CREALTO

360 Grad - Zürich Flughafen
Case Study

Client:

ZURICH AIRPORT   APG|SGA Out of Home Media

In this video Case Study we take you through the process of creating airial VR media – from planning, shooting to stitching and finishing.

The first challenge was to make sure we are ok to fly a heavy lift drone at an airport. Just that sentence by itself shows how complex and carefully planned this project had to be. But we finally got permission from the police, flight control and the Tower of Zurich airport to lift of and we were in constant contact with flight control during shooting, to ensure it is all safe and we stayed within our parameter where it was safe to fly.
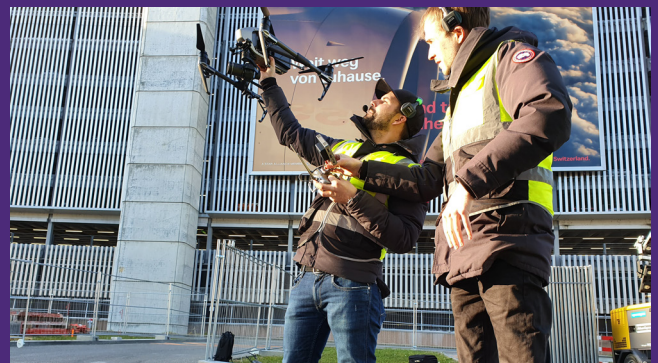
Preparations

This airport project required some detailed post production, so we opted for the Insta360 Pro2 camera with a custom built heavy lift drone. The golden rule of filming for virtual reality is to avoid your subject matter changing proximity to the camera. Good luck doing that with flying and complex architecture at an airport. Fortunately we can turn to intelligent software to simplify these uniquely complex problems.

"Insta360 Pro2 Camera with custom heavy lift drone"

The challenge the team faced later on in post-production was to get the perfect stitch so the stitch lines would not be noticed when watched in VR and to stabilize the swinging of the camera while flying with such a heavy lift.

"Setup"

Services

1 Concept Development

2 Scriptwriting

3 Storyboarding

4 Film Production

5 Editing

6 Color Grading

7 Logo Animation

8 Marketing

9 Web Design

Shooting

When our cinematographers finally capture that one magical moment in the sunlight, it's up to our post team to produce a seamless stitch. Without Mistika VR's keyframes and edge points, we wouldn't have a shot.
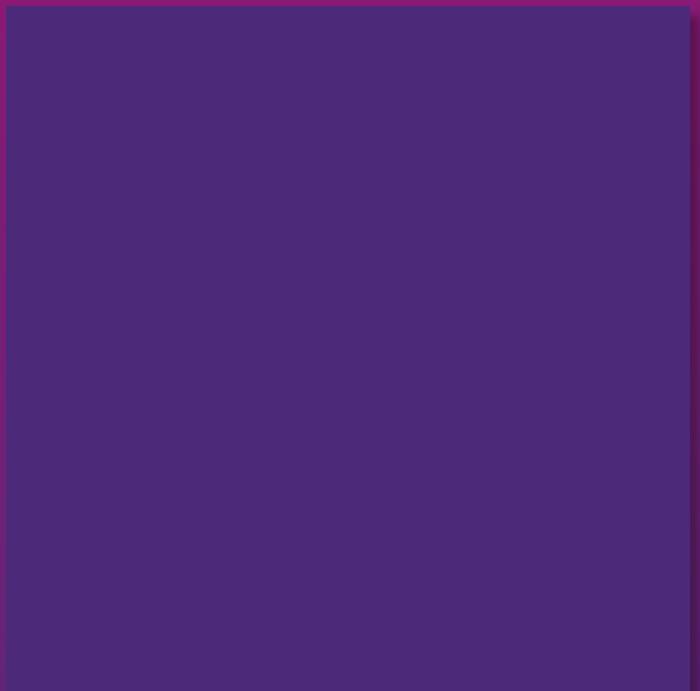
Post Production

With heavy duty hardware power (3x 1080 Nivida Titan Cards) and the ability to color grade VR seamless in Davinci Resolve we had to find a way to preopare the clips to we can stay within our regular workflow.

Stitching software

We decided to use Mistika VR to stitch and balance
the footage off camera to make it seamless and then
went into Davinci Resolve for a detailed color grading
and the final look and feel of the flight.

Registered as official airplane with flight control

156

GB of Data Captured

36

Hours Render time

1.5

Hours of Flight time

Conclusion

Enjoy the flight over the Zurich Airport in 360 Degree

Watch the Video on our Vimeo Channel: www.vimeo.ch/crealto

Reach us

- Herrengässli 3, 3532 Zäziwil, Switzerland
- + 41 31 544 97 67
- www.crealto.ch

CREALTO