

SHOOTING WITH A FISHEYE LENS

The VR BAR is designed to be used with a digital SLR camera and a fisheye lens. This combination of equipment is rapidly become the preferred method of shooting virtual reality photography for a number of reasons.

- Ease of shooting
- Great results
- Full 360-degrees can be captured with as few as 4 or 6 images (*I recommend always taking the additional top/zenith shot to capture the ceiling.*)
- Streamlined workflow (*fewer images to deal with*)
- Less chance of shooting errors

Conventional VR photography often requires 30 images or more. If one image was blurred, it may require an entire reshoot. With 4 fisheye shots, you can quickly shoot the entire scene multiple times in less time than it would have taken to shoot conventionally. By shooting the same scene at multiple exposures, you have the opportunity to digitally enhance your virtual tours to provide exceptional results. (*See “Advanced Tips” in chapter 3.*)

Fisheye lenses produce one of three different image shapes commonly referred to as *Drum/Barreled* as shown in Figure 1-1, *Full-Circular* as shown in Figure 1-2 and *Full-Frame* as shown in Figure 1-3. The shape of the image that is produced with a fisheye lens is determined by the sensor of the camera that it is being used with. This explains why you may need to take six images with your camera and fisheye lens yet another photographer using a different camera with the same fisheye lens only needs to shoot four. For example, the Sigma 8mm lens is 180-degrees and produces a *Full-Circular* image on a camera with a full sized sensor such as the Canon 5D. The same Sigma 8mm lens on a Canon 20D produces a *Drum / Barreled* image.



FIGURE 1-1. *Drum/ Barrel Image*

FIGURE 1-2. *Full-Circular Image*

FIGURE 1-3. *Full-Framed Image*