



POLITECNICO  
MILANO 1863

# Virtual theatre: supported materials

Labora model making

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# Import formats

## 360° Videos/Photos

In order to import correctly, the video or photo to be displayed must be in **.mp4** and **.jpeg** format, respectively.  
If possible, maintain a resolution higher than **4K**.

## Video rendering from 3D models

To extract immersive views and videos from 3D models, you need to create a spherical video render directly from the modeling program and export it to **.mp4**. The same procedure applies to static 360° views, which must be exported in **.jpeg** format.

# Precautions

## Stability

To avoid the so-called **motion sickness** effect, it is advisable to shoot 360° videos in motion with a **stabilizer**, or to reduce the motion blur effect in **post-production**.

As for static videos, it is necessary to place the camera on a flat surface, or use a **tripod** equipped with a spirit level.

## File dimensions

Importing videos into the theater software can take a long time if the files are **too large**.

For this reason, it is best to split up the content to be projected and re-join it later. Hence, it is important to keep each video to a length **of 1/2 minutes**.

## PC projections

If you need to project **the screen of a device**, you can connect a laptop to the theater with an **HDMI** cable located in the power outlet in the center of the space.



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