Transitions in 360 Media

Bachelor or Seminar Project

Figure 1: The Effect of Transition Type in Multi-View 360 Media Andrew MacQuarrie and Anthony Steed, IEEE VR 2018

**Objective:**
You should implement and evaluate different types for transitioning between different camera locations in a set of omnidirectional images (see [1] for details).
[1] The Effect of Transition Type in Multi-View 360 Media Andrew MacQuarrie and Anthony Steed, IEEE VR 2018

**Qualifications:**
- Good programming skills (C++, C#, Unity)
- Ability to work independently

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