

Technical features of technical infrastructures

Before you begin developing a 360° video, you'll need a few essential tools to ensure a smooth workflow and proper testing environment. Here's what you should prepare:

- A laptop – for editing, stitching, and rendering your 360° footage.
- A 360° camera – along with a tripod or a head strap, depending on the type of shots you plan to record.
- A VR headset – to preview and experience your video in immersive format.
- A smartphone – capable of downloading the necessary apps or software that support your camera and VR device.

With these tools ready, you'll be equipped to start capturing and producing your immersive 360° experience.

Minimum Laptop Requirements

Company laptop specs:

- Processor: Intel® Core™ Ultra 7 165H 1.40 GHz
- RAM: 32 GB
- Graphics Card (minimum): Intel® Arc™ A370M Graphics (Laptop) or NVIDIA GeForce GTX 1650 Mobile



Performance note:

Rendering a 5-minute 360° video at 7680×3840 resolution (8K UHD) on this laptop takes approximately **2 hours and 30 minutes**.

Recommended Laptop Specifications for More Demanding Work

- Processor (CPU):
 - Intel: Core i7
 - AMD: Ryzen 7 or higher

Note: More cores and higher clock speeds improve performance, especially during rendering and video export.
- Memory (RAM): 32 GB
- Graphics Card (GPU): NVIDIA RTX 3060 / AMD RX 6700 XT or better



Keep in mind that with 360° cameras, zooming is not possible during post-production. If a detail needs to be highlighted or shown up close, the camera must physically move closer during the shoot. Additionally, 360° video resolution is often lower than that of traditional video, especially when capturing small or distant elements. For this reason, it may be helpful to supplement the footage with high-quality static images or dedicated close-up shots. These limitations should be considered during the storyboard phase (pag.number page), so that key visual elements can be properly planned and effectively captured during filming. As an alternative, you can consider using 2D video (which requires a traditional camera) or photographs (which require a still camera), to be included in the 360° video as interactive content.