Kelsey Davenport

S4931060

MA3D

<div align="center">Analysis of Methods of Rendering in 360</div>

Annotated Bibliography

Butterfield, Elijah. EleVR. "CG & VR Part 2 – VR Rendering in Maya." http://elevr.com/cg-vr-2/ 7th July 2015. [Online; Accessed 19th May 2017].

> This tutorial gives an in depth explanation of how to render with the DomeMaster 3D software. This was the first tutorial accessed when planning the experiment, and its thorough description of DomeMaster3D and shaders and camera settings was very useful. Although it was not the approach I ended up taking, examining this tutorial was some of the first research conducted and helped give insight to the process.

Sliced Bread Animation Limited. "Tutorial on how to create a virtual reality video in maya for the oculus rift. Sliced Bread Animation." Sliced Bread Animation. [Online; Accessed 16th May 2017].

> This website gives an overview of how to export animations created in Maya to 360 virtual reality. Each step of the implementation is described to give the reader an idea of how to do this by themselves. Sliced Bread Animation is a company that is based in England, and makes many different kinds of animations, but recently has focused on medical visualization. They tabled at a virtual reality conference in London where they showed their animations to guests using VR headsets. Since I attended this conference in April and had spoken to them about how they made their animations in Maya, I decided to read their tutorial. I did not end up using their approach because it would have required installing DomeMaster 3D, but it helped put the process into context.

TunnelVizionTV, 2017. Maya Tutorial - How To Render 360 Degree Spherical Renders For YouTube and Virtual Reality [video, online]. Available from: https://www.youtube.com/watch?v=q4RK77jspvU&t=14s [Accessed 20th May 2017].

> Ruan from TunnelVizionTV gave a very clear explanation of how to implement 360 rendering in Maya 2017. With the use of Arnold, he guides the viewer through creating new shaders, lights, and cameras. By the end of the video tutorial, the audience has enough knowledge to repeat the process for themselves. Because the software (After Effects, Premiere) in the video was already downloaded on my computer, this is the approach I selected to test.

Other References:

Allen, Damien. ProVideo Coalition. "Maya 2017: More Mograph, Less Mental Ray." https://www.provideocoalition.com/maya-2017-mograph-less-mental-ray/. 01 August 2016. [Online; Accessed 18th May 2017].

Anggono, V. 2015. *Neuron Background.* [image, online]. Queensland Brain Institute. Available from: https://qbi.uq.edu.au/article/2015/09/neurons-reaching-out-learn-make-award-winning-picture [Online, Accessed 25th May 2017].

Davenport, K, et al., 2017. *Cellular Senescence.* [video,online]. Vimeo. Available from: https://vimeo.com/208824691 [Accessed 14th May 2017].

Davenport, K., 2017. *Render 360 Test: Neuron Test 2.* [video, online]. YouTube. Available from: https://www.youtube.com/watch?v=n-DQ6sER-GQ [Accessed 25th May 2017].

De Koninck, P. *Hippocampal Neurons*. [image, online]. Universite Laval. Available from: http://fractalfoundation.org/OFCA/neuron1.jpg [Accessed 16th May 2017].

Kts. 2013. *Neurons in Colour.* [image, online]. Neura. Available from: https://www.neura.edu.au/wp-content/uploads/2016/05/nerves_MND_shutterstock_197275991.jpg [Accessed 16th May 2017].

Radford, D., et al., 2017. Group Project - Cellular Senescence. Bournemouth: Bournemouth University. [Accessed 21st May 2017.]

Sliced Bread Animation. *Render View.* [image, online]. Sliced Bread Animation. Available from: https://sbanimation.com/wp-content/uploads/SB_VR_Tutorial02.png [Accessed 14th May 2017].