

SPIN Studio and SPIN Play support standard audio and video formats, leading VR platforms, and marketplace integrations.

Following are the current technical specifications:

*Last updated: 11/28/2018*

<b>Max Input Video Resolution</b>	8192 x 8192 for video and image sequences
<b>Video Frame Rate</b>	Up to 60FPS
<b>Video</b>	
Input Codec	H.264, H.265, ProRes, CineForm
File Format	MOV, MP4, MPEG4, PNG (8 bits per channel)/JPG/EXR image sequences
Input Type	Mono, Stereo (Top-Bottom & Left-Right)
Field of View	360°, 180°, and custom
AVC Data Rate (recommended)	Minimum: 50 Mbps   Maximum: 150 Mbps
<b>Audio</b>	
Input Codec	AAC, MP3, WAV, and all other ffmpeg-supported audio codecs
File Format	AAC, MP3, WAV
Channel encoding	Mono, Stereo, First Order Ambisonic (FOA),
<b>VR Platforms</b>	
Supported	Oculus Go and Oculus Rift
Coming soon	Oculus Quest
<b>Web Browser</b>	
Supported	For SPIN Studio (creating and publishing VR videos) Google Chrome(Win/macOS/Android)
<b>Export Integrations</b>	
Supported	Steam, YouTube, Pixvana SPIN Play app