

360EDITOR

Online editor for Virtual Reality content





360Editor

In this section, we will take a closer look at the operation of the 360Editor.

360Editor

360Editor is an application developed by 360Mediatalo that allows users to easily create and share virtual reality content without programming skills. The content can be viewed using VR-Headsets as well as on web browsers and mobile devices. The content created with 360Editor (show) can also be linked to a 360Lectures room, allowing users to move together in 360 environments without the host of the room and later return to live mode.

To start using 360Editor, log in at <https://360editor.fi/>. As with 360Lectures, the creator of the project selects the project to be edited first. After this, the user uploads the media they want to use in their project to the service. The supported media at this time are:"

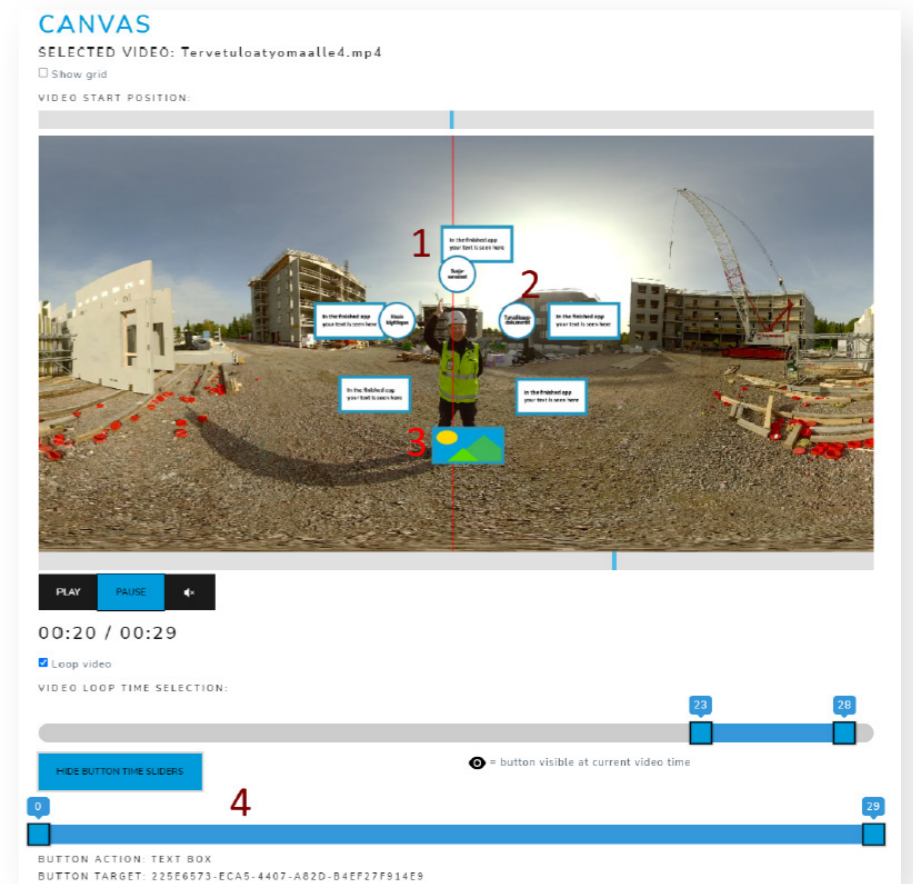
- 360-images
- 2D-images
- 2D-videos
- 360-videos
- Background audio
- Buttons
- Questionnaires and tasks
- Textboxes
- Nadir
- Subtitles

Buttons are placed inside 360 media and functions are assigned to the buttons. The functions can, for example, take the user to another 360 media or open 2D media. The 360 environment can also be 3D modeled, but we recommend using 360 photos. 360Editor has a tool for creating subtitles in multiple languages at the same time.

A ready project can have its own custom URL that the users can use to open the created VR-experience. The content created with 360Editor can be shared as a link, embedded directly on a webpage, embedded in a 360Lectures live event, or through a QR code.

View inside the 360Editor

1. Textboxes can convey information to the viewer.
2. Buttons can contain different functions. The appearance of the buttons is up to the creator of the project.
3. 2d-videos and 2d-images can be embedded to the 360-environment.
4. All the elements can be timed to appear.



360Editor view

A demo can be viewed of the ready project here:
<https://app.360mediaplayer.com/?360mediatalo@tyomaa>

Thank you!

If you have any questions about using 360Editor please contact us.



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