

360Rize announces its ability to create 8K (8,192x4,096 pixels) 360 Video at 240 Frames Per Second using its Pro10 gear.

360Rize® announces 360 Plug-n-Play™ video rigs can now film using its patented Pro10 360 gear to produce 6K Native and 8K (8192x4096) Interpolated at 240fps!!

OLEAN, NEW YORK, USA, February 19, 2018 /EINPresswire.com/ -- [360Rize®](http://360Rize.com) announces its [360 Plug-n-Play™ video rigs](http://360Rize.com) can now film using its patented [Pro10](http://360Rize.com) 360 gear and produce 6K Native and 8K (8,192 x 4,096) Interpolated at 240 fps (Frames Per Second). Using its patented 360Rize Pro10 360 Plug-n-Play™ video gear arranging 10 GoPro Hero 6 cameras , shooting in 1080 at 240fps allows clients the ability to create stunning 360 video at 240 frames per second.



8K 360 Video at 240 Frames Per Second

"It wasn't an easy task to tackle, we just needed to rethink the work flow", says Michael Kintner, CEO/Founder of 360Rize. "Using 10 of the latest GoPro Hero 6 cameras and 360Rize's Pro10 holder you can now quite easily create high definition 360 video at 240 frames per second along with variety of different 360 production tools."

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WOW 8K 360 Video at 240fps! Amazing results”
Michael Kintner

“I got to experimenting and geeking out, and WOW, my hard drive was almost full!” said, Mr. Kintner. 360 Creators are now dealing with much larger file sizes than the normal 360

video content. The results show tremendous possibilities compared to standard 360 videos at 30, or even 60 frames per second. This project including using a 2017 GMC truck carrying a new Fisher Plow and the project size was almost 300 gigs. The project used 10 GoPro™ Hero6 cameras shot with the patented 360Rize Pro10 camera array holder. It captured 1080P footage at 240 fps by ten cameras as it moved through the snow in a parking lot in Olean, New York. The combination of post-production and using 360 tools such as Abode Premiere and After Effects, combined with the raw stitched footage, and a computer system with decent CPU/GPU processing power, resulted in some amazing 360 content.

Those with creative endeavors, sometimes it's faster and easier to yield the better results if you start over from scratch. Content creators can take the lessons learned from the old 360 work flow and develop a new 360 work flow that's faster and easier to manage. Using tools like 360Rize's 360Camman for file media management, Adobe Premier for perfect audio/video sync, Mistika VR for

stitching, and Adobe After Effects result in the best results possible. In the end the work flow was quite easy to tackle. After finishing the new stitch, the latest 360 video produced was a hundred times better than what we expected and virtually almost no stitch lines, clean and sharp all the way.

For more details on workflow and downloadable samples: <https://shop.360rize.com/product-news/240fps-8k-hevc-h-265-360-video-resolution-frames-per-second-matters/>

Example of 8K 240fps converted to 4K YouTube Viewing: <https://youtu.be/uNcGJ5ngUQM>

The Presidents Day thoughts on 360 video: <https://youtu.be/-SS4wFO6oNw>

The real challenge came in when trying to create the 8K HEVC (H.265) 360 Video. As far as we know today Adobe Premiere CC 2018 has the only tools to output the 8,192 x 4,096 HEVC H.265 files. To our surprise it took almost 4 hours to process the content for a minute and a half minute 360 video. The produced 360 video file sizes was very comparable to standard 360 video file sizes. Our next goal is to capture 8K 3D 360 video using 360Rize's 360Orb which uses 24 cameras.

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