Unity

SLQ Wiki Fabrication Lab 2024/04/28 03:59

Unity

Resources

Compression

360 Video cannot typically be edited or compressed using any video software as it contains metadata to inform players about the specifics of the 360 degree sphere format. When using an unsupported editor, they can strip out this metadata and flatten the video.

• Use the following

HandBrake 360 Camera Compression Presets

to keep 360 metadata

