Panoramas and Narratives Luiz Velho

IMPA

Panoramas

Panoramas

- 360 Panoramas
- 360 Videos
- Gigapixel Panoramas

Panoramic Tours

History

- MIT Movie Maps
- Apple QuickTime VR
- Microsoft Research
- Google Street View

MIT Movie Map

• Architecture Machine Group, 1978 (DARPA funding)







Video Panorama Graph



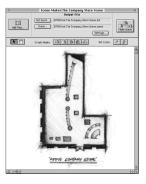
Interactive Video Disc

QuickTime VR

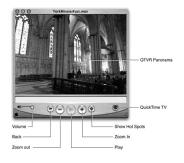
• Apple, 1994



Cylindrical Panorama



QT VR Studio



QT VR Player

MSR Pano Tour

• Video-Based Walkthroughs, 2003



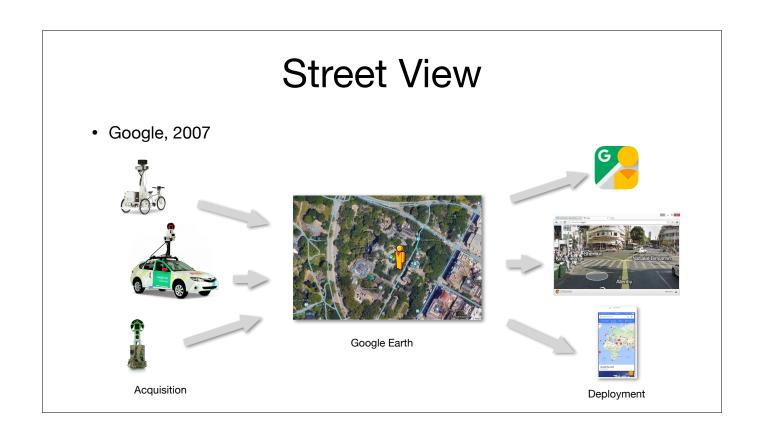
360 Video Capture

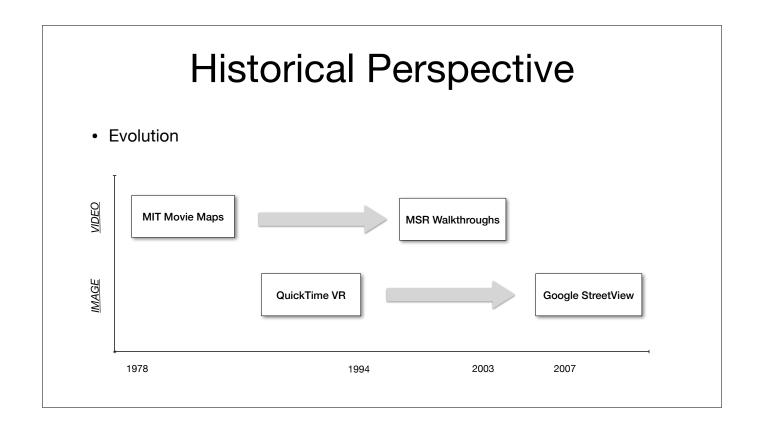


Tour Plan



Experience





Platforms

Systems

• 360 Headset

Individual

• Visorama

• Wide Screen

Group

• Liquid Galaxy

Image Formats

- Film
 - Capture
 - ► Video 1.33:1 (3x4)
 - ► HDTV 2:1 (16x9)
 - ► Cinema 1.85:1 / 2.23:1
 - Display
 - ► TV
 - Panoramic
- Panorama
 - Capture (360)
 - Display (system dependent)

Projection Types

- Perspective
- Stereographic
- Moebius
- Mosaic

Perspective



FOV = 120

Stereographic



FOV = 120

Moebius



FOV = 120

Mosaic

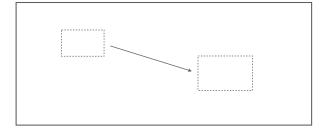


David Hockney

Animatic

Camera Motion in Images

- Ken Burns Effect
- Regular Images
 - Scan / Pan
- Gigapixel Panoramas
 - Zoom and Pan
 - * Different Scales



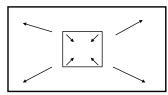
Canvas

- Multiview Support
 - Screen Divided into Views
- Wide Screen Narrative
 - Panoramic Context
 - Simultaneous Scenes

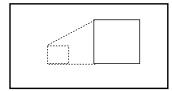
Visual Templates • Full Screen • Split Screen • Images • Graphics • Text

In-Frame Motion

• Zoom In / Out



• Magnification Lens



Narrative

Content Structure

- Meta Stories
- Finite State Machine
 - State / Transitions
- · Dynamic Objects
 - Actors
 - Avatars
 - Agents

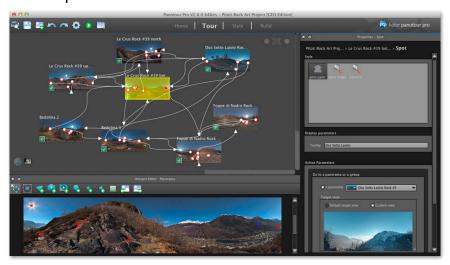
Interaction Structure

- Navigation (Paths)
 - Graphs
 - Decision
- Hyperlinks
 - Indication (active / visited)
- Portals

Pano Tour

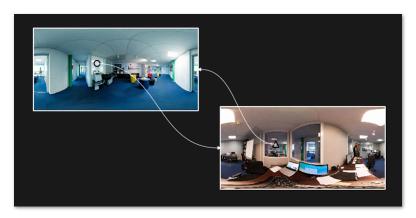
Authoring Tool

• Navigation Graph



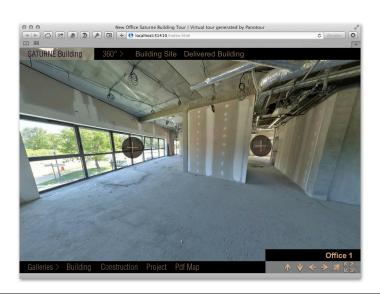
Transitions

• Portals and Hyperlinks



Player

Interface



Visgraf Tours

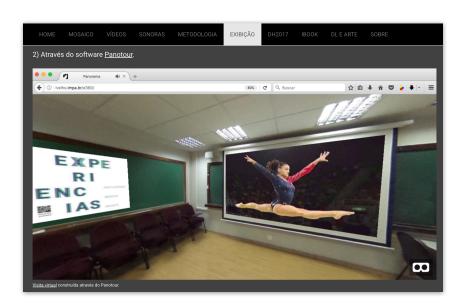
Lab Tour



Olhar 3D



Indisciplinas



NPan

