crooked or the video is twisted.
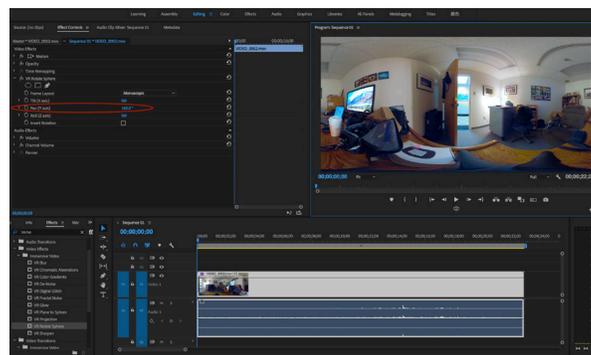
  -

Drag the effect from the lower left and release it on the video clip in the timeline.

Open the effects panel in the top left and you'll see the **VR Rotate Sphere** plugin settings.

In this example the empty chair is in the center of the frame and will be front and center when viewed as a 360 video, if the viewer is facing forward. But what if you want the shot to start on the doorway?

Use the Pan Tool and change the orientation of the video

Changing the angle of the Pan to 162 degrees puts the doorway front and center.

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Tips & Tricks

- In the screenshot the type looks curved.

  That's because we're looking at a flattened version of the video.

  Once we curve the video into a 360 sphere the type will wrap around it and look undistorted.

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Text and Titles

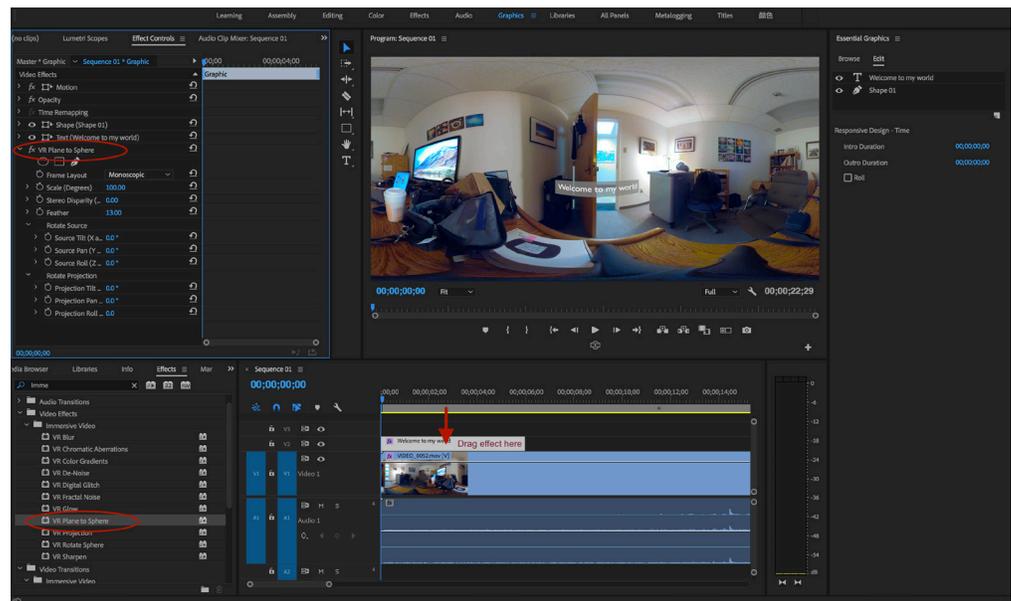If you put flat type on a curved surface it looks weird.

Generally you want the type curved to match the curved surface of the video.

Use the **Plane to Sphere** plugin to warp the type to match the curve of the video.

1. Create type or import a graphic logo and place it on the timeline on the layer above your video.

Apply the **Plane to Sphere** effect by dragging it onto the type or logo.

Adjust using the controls in the Effects Control panel.

In the effects Tab:
Scale - changes the size
Rotate Source lets you rotate the type/graphic in 3D
Rotate Projection lets you rotate the type/graphic around the video

Tips & Tricks

More soon...