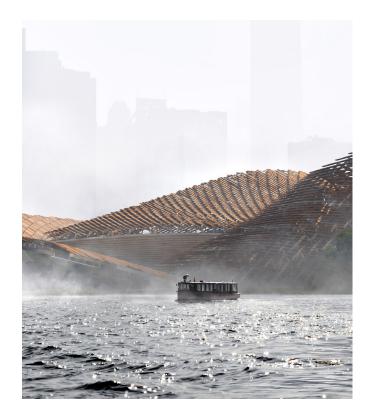
Real Time Rendering \_ Professor: Alphonso Peluso

Assignment 08 \_ Lumion 360 Panoramic VR Equirectangular Output Adobe Premiere VR Export





**Project:** Use your past or current studio project to create (3) VR Panoramic 360's.

The VR Panoramic 360's must make use of the effects stack in Lumion.

They should tell a story and convey visual mood.

**Objective:** Learn the basics of the Lumion 360 images

Create compelling Lumion scenes

Learn to compose and export your (3) VR Panoramic 360's in Adobe Premiere

**Process:** Use the Lumion to create (3) VR Panoramic 360's.

Export the (3) VR Panoramic 360's as Monoscopic Equirectangular

at the highest quality at 4096 px x 2048 px

Use Adobe Premiere to export your (3) VR Panoramic 360's as VR .MP4 files

**Schedule:** Class-12 - Submit the deliverables listed below before the start of class-12:

**Deliverables** Make (3) High Quality 2160p 4K 3840 px x 2160 px .MP4 files

**Submit:** Submit all deliverables to the shared drive

Please save your files in a folder Firstname\_Lastname in a sub folder A# Please save your work as a MP4 Firstname Lastname Assignment#