

RELens v2.2.1 Full For Ae (win, mac)

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- Short dance reframed/composed and camerawork with RE: Lens.
- Camera: Back-Bone altered GoPro using Entapano 280 deg. fisheye Background
- Directed by: Peter Litwinowicz
- Choreography: cooperation of Peter Litwinowicz, Lizz Roman As well as the dancers (Chris Black, Megan Lowe, Rowena Richie)
- Music: Daniel Berkman

RELEASE FEATURES

- Single-camera 360 movie made simple: Take with One camera using a superfish lens and also convert the movie to LatLong format Appropriate for use with 360 VR audiences. With the proper lens and camera installation, Stitching can frequently be removed from the 360 workflows.
- 360 VR and Allergic stabilization: RE: Lens' Spherical stabilizer reduces shakiness from 360 VR and fisheye footage which Regular stabilizers cannot repair. Only press "Track" and also the Footage is examined without needing a complex workflow.
- More applications for superfish high-res vision: Grab super wide-angle shots with the big resolution, then straighten and animate camera rotations and zooms in place, providing greater flexibility when directing the viewer's interest. Even create two different virtual views using One camera!

Feature Specs

- **STRAIGHTEN VIDEO:** Catch with your fisheye Or super fisheye lens then convert to ordinary"rectilinear" Projection for the output signal, eliminating the necessity to watch curved pictures.
- **360 (LAT LONG) TO 2D CONVERSION:** Combine your 360 panoramic VR movie to ordinary 2D, with options to customize and edit your Point of view over the LatLong video.
- **STABILIZATION IS Simple to Use!** : Just press "Track" and the footage is examined without needing a complicated workflow. Works right in your 360 VR and fisheye footage without a Requirement for projection on block faces, or handling monitoring points manually.
- **SPHERICAL STABILIZATION:** RE: Lens monitors and Stabilizes international camera orientations, which can be required if working with 360 VR and fisheye video. Track once and modify the stabilization profile To your own liking.
- **MOTION GRAPHICS, TITLES, CG:** Paint or include Motion images, names, 3D content for a LatLong, fisheye along with other Non-rectilinear substance readily: Convert to regular 2D, insert motion images or 3D cartoon, then go back to your own origin format.
- **IMMERSIVE VIDEOS:** Produce ultra-wide facet Ratio videos out of fisheye and wide-angle field-of-view lenses, keeping a Bigger undistorted FOV than you can with any ordinary range lens.
- **PROJECTION FORMATS:** RE: Lens manages rectilinear, latitude longitude (equirectangular 360 panoramic VR), fisheye, super fisheye, super wide-angle zoom, small world, mirror ball, and parabolic lens-mirror projection formats.
- **HIGH Excellent FILTERING:** Choice to Mechanically soften or sharpen adaptively (based on how the projection Squeezed or stretched which part of the picture).
- **PERSPECTIVE CORRECTION:** Suitable perspective correction Controls for wide-angle lenses.
- **PINCUSHION AND BARREL DISTORTIONS:** Handles Ordinary pincushion and barrel corrections for ultra-wide-angle, frequently at Extremes of lens lenses.
- **STRAIGHTEN SUPER-WIDE VIDEO WITH FEWER ARTIFACTS:** Choice to decrease over-stretched corners (unflatten) when creating Super broad field-of-view outputs.
- **HIGH-RESOLUTION PANORAMAS:** Use super high-res 360 inventory panoramas, or catch your personal, and reestablish a virtual camera transfer Inside them.



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Plugins

After Effects

- **CHROMATIC FRINGING REDUCED:** Attenuates Chromatic distortions and fringing that could happen with curved lenses.
- **MIRROR-BASED SYSTEMS HANDLED:** Committed Support for exotic mirror-based systems like parabolic lens-mirrors and mirror balls.
- **DOME PROJECTION:** Merge 180 or 360 to fisheye for dome projection. Complete fisheye to fisheye change chain with FOV control.
- **FISHEYE MODELING:** Undistortion controllers to Better specify the form of non-equidistant fisheye lenses.
- **GPU ACCELERATED:** This Item is GPU accelerated. [Read more.](#)



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