

Name: \_\_\_\_\_

Grade: \_\_\_\_\_

## VR-360 Video for Training Programs (14)

(Circle your correct answer selection)

It is important to maintain a buffer zone of about 6 feet around the VR camera because

- A. Items closer may be out of focus or may be distracting to the viewer.
- B. Items close to the camera may be distorted at the stitching point.
- C. Items close to the camera may be distorted or broken at the stitch line.

One of the most important elements in a successful training presentation is:

- A. maintaining the student's interest.
- B. student engagement.
- C. providing useful information.

The elements necessary for creating and presenting 360 VR visuals include:

- A. The camera, the editing software and the viewer
- B. The camera, processing, editing software and delivery
- C. The location, a presenter and a camera operator.

In some situations, the VR images generated by the camera:

- A. must be processed or converted into "flat" format before editing
- B. may need to be blended together.
- C. may not be suitable for editing.

The least expensive delivery methods include:

- A. Vimeo, YouTube and web sites
- B. YouTube, Wordpress and direct viewing
- C. YouTube and Oculus Rift

In some situations the images or video may require:

- A. Injection of "meta data" for YouTube to recognize the video as 360/VR.\*
- B. conversion into spherical format.
- C. uploading to Vimeo for viewing.

In the presentation it was recommended that the viewing range of a VR 360 is:

- A. limited to about 30 feet in situations where the viewer is expected to detect detail.
- B. unlimited due to the 4k quality many of the cameras.
- C. distorted by the curvature of the fish-eye lenses.

One limitation of the Samsung Gear 360 is

- A. It only has one spherical lens.
- B. it does not operate under water.
- C. it requires a Samsung phone for remote operation.

The practical disadvantage of the GoPro 360 system is

- A. it requires the purchase of 6 GoPro cameras
- B. it requires the purchase of 6 GoPro cameras
- C. it requires 6 cameras with 6 separate SD cards
- D. the cameras must be removed from the frame to access the video cards.

Some obstacles to 360 VR include:

- A. difficulty in editing the images or video.
- B. resistance to wearing the VR "goggles"
- C. potential for motion sickness or disorientation after viewing.