



Creating a Time Slicing Effect GoPro Array Rig & Workflow

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GoPro
Be a HERO. 



What can I do with GoPros?



What can I do with GoPros?

How do I become a HERO?



3 MAIN GOALS

- GoPro Array Rig
- Test footage for a demo reel
- Workflow for student in SoFA at RIT



GoPro
Be a HERO. 




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Be a HERO. 

WE WANT THIS!



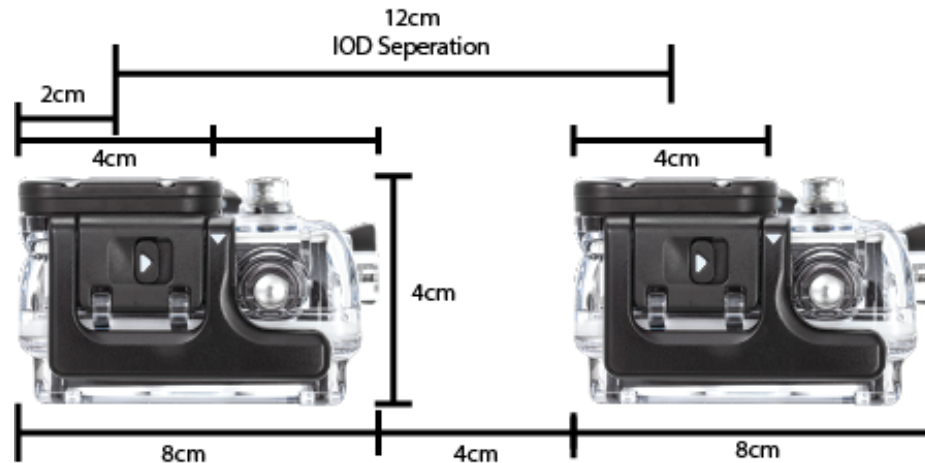
GoPro
Be a HERO. 



THE BUILD

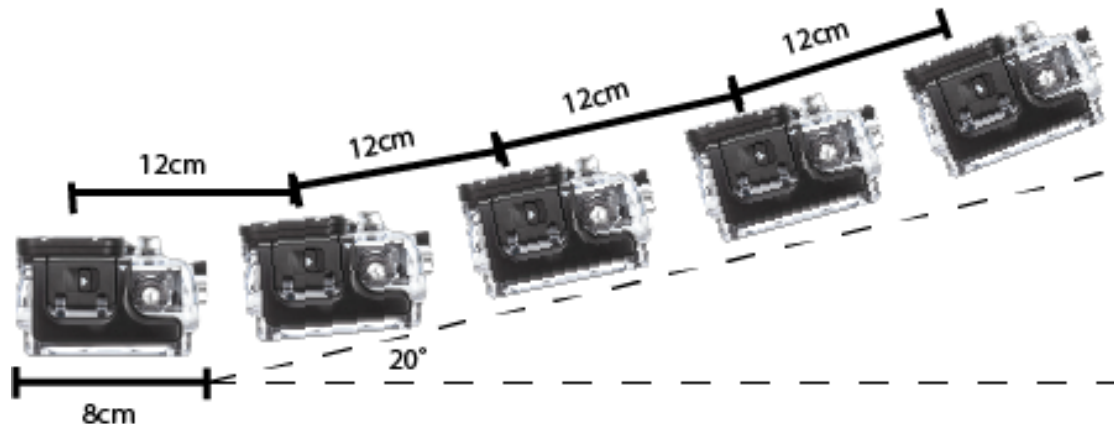
RIG DESIGN CONCEPT

- 120mm distance from lens optical center
 - Based on average human eye distance x2



RIG DESIGN CONCEPT

- 20° Horizontal Curvature
 - Based on GoPro “Narrow” FOV MAX with addition of more cameras in the future
 - Based on subject staying in frame, unlike linear arrays





RIG DESIGN CONCEPT

- Vertical extension adjustment
 - Supporting interchangeable straight and 20° curve
 - Gives users a choice in aesthetic
- Plastic Mount Nuggets
 - Quick camera alignment
- Mountable with GoPro Waterproof Housing
- Tripod mount
 - Supported by RIT SoFA cage tripods
- Handgrips with neck-strap
 - For mobile use
- WiFi Remote Sync
 - All cameras sync within 2-3 frames at ~60 ft.

GoPro Rig

- 20° Horizontal Arc
- Straight Vertical
- 14 GoPros
- Hand Grips
- Neck Strap
- Tripod Mount



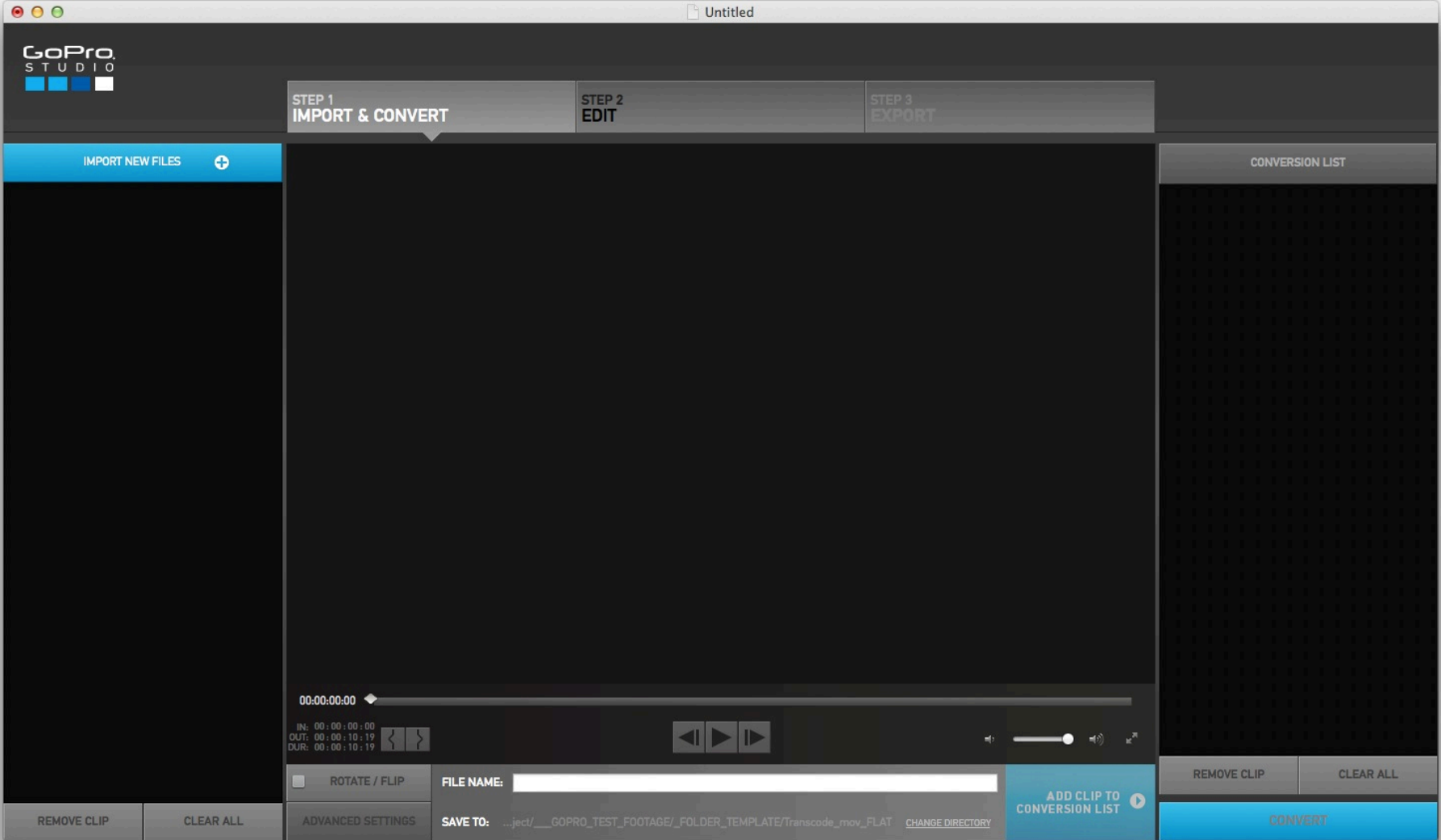
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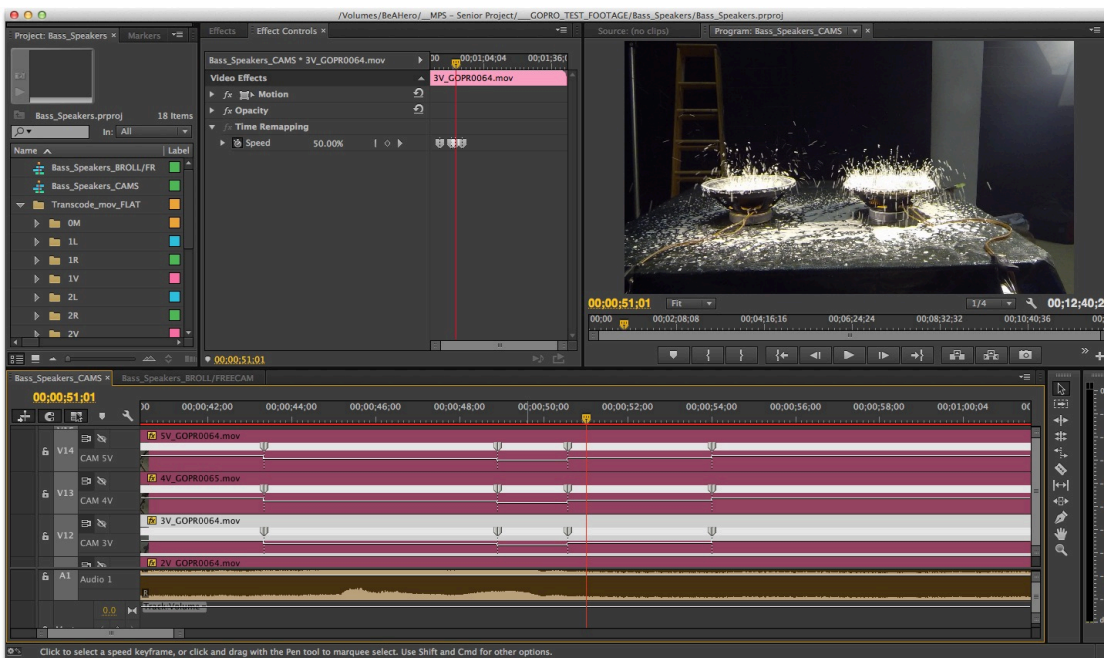




WORKFLOW



Adobe Premiere or AVID Media Composer



- Camera organization with provided template and formatting
- Choose which sections of shot you want to preform the time slicing effect on
- Time Remap

Adobe After Effects

- **Camera alignment**
 - Position
 - Rotate
 - Scale
- **Twixtor**
 - Interpolation Method





WORKFLOW PROBLEMS

- **Presets**
 - Glitch in Mac version when using “Remove Fisheye” turning to “1970s” Mode
- **GoPro Cineform codec conversion**
 - Must be done to use in desired NLE
- **Storage**
 - GoPro Cineform conversion data ratio of 10:1



DEMO REEL



What does this thing do?



What does this thing do?

What is it's purpose?



Provide a useful ***tool*** to the School of
Film and Animation

Create a good base for ***creativity***



Questions/Comments?