



## Unreal engine - Camera 360 V2

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### Unreal engine - Camera 360 v2:

Introducing Camera360v2, the ultimate camera system for capturing video and screenshots in various formats. With support for cubemap 4x3, Facebook 3x2, pano2VR 3x2, EAC, GearVR 6x1, 360, Fulldome, Cylindrical, Stereo, and Face, this comprehensive solution covers all your rendering needs.

- Comprehensive rendering solutions for various directions
- Compatible with ray tracing, path tracing, and Lumen technologies
- Supports a wide range of formats including cubemap, Facebook, pano2VR, EAC, GearVR, mono 2D, cylindrical, 360, Fulldome, stereo, and face
- Includes features such as spherical mirror rendering and stereo path tracing for 360, VR180, and Fulldome
- Utilizes Sequencer and Movie Render for easy video creation
- No dependency on Render Targets or Scene Capture 2D
- Provides converters for image and video formats
- Custom projection options for flexibility
- Support for Render Pass, Stencil Layer, and Alpha channel in 6-task solution
- Incorporates DLSS, Bloom, Anti-Aliasing, Path Tracing, and Stereo effects

**Note:** This system enables rendering even on laptops through a 6-task approach and segmentation for stereo rendering. However, complex projects may require more memory. Path tracing is supported but may significantly increase rendering time and demand powerful hardware.

Experience enhanced rendering capabilities with Camera360v2, empowering you to capture your vision in stunning detail.



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3D-Models

平面设计

Unreal Engine



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