OZO

EXPORTING STITCHED MP4s TO Facebook

Updated 22nd August 2017

References OZO Creator V2.1

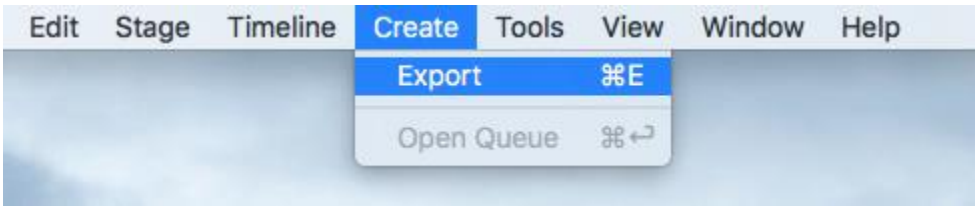
Pre-requisites

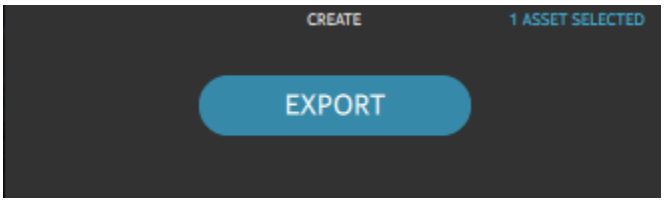
Before starting, you will need to:

1. If viewing on a mobile phone using Samsung Gear VR, install the latest version of :
   - The Facebook app on the Samsung phone. Please refer to the Facebook Help Center for further details.
   - The Oculus (app) on the Samsung phone and link it to the Facebook account. Please refer to the Oculus website for instructions.
   - The Facebook 360 app from the Oculus store.

Procedure

2. Select **Export** under **Create** or using the left-hand panel.





Options for selecting Export in the Creator UI

3. The following screenshots show how to export a file using a custom file naming system. You can use any of the other filing naming systems provided by OZO Creator, **Use asset name** or **Use camera ID and time of capture (UTC)**.

   The **Range** drop down menu provides the option of **Selection (In-Out)**, **Single frame (Playhead)**, and **All**. Either use **Selection (In-Out)** to export a section of the capture or **All** to export the entire capture.

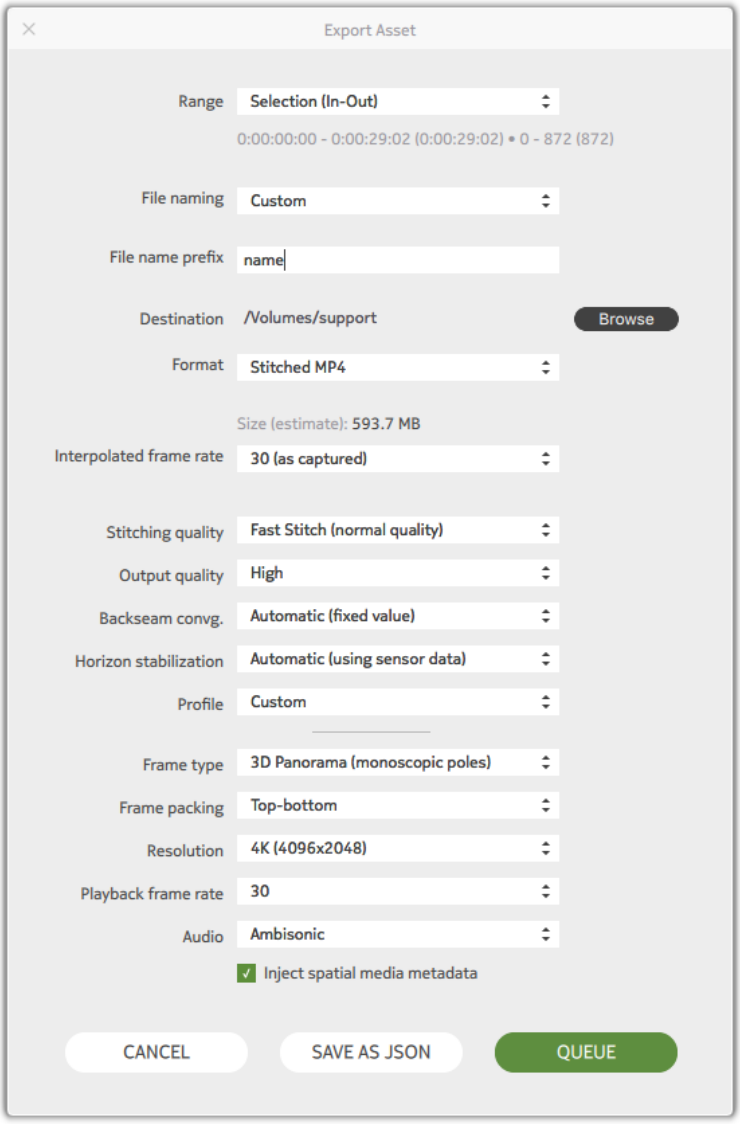
   Please also note that a **Fine** stitching quality can be used as well but this increases the processing time.

   An **Output quality** setting of **High** achieves a good balance between file size and quality. If drive space and upload bandwidth allow, an **Output quality** setting of **Very High** may help reduce compression artifacts.

The **Manual** option for the **Backseam convg.** will stitch the backseam to a setting that the user has selected through the OZO Creator UI. The **Automatic (fixed value)** option will calculate the best value for the first frame and apply this to the rest of the frames. The **Automatic (15 frame re-calculation)** will re-calculate the backseam every 15 frames.

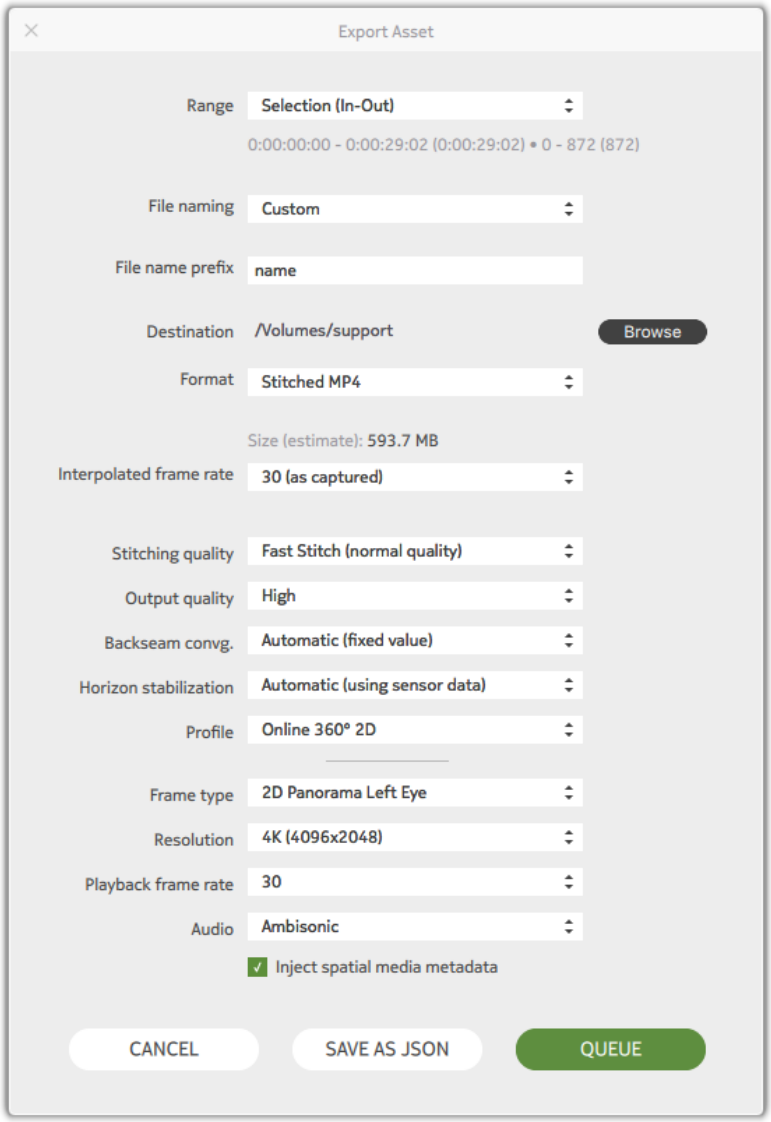
The **Horizon stabilization** option allows the footage to be stabilized based on the OZO's orientation sensor.

The **Profile** option provides a selection of preset export options for **Frame type**, **Frame packing**, **Resolution**, **Playback frame rate**, and **Audio**.
Here is an example of the settings used to export a stereoscopic file.



Export Asset window showing stereoscopic settings

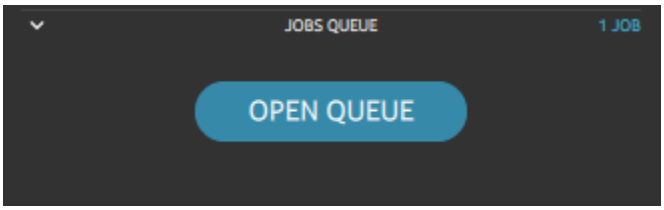
Here is an example of the settings used to export a monoscopic file.



Export Asset window showing monoscopic settings

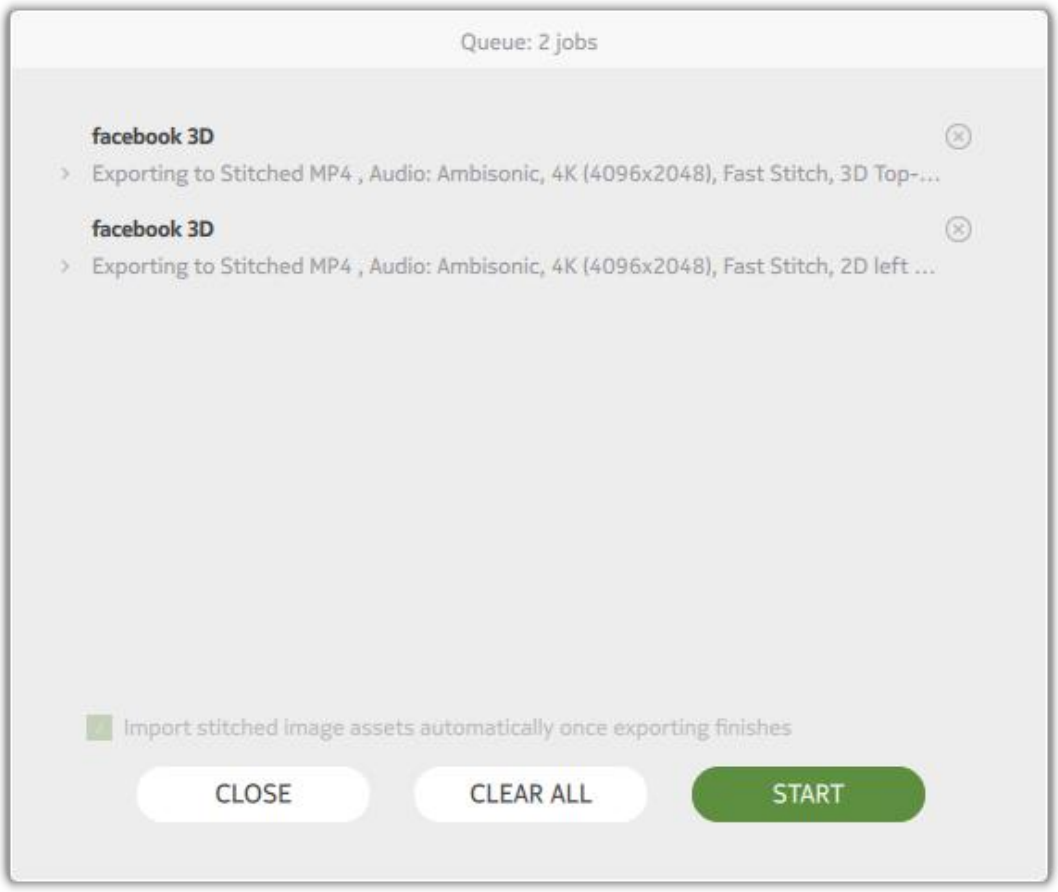
After choosing the appropriate settings, click **QUEUE**.

4. Click on the **OPEN QUEUE** button.



Job Queue panel in Creator UI

5. Click **START**



Job Queue window

OZO Creator will begin the process of creating the stitched mp4 file by providing a progress bar and status update.

6. Once the export is completed, click **CLOSE**.

7. Once completed, you can upload the encoded file to Facebook. Please note that the filename will end with the following:
   - **_metainjected_M.mp4** - for monoscopic files
   - **_metainjected_TB.mp4** – for stereoscopic files

To upload:

- Click on Photo/Video icon on the Status line
- Click on **Upload Photos/Videos**
- Select the video you would like to upload and click **Open**.
- Once uploaded, select the appropriate security status.
- Click **Post**. A message will appear indicating that the video is being processed and a notification will be sent when it is done. The length of the processing time is dependent on the size of the file.

8. The uploaded Facebook videos can also be viewed using a Samsung Gear VR headset:
    - Ensure that the Facebook 360 app is installed on your phone. If not, search for Facebook 360 in the Oculus store and download the app.
    - If not already done, link the Oculus app to your Facebook account.
    - Insert the Samsung phone in the Samsung Gear VR headset.
    - Put on the headset and navigate to **Facebook 360** on the home screen.
    - Continue with your Facebook identity
    - Navigate to the **Timeline** section at the top of the screen within the app and select the video for viewing.

Please refer to the Facebook Help Center to obtain any assistance or further information.

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