

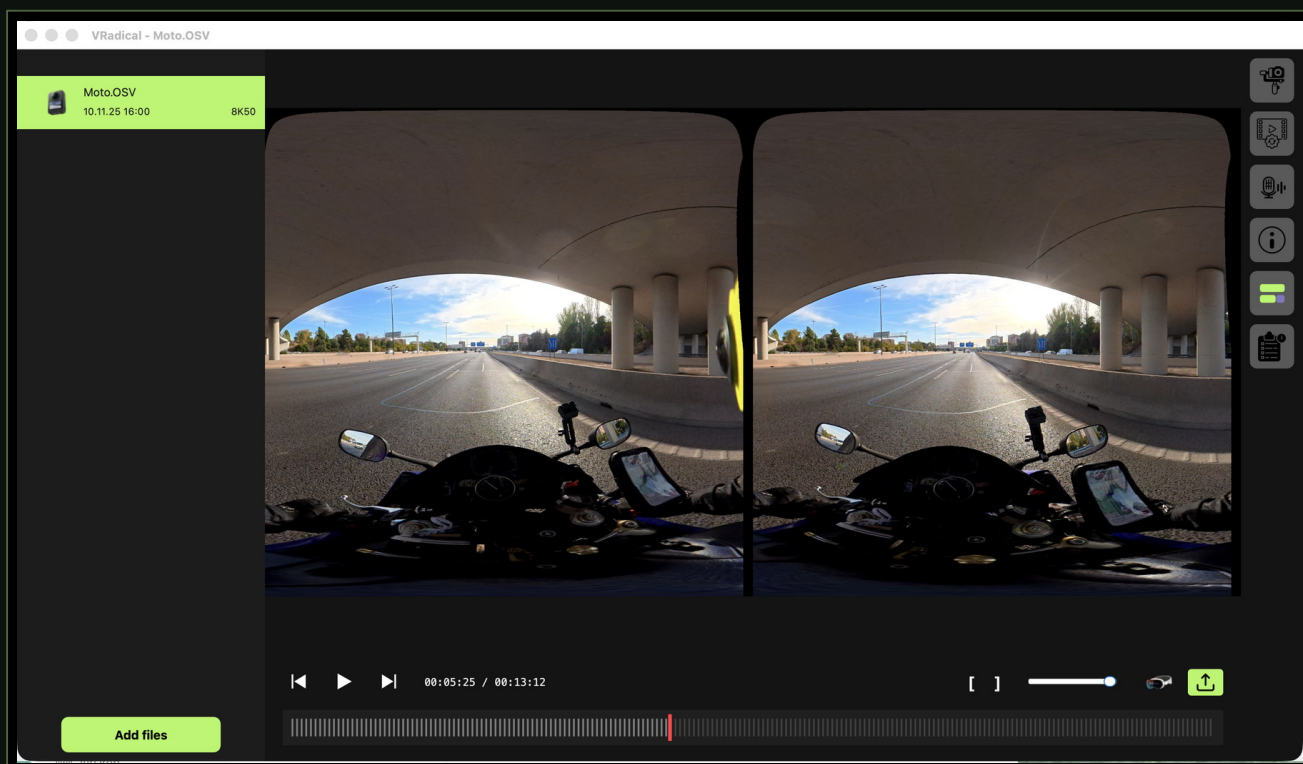


VRADICAL STUDIO
USER MANUAL / VERSION 1.0.0

The complete creator guide

VRadical Studio

Camera-native VR180 from first import to calibrated, stabilized, polished delivery - with photos, mixed-camera Timeline editing, publishing, CLI, and local DeoVR streaming.



16 CHAPTERS

14 REAL CAPTURES

macOS + WINDOWS

GPU-FIRST

Inside this guide

Sixteen practical chapters, written for the person who wants to create rather than decode a technical manual.

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TIP

Use the PDF bookmarks or the HTML search field to jump straight to a camera, tool, or error message.

01

FROM CAMERA FILE TO POLISHED VR180

Start here

Welcome to VRadical Studio. This guide is your friendly, practical map of the whole app: importing camera media, calibrating stereo geometry, stabilizing motion, shaping the look, editing a mixed-camera timeline, exporting, and streaming to DeoVR.

Preview

Open supported camera originals and inspect the final side-by-side VR180 image on the GPU.

Polish

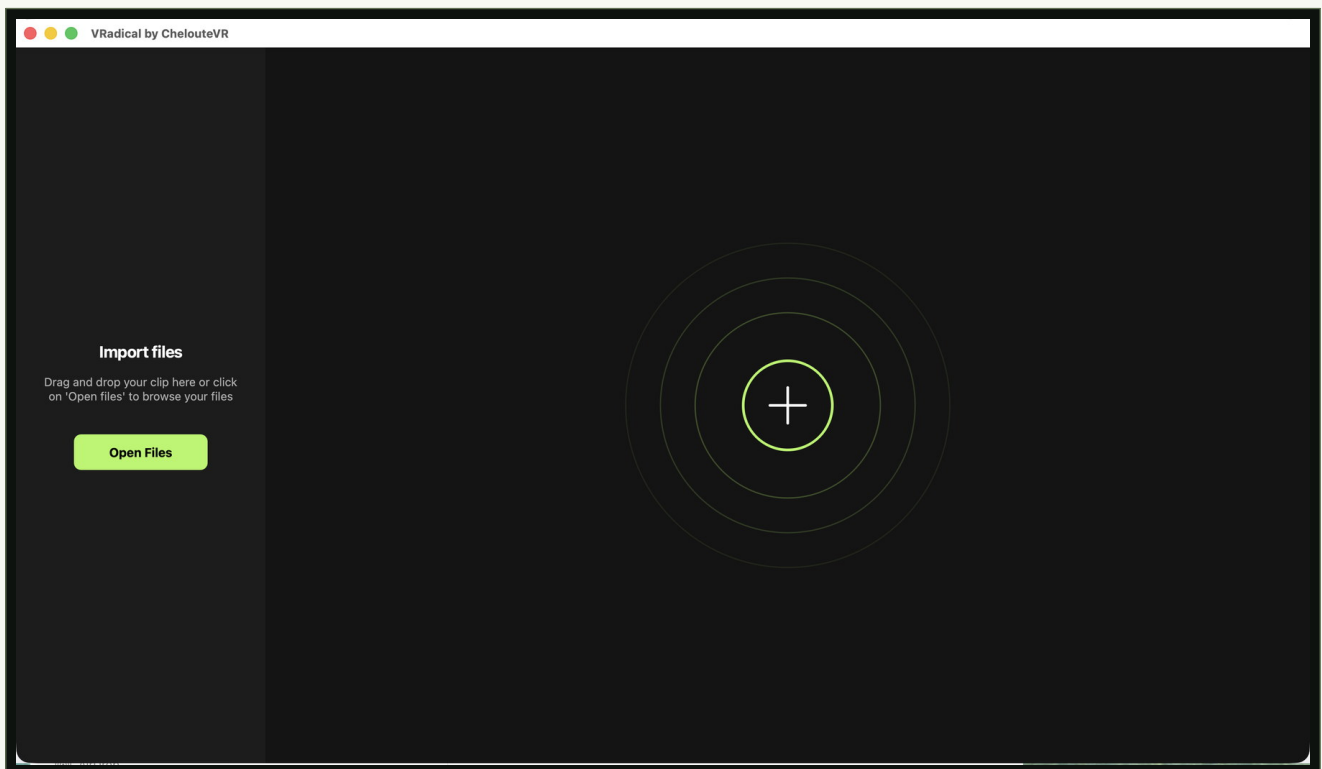
Calibrate, stabilize, grade color, correct framing, process audio, denoise, and sharpen.

Build

Combine compatible videos, photos, and external audio in a reusable Timeline project.

Deliver

Export modern video and photo formats, publish after export, or stream locally to DeoVR.



The welcome screen. Drop supported media anywhere in the center, or choose Open Files.

Your first ten minutes

1

Launch Studio

Open the application and confirm that it reaches the import screen without a GPU warning.

2

Add media

Drop one or more supported camera files, or choose Open Files. Keep every required companion or segment file beside the selected file.

- 3 Complete calibration**
If Studio asks for stereo calibration or sensor orientation, finish that guided flow before judging the final picture.
- 4 Choose the motion**
Open Stabilization, enable VRadical Flow when needed, then add Lock Vertical Direction and/or Chicken Head Stabilization as intentional modifiers.
- 5 Shape the image**
Open Media Processing for color, LUT, image correction, and camera-specific geometry controls.
- 6 Set a range**
Use the left and right bracket controls to mark In and Out points when you only need part of a video.
- 7 Deliver**
Choose Export, build a Timeline, or start a DeoVR stream. Studio keeps the camera pipeline attached to every clip.

TIP**The golden rule**

Keep camera originals unchanged. Do not rename, trim, transcode, or separate companion files before import. Studio reads camera metadata, stereo tracks, motion data, and multipart identity directly from the originals.

A tiny glossary before we roll

Term	What it means in Studio
Camera pipeline	The named parser, preview, stabilization, calibration, export, Timeline, and streaming route for one camera profile.
SBS / VR180	A side-by-side stereo frame: the final left eye on the left half and final right eye on the right half.
Hequirect	Studio's half-equirectangular VR180 projection. It is the usual final SBS view.
Calibration	A persistent camera-specific stereo correction that aligns parallax and must be applied as the final geometry step.
Mod profile	Saved per-camera setup such as sensor rotations, eye order, and focal-distance defaults.
Timeline	A .vradical-timeline project containing explicit video/photo clips, external audio, trims, transitions, and per-clip processing.

02

A GPU IS NOT OPTIONAL HERE

Install and launch

VRadical Studio is GPU-first. Preview, geometry, stabilization, calibration application, color, LUTs, Timeline playback, and display stay on the native GPU path. Unsupported hardware stops at launch instead of silently reducing quality.

Platform	Required hardware	Install location
macOS	Apple Silicon Mac. Intel Macs are not supported.	/Applications/VRadical Studio.app
Windows	Hardware Direct3D 11 GPU. Non-Apple PCs require NVIDIA or AMD; a physical Apple computer running Windows may use its installed hardware GPU.	C:\Program Files\VRadical Studio

NOTE**Vision Pro output**

Spatial and Immersive Vision Pro export is macOS-only and requires Apple Silicon with macOS 14 or later.

Install on macOS

- Open the DMG**
 Use the VRadical Studio disk image supplied for your edition.
- Copy the app**
 Drag VRadical Studio into Applications. Keep the application bundle intact because it contains the GUI, CLI, libraries, and calibration tools.
- Launch**
 Open VRadical Studio from Applications. If macOS asks for confirmation, verify that you are opening the delivery you received.
- Upgrade**
 In an updater-enabled customer build, choose Help > Check for Updates or open Settings > General > Updates. A manually delivered build can still be replaced while Studio is closed.

Install on Windows

- Run the installer**
 Open VRadicalStudioSetup.exe. Windows may show an unknown-publisher UAC prompt for the current unsigned installer.

2 Choose the destination

The default is Program Files. The installer can create Start menu and desktop shortcuts.

3 Finish prerequisites

Allow the installer to add the Microsoft Visual C++ x64 runtime when needed.

4 Upgrade

Use Help > Check for Updates in an updater-enabled customer build, or quit Studio and run a newer installer over the existing installation.

First-launch checks

- [] The import screen appears and remains responsive.
- [] No Apple Silicon or Direct3D 11 compatibility message appears.
- [] The version shown in Settings matches the delivery notes.
- [] Your camera family is enabled in this edition. Camera support is build-specific.
- [] There is enough fast local storage for camera originals, exports, and temporary calibration data.

WARNING**No CPU preview mode**

If the GPU check fails, update the GPU driver or move the job to supported hardware. Only encoding may use a software fallback; image processing never does.

NOTE**Updater availability follows the delivery**

Customer release builds include the authenticated updater. Ordinary developer builds can compile it out, so the Updates section and Check for Updates command may be absent even though the customer workflow is documented here.

03

EXPLICIT SUPPORT, NEVER A GENERIC GUESS

Cameras and media

An extension is only the first gate. Studio also verifies camera metadata, the installed camera family, and complete support for the operation you requested. That strictness keeps preview and export honest.

Accepted containers

Family	Video	Photo	Important notes
GoPro	.360	.36p	MAX2 BERS1, BERS0, and Fisheye are distinct profiles. Timeline availability varies on older profiles.
DJI Osmo 360	.osv	.jpg	A multipart recording may span sibling OSV files. Keep every original member together.
Insta360	.insv	.insp, .dng	Supported profiles include EVO, X4/X5 video, Insta360 INSP/DNG photos, and One R/RS variants. Split recordings need matching parts.
Kandao Q3U	.mp4, .mov	.jpg, .dng	MP4/MOV support is metadata-validated. Q3U video support currently targets 24/25/30 fps families.
Lenovo Mirage	.mp4, .mov	.jpg	Video and Extended-XMP photo routes require the matching explicit profile.
Canon EOS VR System	.crm	.jpg, .cr3	Canon EOS R5 Mark II with RF 5.2mm F2.8 L Dual Fisheye only. .jpeg is not an accepted alias.
CALF Gen 1	V#####.mp4	-	Optional camera slice. Availability depends on the purchased edition.
Timeline	.vradical-timeline	-	A project references its original media; it is not a generic JSON file.

WARNING

Extensions that are deliberately not aliases

Do not rename .jpg to .jpeg, a Timeline project to .json, or a camera file to a generic MP4 name in the hope of bypassing detection. Shared .jpg, .mp4, and .mov containers are accepted only when their camera metadata matches an enabled pipeline.

Video profile coverage

Profile	Preview	Export	Timeline	DeoVR	Calibration
GoPro MAX2 BERS1 EAC	Yes	Yes	Yes	Yes	Required
GoPro MAX Fisheye	Yes	Yes	Yes	Yes	Required
GoPro BERS0 / older EAC	Yes	Yes	Yes	Yes	Required
DJI Osmo 360 dual-fisheye	Yes	Yes	Yes	Yes	Required
Insta360 EVO, X4, X5	Yes	Yes	Yes	Yes	Required
Insta360 One R/RS 1-inch H/V	Yes	Yes	Yes	Yes	Required
Kandao Q3U	Yes	Yes	Yes	Yes	Required
Lenovo Mirage	Yes	Yes	Yes	Yes	Required
Canon EOS R5 Mark II CRM	Yes	Yes	Yes	Yes	Required
CALF Gen 1	Yes	Yes	Yes	Yes	Required

NOTE

Coverage assumes the camera is included in your edition

Every video profile listed above supports preview, export, Timeline, and DeoVR streaming and requires calibration. Availability of optional camera families, including CALF Gen 1, still follows the installed Studio edition.

Photo profile coverage

Photo route	Preview/export	Calibration behavior
GoPro MAX2 .36P	JPG export and Timeline	Uses same-serial video calibration when present; otherwise opens with transient photo alignment after a warning.
DJI Osmo 360 JPG	JPG export and Timeline	Requires a compatible Osmo video calibration. A chooser maps a different photo serial to an existing video calibration.
Insta360 INSP/DNG	JPG, eligible DNG, and Timeline	Requires matching same-camera-serial video calibration.
Kandao Q3U JPG/DNG	JPG, eligible DNG, and Timeline	Requires a compatible Q3U video calibration; a chooser may be offered.
Lenovo Mirage JPG	JPG export and Timeline	Requires matching same-serial video calibration.
Canon EOS R5 Mark II JPG/CR3	JPG, processed DNG from CR3, and Timeline	Uses a transient single-frame photo correction; it does not require or create persistent video calibration.

NOTE

Canon support is deliberately exact

The supported Canon rig is the EOS R5 Mark II with the RF 5.2mm F2.8 L Dual Fisheye lens. Other R5, R5 C, future-body, and RF-S 3.9mm media can be identified yet still be rejected because their complete camera pipeline is not registered.

Canon CRM first-use workflow

- 1 **Open the original CRM**
Studio opens a neutral native GPU preview before full visual motion analysis, so you can inspect and calibrate the source immediately.
- 2 **Confirm the Canon recipe**
Studio requires the official Canon recipe LUT from the normally installed Canon resource. It never substitutes a guessed look.
- 3 **Calibrate video geometry**
Complete Auto-Calibration for the matching EOS R5 Mark II and lens before final preview, export, Timeline, or streaming.
- 4 **Enable stabilization when needed**
Studio generates and caches the visual trajectory on demand. The progress panel can be cancelled cleanly.
- 5 **Monitor audio**
CRM exposes four 48 kHz, 24-bit mono channels. Monitoring defaults to channels 1 and 2.

NOTE**Neutral preview survives weak motion**

If visual motion is insufficient, Studio keeps the Canon CRM neutral preview available and disables rolling-shutter correction instead of discarding the source.

Companion-file rules

DJI multipart

Keep all sibling OSV members. Studio validates identity, order, stream compatibility, duration, and logical revision as one inseparable recording.

Timeline references

Do not move or replace source media after queuing. A changed logical source is rejected instead of silently rendering different content.

Customer editions

A camera can be valid but absent from a particular build. Install the edition made for that camera family.

Insta360 split media

Keep matching _00_ and _10_ parts together. Missing or mismatched parts fail before rendering.

GoPro chaptered video

Keep every GS<FF><NNNN>.360 member together, beginning with GS01. Multi-member GS02+ playback remains fail-closed until genuine chaptered camera footage completes end-to-end validation.

04

EVERYTHING YOU NEED, WITHOUT A MAZE OF PANELS

Workspace and import

The left column is your loaded-media shelf, the center is the native GPU preview, the bottom is transport and range control, and the right rail opens processing, information, Timeline, and queue views.



The standard video workspace with a calibrated DJI Osmo 360 ride loaded at 8K50.

Import one or many files

- 1 Choose media**
 Use File > Open the files, the Open Files/Add files button, or drag supported files into the window.
- 2 Wait for the batch**
 Studio probes and validates the entire selection before it exposes the first active clip.
- 3 Read the summary**
 If some files are rejected, one summary lists every rejected name and reason. Accepted media arrives together.
- 4 Handle calibration**
 If the active import needs calibration, that flow starts only after loading and the rejection summary are finished.

TIP**Fast clip switching**

While a clip remains in the left column, Studio keeps its parsed metadata, prepared trajectory, decoder, and native preview state warm. Remove the clip only when you are ready to release those caches.

Per-media session state

- Every loaded medium keeps its own color, LUT and strength, anti-flicker, image correction, audio mode, and stabilization choices for the current session.
- Switching media restores that medium's state; it never inherits the settings of the clip that was just visible.
- Restored grade values remain exact, but the named color-profile selector returns to (None) because the session snapshot stores values rather than a live preset association.
- Removing a medium forgets its session state. Remove All clears the whole session, and restarting Studio does not restore these creative settings.
- Aliases of the same logical multipart recording share one state because Studio treats them as one inseparable medium.
- A Timeline clip starts from the source medium's current snapshot, then becomes independently editable inside the project.

Transport controls

Control	Action
Previous Frame	Move back one source frame.
Play / Pause	Start or pause without intentionally dropping late source frames.
Next Frame	Move forward one source frame.
Timecode	Shows current time and clip/range duration.
[In	Set the export/stream start at the current frame.
] Out	Set the export/stream end at the current frame.
Volume	Adjust monitoring volume. It does not replace the chosen audio-processing mode.
Stream	Open DeoVR streaming settings for a video or Timeline.
Export	Open Video Export Settings or Photo Export Settings for the active media.

Playback details that matter

- Fractional rates such as 29.97 and 59.94 use a high-resolution schedule rather than an integer-millisecond timer.
- When processing is late, Studio displays frames as soon as possible instead of skipping source frames to catch up.
- At end of playback, the last rendered frame stays visible. Press Play to restart from the active range.
- The preview remains centered when the window is resized.
- Photos intentionally hide playback, audio, stabilization, streaming, and In/Out controls.

05

PERFECT PARALLAX IS A SAVED CAMERA ASSET

Calibration

Stereo calibration corrects the final relationship between both output eyes. Studio stores it by camera/profile and automatically reapplies it on future loads. When a profile requires calibration, missing or invalid data blocks final preview, export, streaming, and Timeline output.



Media Processing groups calibration, color grading, and image correction in one focused panel.



The 3D Parallax Calibration controls: Auto-Calibration, Backup, and Load.

Automatic calibration workflow

- 1 **Load a calibration-capable video**
Use a clear, textured scene with useful detail across both eyes and several moments through the clip.
- 2 **Open Media Processing**
Expand Calibration and choose Auto-Calibration. Confirm replacement if a usable calibration already exists.
- 3 **Let Studio extract samples**
The native GPU renders several final-output eye pairs. Do not move, rename, or disconnect the source during the run.
- 4 **Let the solver finish**
Studio prepares stereo matches, rejects weak samples, solves shared rectification and output translation, and validates the result.
- 5 **Load automatically**
The resulting camera/profile INI is saved and applied immediately. The same profile loads automatically next time.

NOTE

Safe replacement

If a new solve fails, Studio keeps the previous usable calibration. Backup before a deliberate recalibration, and Load only a file whose camera/profile identity matches.

Modified DJI sensor orientation

- On first setup, Studio may determine cardinal sensor orientation before parallax calibration.
- Automatic setup measures stabilization ON and OFF states, then saves one complete Mod profile.
- If the scene is ambiguous, Studio does not guess. Use the calibration-purpose manual preview to capture both states, then retry calibration.
- An existing Mod profile is authoritative, including an all-zero profile created elsewhere.

Photo calibration identity

Situation	What Studio does
Photo serial matches calibrated video	Loads the same-serial video calibration automatically.
DJI or Q3U photo serial differs	Shows a styled chooser containing compatible, usable video calibration serials.
Canon JPG or CR3	Runs a transient single-frame correction for that photo; no persistent video-calibration INI is required.
No compatible video calibration exists	Rejects the photo and asks you to load/calibrate a compatible video first.
Chooser is cancelled	Rejects the photo because camera identification is required.
Alias target was removed	Cleans the broken alias and offers the chooser again on the next preflight.

Calibration troubleshooting

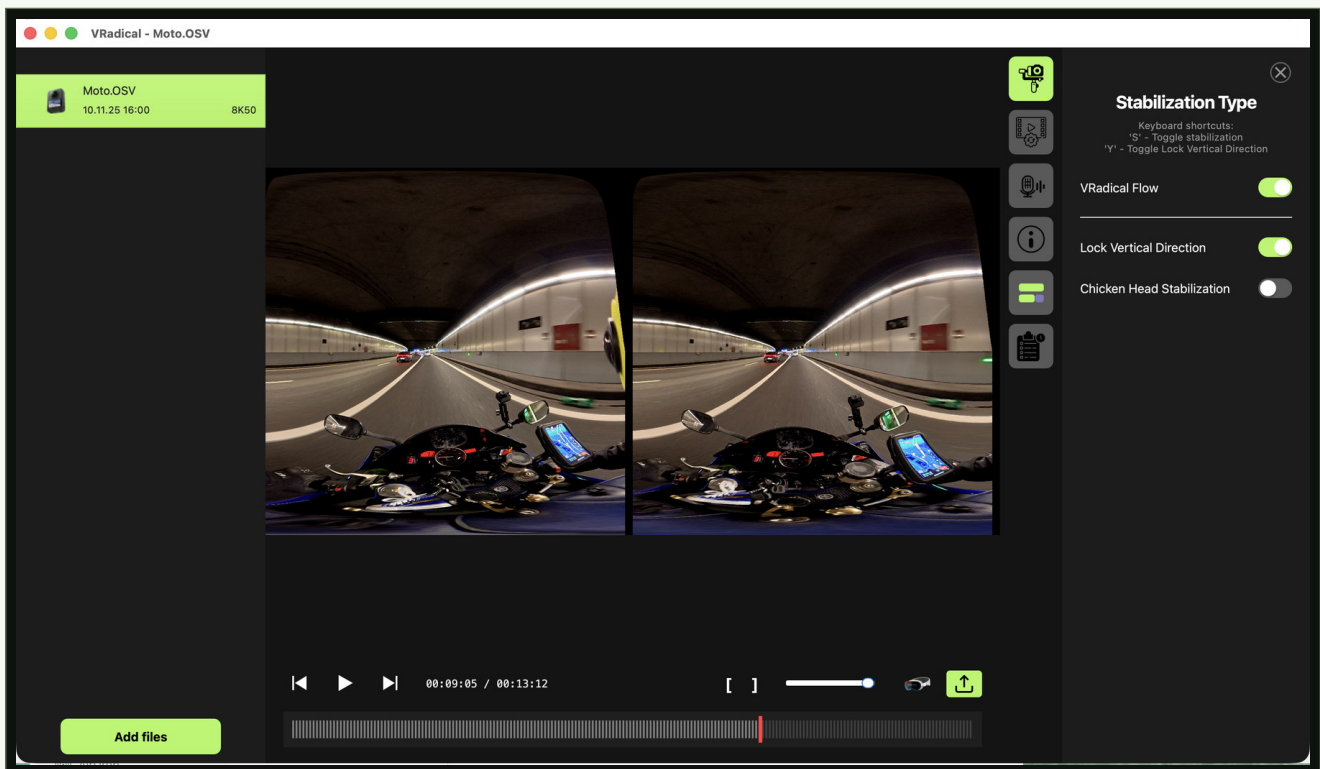
Symptom	Best next move
Missing	Run Auto-Calibration with the matching camera video.
Invalid	Verify the camera/profile identity, then create a fresh solve. Do not reuse an unrelated INI.
Low-feature failure	Choose a scene with more texture, less motion blur, and clear overlap across both eyes.
Manual DJI setup requested	Capture both stabilization states. A one-state draft is intentionally not saved as authoritative.
Photo has no calibration	Load a compatible video first, calibrate it, then reopen the photo.
Canon CRM has no calibration	Run Auto-Calibration from the matching EOS R5 Mark II CRM; neutral preview may open first, but final video routes require calibration.

06

CHOOSE HOW THE VIEWER EXPERIENCES THE MOTION

Stabilization

Stabilization controls are camera-policy aware. Studio only shows controls that make sense for the active profile, while preview, export, streaming, and Timeline use the same prepared motion contract. VRadical Flow is the master switch; vertical lock and Chicken Head are optional modifiers.



DJI Osmo 360 in motion: VRadical Flow and Lock Vertical Direction are enabled while Chicken Head remains off.

Control	Use it when	Viewer experience
VRadical Flow	Most handheld or moving-camera footage.	Master ON/OFF control that smooths global motion while retaining intentional movement.
Lock Vertical Direction	You want a steady horizon/vertical reference.	Flow modifier that holds the horizon/pitch reference. It is not a yaw lock.
Chicken Head Stabilization	You want yaw held to the clip's initial heading.	Flow modifier that holds initial yaw. Enabling it also enables Lock Vertical Direction in the main, export, and streaming dialogs.

A reliable setup order

1

Turn on VRadical Flow

Start with the camera policy defaults and play a representative moving section.

- 2 Decide on vertical lock**
Enable Lock Vertical Direction if horizon stability matters more than retaining the camera's pitch motion.
- 3 Try Chicken Head only when intentional**
Use it for a fixed-forward experience, not as a generic extra smoothing switch.
- 4 Check source limits**
Large framing corrections or extreme motion can expose honest black borders where no source pixels exist.
- 5 Preview the export range**
Scrub the first, fastest, and last motion in the marked range before export.

Camera-specific controls

- GoPro BERS1 uses fixed native rolling-shutter behavior. Gyro-fusion and residual rolling-shutter sliders remain hidden.
- Older GoPro BERS0/EAC profiles can expose Gyroscope and camera-specific rolling-shutter factor controls.
- DJI Osmo 360 uses one rigid motion basis for both eyes and native metadata rolling shutter.
- Insta360 EVO, X4, X5, One R/RS, and 1-inch profiles use dense FlowState motion, automatic metadata rolling shutter, and one shared trajectory for both eyes. Residual rolling-shutter sliders stay hidden.
- On X4/X5 clips recorded with both sensors down, Studio can retry left +90/right -90 automatically when no authoritative Mod profile exists, then save the working orientation.
- Kandao Q3U keeps its validated centered yaw/pitch path and accepts only 24, 25, or 30 fps families within a 0.5 fps tolerance. Chicken Head fixes initial yaw.
- Canon CRM offers Off, VRadical/EOS VR Utility Flow, Lock Vertical Direction, and Chicken Head. It uses a 12.8 ms global gyro window and never exposes gyro-fusion or residual rolling-shutter controls.
- Photos are static sources and do not expose stabilization controls.

NOTE

Rally chooses its own motion contract

Selecting Rally output forces VRadical Flow, Lock Vertical Direction, and Chicken Head Stabilization on and disables those controls. Returning to another projection restores the choices you had before Rally.

NOTE

About legacy Follow Me fields

Follow Me is not a current supported public stabilization mode. Legacy project or command-line compatibility fields may still be encountered, but use Lock Vertical Direction and Chicken Head Stabilization for supported output.

TIP

Black borders are information

Studio does not stretch edge pixels or invent missing image content. If a stabilized view reaches beyond the source lenses, reduce yaw/pitch correction, focal-distance expansion, or the aggressiveness of the requested view.

07

MAKE IT FEEL FINISHED

Look, geometry, and audio

Media Processing is where the technical image becomes your image. Color and LUT work is camera-neutral, image correction changes framing and eye geometry, and audio modes flow into preview, Timeline, and export.



Color Grading with LUT selection, saved profiles, tonal controls, and Anti-Flickering.

Color grading controls

Control	Practical use
LUT	Choose a built-in camera-aware look or import a 3D .cube file. The LUT runs first in display-referred BT.709 signal space.
Intensity	Blend the LUT from 0 to 100 percent before color sliders.
Temperature / Tint	-100 to +100. Bradford white balance runs in linear light; positive Tint moves toward magenta.
Saturation	-100 to +100. Scales chroma while preserving luminance.
Exposure	-5.0 to +5.0 EV in 0.1 steps. A +1 EV move doubles linear-light exposure.
Contrast	-100 to +100. A luminance-only S-curve preserves in-gamut chromaticity.
Highlights / Midtones / Shadows	-100 to +100. Post-exposure tonal masks change luminance only in the selected zone.
Whites / Blacks	-100 to +100. Set the bright and dark endpoints without per-channel clipping.
Anti-Flickering	Use on video when exposure or lighting flicker is visible. It is not available for photo export.

TIP

Color stays consistent across GPUs

Metal and Direct3D 11 use the same ordering and math. Out-of-gamut color is fitted by scaling chroma around luminance, so hue is retained instead of clipping individual channels.

Import and save a LUT workflow

1

Open Color Grading

Expand the section and choose New beside LUT.

2

Select a .cube file

Studio copies the LUT into your personal VRadical LUT folder so it remains available.

3

Set intensity

Start around 30 to 60 percent, then tune exposure and tonal sliders.

4

Save a profile

Use Save to name the complete grade for reuse.

5

Reset safely

Reset returns the active clip's grade to neutral without deleting saved profiles or LUT files.

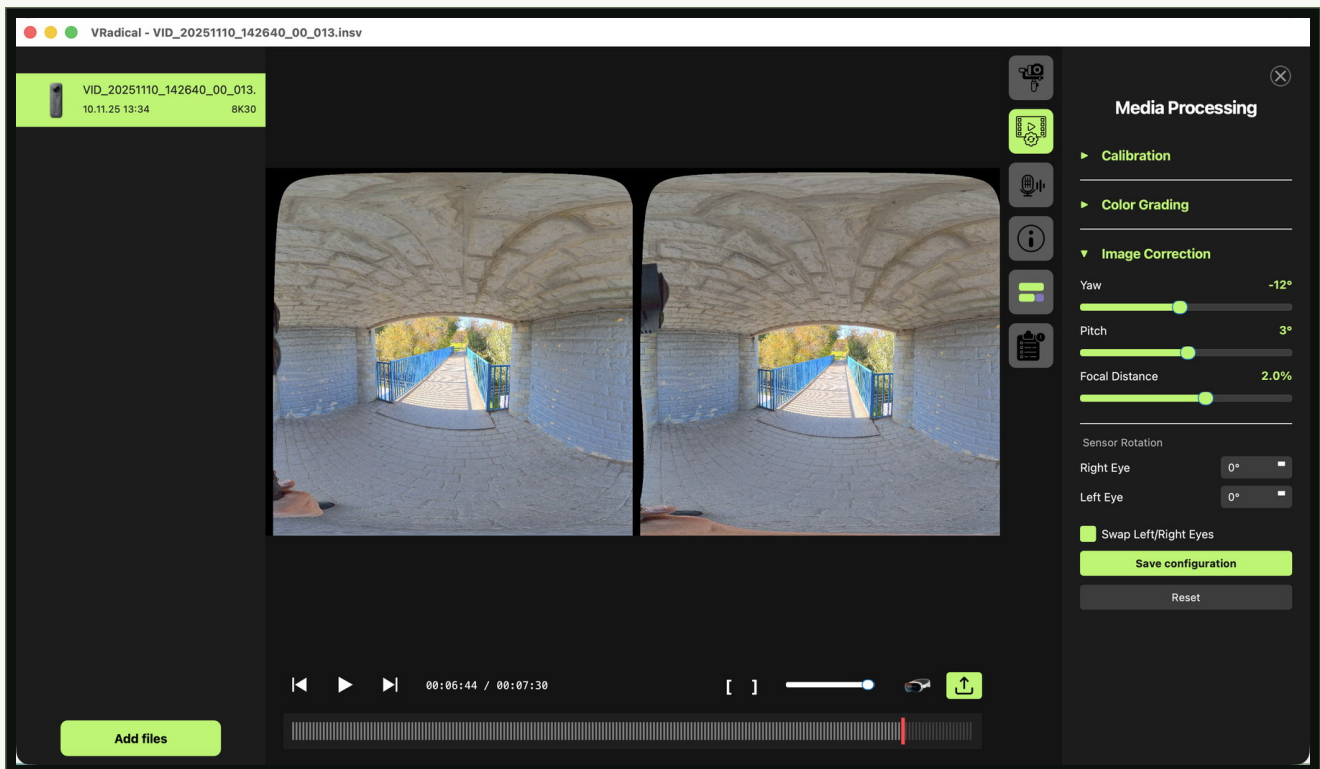


Image Correction for framing, sensor orientation, eye order, and per-camera Mod profile saving.

Image correction controls

Control	Range / behavior
Yaw	-180 to +180 degrees. Reframes horizontally in the camera-appropriate projection stage.
Pitch	-180 to +180 degrees. Reframes vertically; source limits can reveal black regions.
Focal Distance	-10 to +10. Adjusts framing scale without pretending missing source pixels exist.
Faded edges	GoPro routes only when applicable. Softens eligible outer source edges; width is camera-policy controlled.
Left / Right sensor rotation	Cardinal values -90, 0, 90, or 180 degrees for final output eyes.
Swap Left/Right Eyes	Changes the final SBS eye order before calibration is applied.
Save configuration	Writes the active camera's persistent Mod profile.
Reset	Restores the active clip's image correction defaults.

WARNING

Video sensor geometry is not photo framing

Stitched photos use their own route. Studio does not copy video sensor rotations, swap, or focal distance into an already stitched photo's render settings. Camera-specific photo alignment is measured and sanitized separately.

NOTE

Geometry order protects source detail

GoPro BERS0/BERS1/Fisheye and supported Insta360/Q3U routes apply yaw, pitch, and focal correction in the native source projection, before rolling shutter and final sampling. Eye swap happens before calibration, and calibration plus the common stereo visibility mask stay last.



Audio Processing modes are simple on purpose and carry consistently into the delivery path.

Audio modes

Mode	Result
None	Leaves sample processing bypassed.
Focus Vocal	Prioritizes speech and reduces competing ambience when the audio DSP is available.
Noise Reduction	Reduces steady background noise while preserving a more general mix.
Mute	Outputs silence for the clip. This remains available even if advanced audio DSP is absent.

08

FULL-RESOLUTION DELIVERY, RESPONSIVE GPU PREVIEW

Photo workflows

A photo is not treated as a one-frame video. Studio decodes it once, caches the active native GPU source, shows a bounded interactive preview, and keeps the requested or full resolution for export.

Open and finish a photo

1	Import the original Open a supported .36p, .jpg, .cr3, .insp, or .dng whose camera family is enabled. Canon .jpeg is not an accepted alias.
2	Resolve geometry Use matching video calibration or choose a compatible video serial when the DJI/Q3U route offers it. Canon photos use a transient single-frame correction instead.
3	Inspect both eyes Check vertical alignment, scale, seams, and common visibility at the center and borders.
4	Frame the shot Use Color Grading and supported image-correction controls. Photos do not expose audio or stabilization.
5	Export Choose JPG final SBS/VR180, or DNG only when the source route and output contract support it.

Camera-specific photo behavior

Camera	What to expect
GoPro MAX2 .36P	A baked ERP photo with camera-specific yaw/split alignment and optional same-serial persistent video calibration.
DJI Osmo 360 JPG	Stitched ERP seam recovery, compatible-video serial selection when needed, then final persistent stereo calibration.
Insta360	Native INSP/DNG photo route with matching same-camera-serial calibration.
Kandao Q3U	Dual-fisheye JPG/DNG route with static gravity redress, shared lens orientation policy, and compatible video calibration.
Lenovo Mirage	Extended-XMP photo route with matching same-serial video calibration.
Canon EOS R5 Mark II	Exact 8192x5464 JPG/CR3 route for the RF 5.2mm lens. JPG can export JPG; CR3 can export JPG or a processed DNG.

NOTE**What Canon processed DNG means**

Canon CR3 DNG output is an Adobe-readable 16-bit LinearRaw RGB SBS image rendered by the native GPU at final geometry. It is neither a CFA pass-through nor a copy of the proprietary CR3 payload. Canon JPG sources cannot export DNG.

NOTE**Preview size versus export size**

Large stills use an interactive preview bounded to 3840x1920 SBS. Export does not inherit that preview limit; it renders the chosen or full output resolution.

Photos in a Timeline

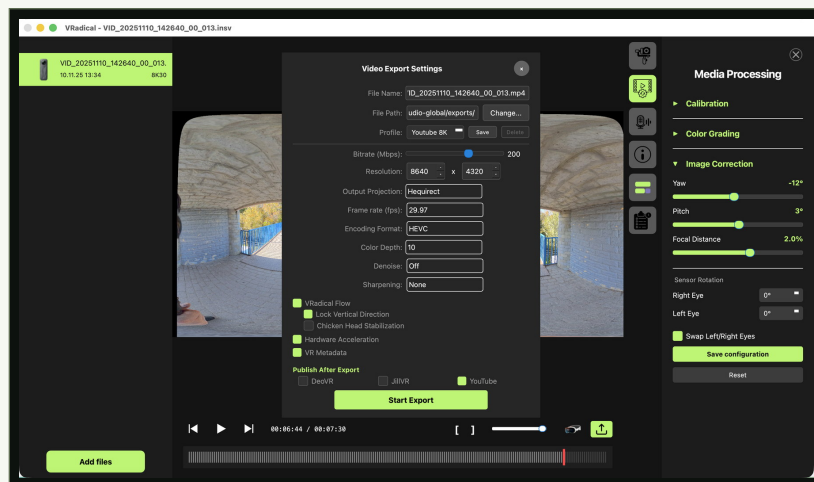
- A photo becomes a silent static visual clip with a default duration of 2 seconds.
- Trim or stretch the block to change how long the same rendered frame remains on screen.
- Photo clips support placement, transitions, color/LUT, and image correction.
- Photo clips never expose audio or stabilization controls.
- Timeline export renders the calibrated native still at the Timeline cadence for the block's duration.

09

ONE DIALOG, A LOT OF DELIVERY POWER

Video export

Video export snapshots the active media state, validates the camera route and calibration, then queues a job that uses the same native GPU processing contract as preview. Only the encoder may use software when the requested hardware encoder is unavailable or deliberately disabled.



The built-in Youtube 8K 10bit profile: 8640x4320, 200 Mbps HEVC, hardware encoding, VR metadata, and YouTube publishing.

Export a clip

- 1 **Set In and Out**
Mark the range in the player, or leave the full clip active.
- 2 **Open Export**
Choose the green export button at the lower right.
- 3 **Name the file**
Choose a destination and a meaningful filename. Studio adds a numeric suffix when the name already exists.
- 4 **Choose the picture**
Set resolution, projection, frame rate, codec, bit depth, denoise, and sharpening.
- 5 **Confirm motion and metadata**
Review stabilization, hardware acceleration, and VR metadata.
- 6 **Start Export**
The validated job enters the Export Queue. You can keep working while it runs.

Core export controls

Setting	Choices and guidance
Bitrate	10 to 300 Mbps in the GUI. 120 Mbps is a strong starting point for 8K HEVC; motion and texture may justify more.
Resolution	Width 640-15360 and height 320-7680. The projection and codec can narrow valid choices.
Projection	Hequirect, Fisheye, or square Rally when the active camera pipeline supports it.
Frame rate	Source rate or 24, 25, 29.97, 30, 50, 59.94, 60, 90, 100, or 120 fps.
Encoding	H.264, HEVC, AV1, ProRes Standard, ProRes HQ, plus macOS Vision Pro formats when available.
Color depth	8 or 10 bits when supported by the selected codec and route.
Denoise	Off, Old Style, or New Style.
Sharpening	None, Light, Medium, or Strong.
Hardware Acceleration	On by default. If unavailable, Studio can use software encoding while all image processing remains on the GPU.
VR Metadata	On by default for standard VR180 files. Disable only when another delivery system requires a plain file.

Codec and container guide

Codec	Container	Best for	Notes
H.264	MP4	Broad compatibility	8-bit oriented and less efficient than HEVC at very high VR resolutions.
HEVC	MP4	Modern VR delivery	Strong default for 6K/8K, with 10-bit support when available.
AV1	MP4	Efficient modern delivery	Encoder availability and speed depend on hardware and platform.
ProRes Standard	MOV	Editing masters	Large, robust intermediate for downstream post-production.
ProRes HQ	MOV	High-quality masters	Larger than ProRes Standard.
Spatial Vision Pro	MOV	Apple spatial presentation	macOS-only, 10-bit, and Hequirect.
Immersive Vision Pro	MOV	Apple immersive presentation	macOS-only, 10-bit, and Hequirect.

Built-in YouTube profiles

Profile	Exact built-in settings
Youtube 8K 8bit	8640x4320, 29.97 fps, 200 Mbps, HEVC, 8-bit, Hequirect, hardware acceleration ON, denoise Off, sharpening None, Flow ON, Lock Vertical ON, Chicken Head OFF, VR metadata ON, YouTube ON.
Youtube 8K 10bit	Same settings, with 10-bit color depth.

TIP**Save any other delivery as a profile**

Choose a compatible custom combination in the export dialog and use Save. Fixed camera policy remains authoritative, so a profile cannot force an unsupported projection, depth, codec, or stabilization choice.

TIP**Quality check before a long render**

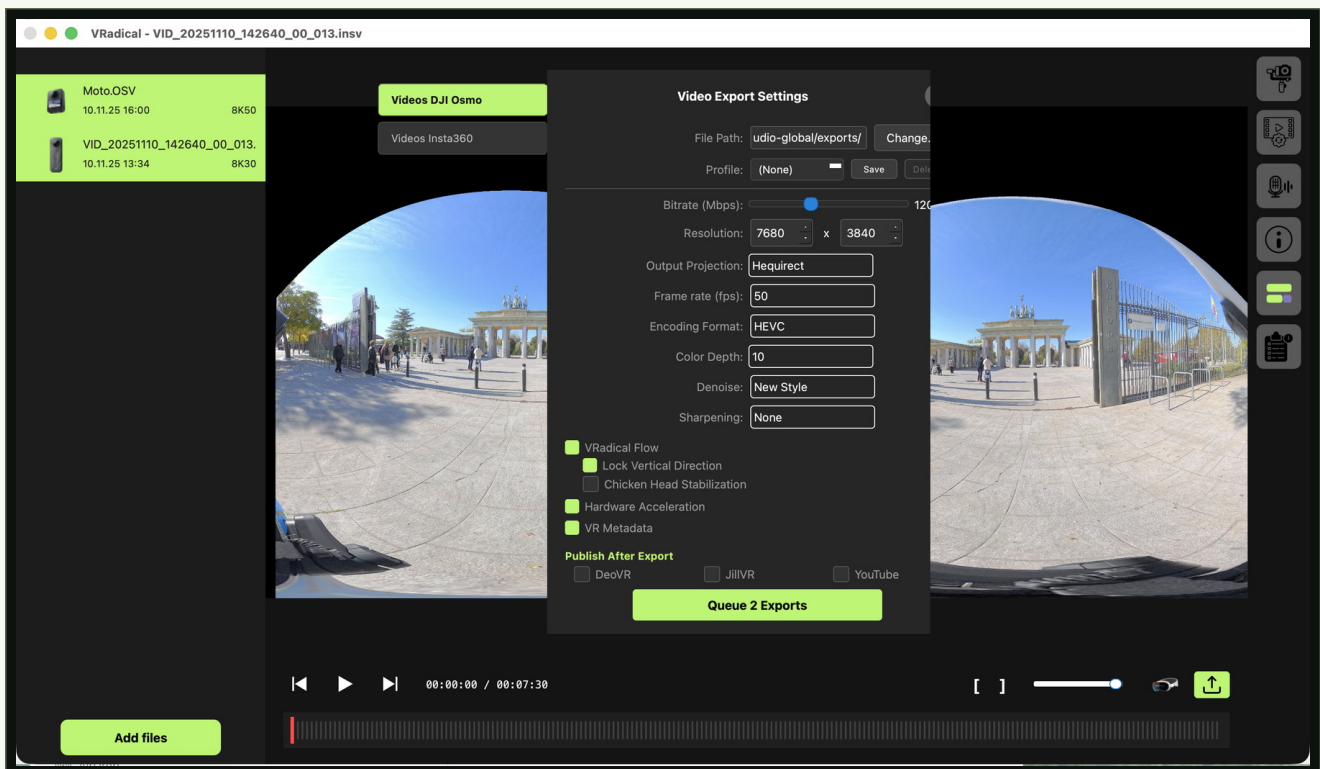
Preview the first frame, a fast-motion section, a seam-heavy section, and the final frame. Then make a short marked-range export before committing to a long 8K master.

10

SINGLE SHOTS OR A WHOLE MIXED DELIVERY

Photo, batch, and queue

Photo export keeps the still-image route honest, while mixed batch export validates every selected medium before anything enters the queue. Each camera family and media kind gets the settings it actually supports.



Mixed batch export keeps independent DJI Osmo and Insta360 video tabs, then queues both jobs atomically.

Photo export settings

Setting	Behavior
File name and path	Choose the output folder and final name. JPG is the normal delivery format.
Format	JPG final SBS/VR180, or DNG only for eligible DNG source routes.
Projection	Hequirect SBS/VR180 or Fisheye SBS when the photo pipeline supports it.
Resolution	Use the full/requested still resolution, independent of the bounded interactive preview.
Denoise / Sharpen	Choose an export-time image cleanup and sharpening level.
VR/photo metadata	Enabled for JPG when you want compatible viewers to identify the result.

WARNING**DNG is conditional**

DNG output is route-specific. Eligible Insta360/Kandao routes follow their own native contract. Canon CR3 produces an Adobe-readable 16-bit LinearRaw RGB SBS result; it is processed output, not CFA or proprietary-payload pass-through. JPG sources cannot export DNG.

Mixed batch export

1**Select several media items**

Include supported videos and photos from one or more enabled camera families.

2**Choose Export**

Studio groups the selection by camera family and media kind.

3**Review every tab**

Each group keeps its original video or photo export controls. A fixed camera policy can override an incompatible tab choice.

4**Resolve names**

Choose output names and let Studio avoid collisions with unique suffixes.

5**Validate the complete batch**

Studio checks every photo/video job before queuing any of them.

6**Enqueue atomically**

If validation succeeds, the full batch enters the queue and executes sequentially.

NOTE**Every item keeps its own state**

Batch assembly freezes the media's calibration, Mod profile, stabilization, color, LUT, image correction, and audio state. A non-active clip never borrows settings from the currently displayed clip. Untouched group-level stabilization controls preserve each medium's own state; an explicit change in a batch tab overrides that group.

Export Queue

State	Meaning
Pending	Validated and waiting for earlier jobs.
Starting	Preparing the native route, decoder, processing snapshot, and encoder.
Exporting	Rendering with live percentage progress.
Completed	Delivery finished successfully.
Failed	The job stopped with a preserved error message and can be inspected or retried.
Cancelled	The user requested a clean stop.

Queue context actions

- Export Settings - review the frozen job settings.
- Show in Finder / Explorer - reveal a completed output.
- Retry - rebuild a failed or cancelled attempt from its job contract.
- Show Error - read the complete failure reason.
- Remove from list - clear a finished entry without deleting its output.
- Cancel export - request a clean stop for an active job.

Publish after export

Destination	Workflow
DeoVR	Connect an account, prepare title/description and destination options, then upload after export succeeds.
JillVR	Connect and configure the destination. Upload begins only after the local file completes.
YouTube	Choose title, description, category, privacy, schedule, thumbnail, subtitles, language, and applicable video options.

TIP

Export and upload are separate jobs

A local export must complete successfully before publishing starts. The queue shows upload progress separately, so a network retry never requires re-rendering a good local master.

11

MIX CAMERAS WITHOUT FLATTENING THEIR IDENTITY

Timeline

Timeline mode gives you one visual track for supported video and photo clips plus one external audio track. Every visual clip keeps its named camera pipeline, calibration, and per-clip processing settings.



A mixed Insta360 X5 and DJI Osmo 360 Timeline with waveforms, playhead, trim ruler, and an orange transition at the camera boundary.

Build a project

- 1 Load source media**
 Import every video and photo you plan to use. Referenced media also loads when you open a Timeline project.
- 2 Enter Timeline**
 Choose the Timeline button on the right rail.
- 3 Add visual clips**
 Double-click or drag supported media into the visual track.
- 4 Add external audio**
 Use + Audio for WAV, MP3, M4A, AAC, or FLAC from the file picker.

5

Arrange and trim

Drag clips, adjust edges, split at the playhead, and remove unwanted blocks.

6

Polish each clip

Open clip-specific audio, color, image correction, or stabilization where supported.

7

Save

Write a .vradical-timeline project before export or streaming.

Editing operations

Operation	Behavior
Move	Reposition a selected visual or audio block on its track.
Trim	Drag a block edge to change source In/Out for video or displayed duration for a photo.
Split	Cut the selected video at the playhead with the toolbar or C/B shortcut.
Remove	Delete the selected block without deleting the original media.
Mute	Mute a selected video clip's embedded audio.
Zoom / Fit	Change Timeline scale or fit the project span into view.
Normalize audio	Analyze levels and apply a consistent Timeline listening target.
Track volume	Adjust external audio-track level independently.

Transitions

Track	Choices
Video	None, Fade to Black, Fade to White.
Audio	Fade, Crossfade, Keep as is.

Per-clip settings

- Video clips can carry their own stabilization mode, audio mode, color/LUT grade, and image correction.
- A new clip is initialized from its source medium's current session snapshot; later Timeline edits belong to that clip.
- Photo clips carry color/LUT, image correction, placement, trim duration, and transitions, but no audio or stabilization.
- Sensor rotations and Mod profiles are materialized per camera serial before a job is assembled.
- A Timeline may mix clips from different registered camera profiles on the same visual track.
- If a referenced logical multipart source changes, Studio fails closed and asks you to reload instead of rendering new physical members silently.

Save, reopen, export, and stream

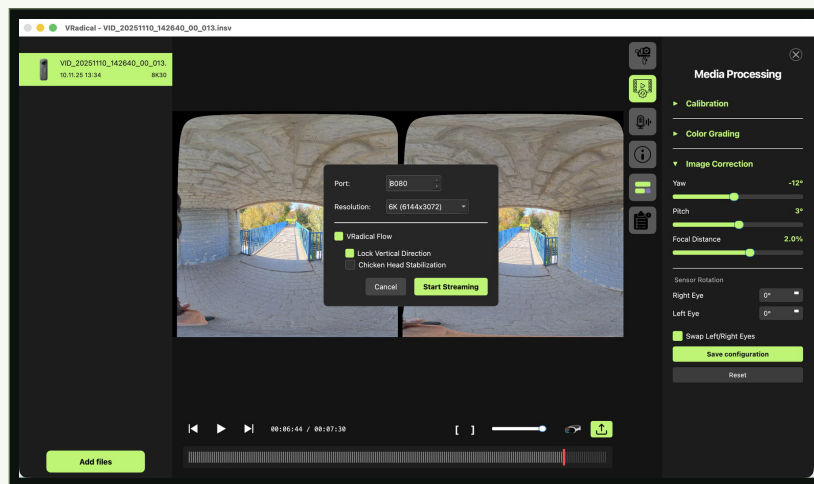
- Save projects with the .vradical-timeline extension.
- Keep project media at stable paths, with companion and multipart files intact.
- Opening a project imports referenced photos and videos into the left media list.
- Timeline export uses the same camera route per clip and the selected global output cadence/codec.
- Timeline DeoVR streaming uses the same local HLS workflow as a video clip.
- Preview the frames around every cut and transition before a long master export.

12

A LOCAL HEADSET-READY HLS STREAM

DeoVR streaming

Studio can stream a supported video or Timeline over your local network. It prepares hardware-encoded HEVC HLS, publishes a DeoVR entry point, and keeps temporary segments managed for the life of the session.



DeoVR setup on port 8080 with 6K output, VRadical Flow, and Lock Vertical Direction.

Start a stream

1

Load a video or Timeline

Photos cannot be streamed.

2

Set the range

Optional In and Out points define the streamed section.

3

Open Stream to DeoVR

Choose the headset button in the lower-right transport area.

4

Choose port and resolution

Port 8080 and 4K are the defaults. Available sizes are 4K, 5.7K, 6K, and 8K. Resolutions above 4K require a very powerful GPU.

5

Review stabilization

Use the same motion choices you previewed for the clip.

6

Start Streaming

Wait through Buffering until Studio reports Streaming and displays the URL.

7

Open DeoVR

On a reachable device, open `http://<computer-ip>:<port>/deovr`.

8

Stop when finished

Choose Stop Streaming so the server closes and temporary segments are removed.

WARNING**Above 4K needs substantial GPU headroom**

Resolutions above 4K require a very powerful GPU. If rendering cannot keep pace with real-time playback, DeoVR may buffer and Studio may report a playback or streaming error. Test at 4K first, then increase the resolution only after playback is stable.

Video format

HEVC HLS with hardware encoding and 2-second segments.

Ready threshold

Studio normally waits for three playable segments before publishing the stream.

Playlist

The media playlist is available at /stream.m3u8 behind the DeoVR entry point.

Temporary data

Managed in the system temporary folder under vradical_hls and cleaned before, after, and on failure.

WARNING**Use a trusted private network**

The local server binds network interfaces without account authentication or TLS and permits cross-origin playback. Use it only on a network you trust, avoid public Wi-Fi, and stop the stream promptly.

Streaming fixes

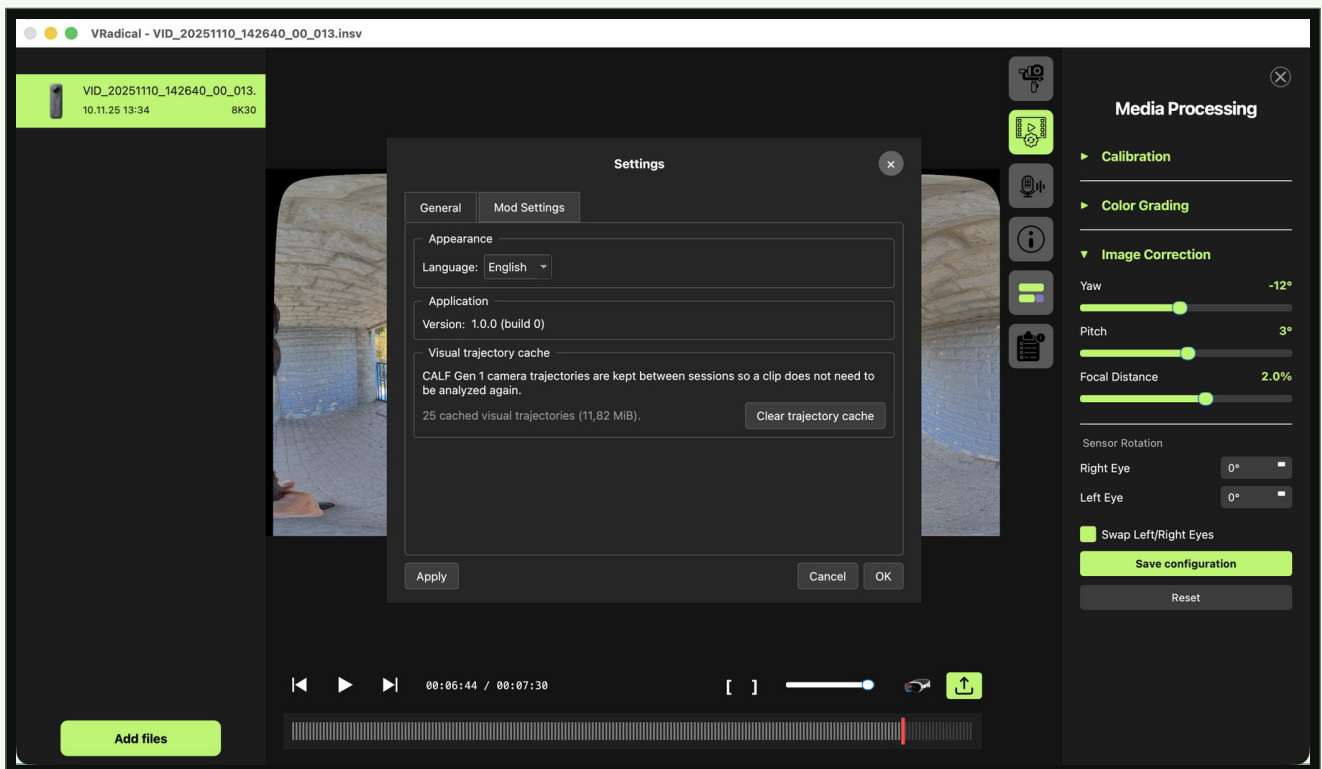
Problem	Fix
Port already in use	Choose another port between 1024 and 65535.
Headset cannot connect	Confirm both devices share a reachable private network and allow the chosen port through the firewall.
Buffering never becomes Streaming	Check hardware encoder availability, free disk space for temporary segments, and the active export range.
URL uses the wrong interface	Use the computer's reachable LAN address with the chosen port and /deovr path.
Photo selected	Load a supported video or Timeline. Static photos do not expose streaming.

13

KEEP RECURRING SETUP OUT OF THE WAY

Settings, updates, and profiles

The shared frameless Settings window exposes version information, language selection, trajectory-cache maintenance, authenticated updates in customer builds, and the per-camera Mod profile editor. Use profiles for physical rig setup, not as a substitute for a clip's creative grade.



Shared VRadical Settings chrome with interface language, version/build, and visual-trajectory cache maintenance.

General

Setting	Use
Open Settings	macOS: VRadical Studio > Preferences... or Cmd+,. Windows: File > Preferences....
Language	English is the current reference interface. Use localized variants only when supplied by the application-wide translation system.
Version / build	Use this when checking delivery notes or requesting support.
Visual trajectory cache	Shows reusable analyzed camera trajectories and their size.
Clear trajectory cache	Removes reusable analysis so affected clips will be prepared again next time.

Authenticated updates

- 1 **Open Updates**
In an updater-enabled customer build, choose Help > Check for Updates... or Settings > General > Updates.
- 2 **Connect GitHub**
Choose Connect. In Connect VRadical Studio to GitHub, use Copy Code and Open GitHub, complete the device flow in your browser, then return to Studio.
- 3 **Choose automatic checks**
Automatically check for updates is off by default. Enabling it shows a privacy consent before Studio contacts GitHub in the background.
- 4 **Check**
Use Check Now or Retry. The panel shows GitHub status and Last check without blocking the rest of Studio.
- 5 **Download**
Choose Download Update. Downloads are always user-initiated and the signed manifest is verified before installation is offered.
- 6 **Install safely**
Choose Install Update.... Studio waits for preview/export/streaming/calibration work to reach a safe state, then installs and relaunches.

NOTE**Automatic-check consent**

Studio asks: Allow VRadical Studio to contact GitHub automatically to check this private distribution for updates? No camera, media, project, or customer data is sent.

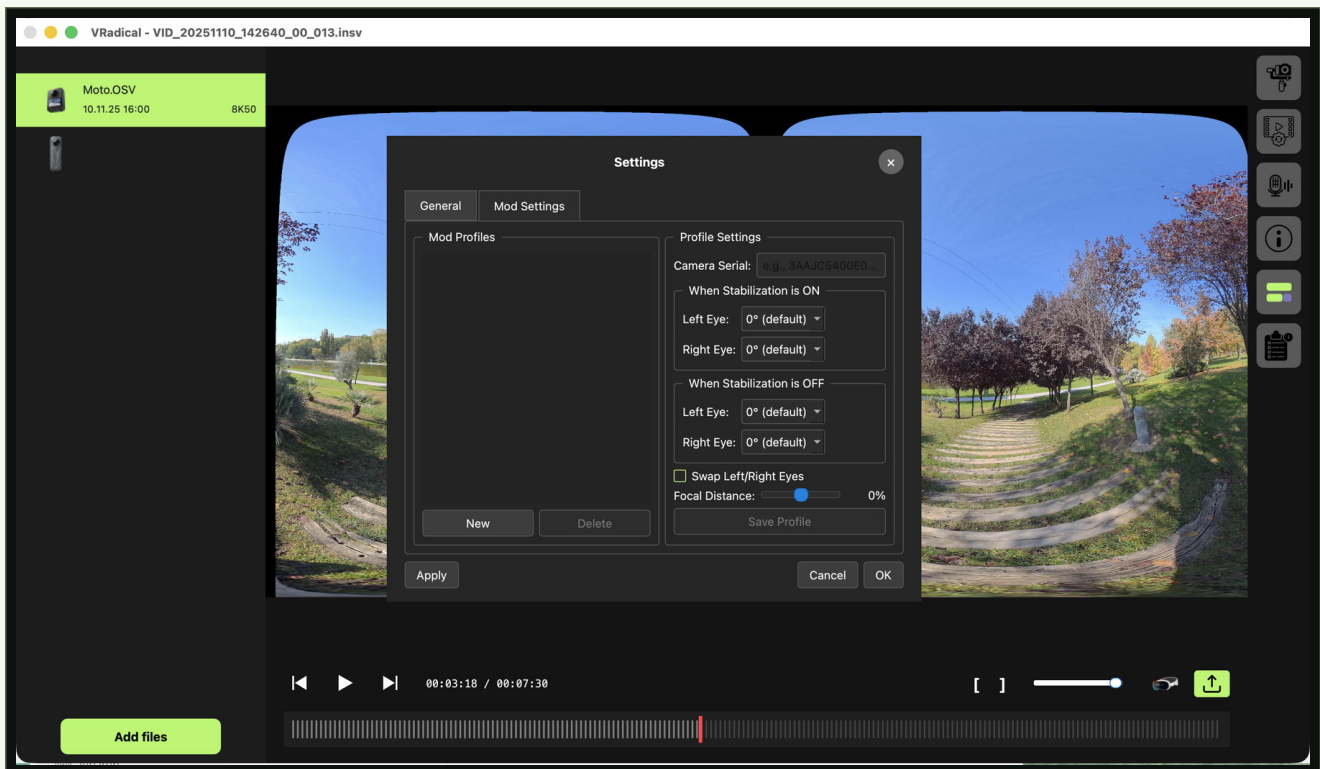
Update control	Meaning
Connect / Reconnect / Disconnect	Manage the GitHub device authorization used only for this private distribution.
Check Now / Retry	Request the current release status immediately.
Download Update	Fetch the verified installer without installing it yet.
Install Update...	Hand off to the platform installer when Studio is safe to close.
Working... / Cancel	Shows an active update operation or requests a clean cancellation.

WARNING**Platform installation prompts are expected**

Windows can show an unknown-publisher UAC prompt before Studio quits, installs, and reopens. macOS uses the embedded signed update services and relaunches Studio. Never run an installer whose source or manifest verification is unexpected.

TIP**Optional GitHub release notifications**

On the private distribution repository, choose Watch > Custom > Releases to receive release notifications without subscribing to every repository event.



The Mod Settings editor with a clean profile list and separate stabilization ON/OFF sensor orientation.

Create or edit a Mod profile

- 1 **Open Mod Settings**
Open Settings, then choose Mod Settings.
- 2 **Choose New or a profile**
Create a profile or select an existing camera serial from the list.
- 3 **Enter the exact serial**
Camera serial is a semantic identity. Preserve all characters and boundary whitespace exactly as supplied by Studio.
- 4 **Set both stabilization states**
Choose left/right cardinal sensor rotations for Stabilization ON and OFF.
- 5 **Set eye order and focal distance**
Use Swap Left/Right Eyes and the profile focal-distance default only when the physical rig requires them.
- 6 **Save and Apply**
Save Profile, then Apply/OK. A matching loaded camera updates immediately.

WARNING

Do not guess a physical profile

Non-zero rotations are not proof that a setup is correct. If first-time automatic orientation is ambiguous, complete the guided manual ON/OFF capture instead of saving an improvised profile.

NOTE**Flow changes can select another Mod branch**

A Mod profile stores separate sensor rotations for stabilization ON and OFF. When VRadical Flow changes, Studio rematerializes the matching branch automatically.

Where Studio keeps personal data

Data	Location / behavior
Calibration and Mod profiles	~/vradical on macOS; the equivalent user profile location on Windows.
Imported LUTs	~/vradical/luts.
Calibration scratch	~/vradical/autocalibrate. Inactive sessions are purged; this is not a result cache.
Visual trajectories	Qt generic data location under VRadical/visual-trajectories/v2.
GUI and export profiles	Native Qt application settings for the current user.
DeoVR/JillVR passwords	macOS Keychain or Windows Credential Manager when used by those login flows.
GitHub updater credential	macOS Keychain or Windows Credential Manager. Tokens and account data are never written to Studio logs.

NOTE**Uninstalling is not erasing**

Replacing or uninstalling the app does not necessarily remove calibration, Mod profiles, LUTs, application settings, caches, or operating-system credential entries.

14

THE SAME PRODUCT RULES, READY FOR REPEATABLE JOBS

Command line

The bundled vradical-cli uses the same shared settings models and camera registry as Studio. It is useful for inspection, scripted exports, Timeline rendering, photo output, and local DeoVR streaming.

Packaged executable

Platform	Path
macOS	/Applications/VRadical Studio.app/Contents/MacOS/vradical-cli
Windows	C:\Program Files\VRadical Studio\vradical-cli.exe

Inspect a camera file

```
vradical-cli --json "/path/to/clip.360"
```

Export an 8K HEVC video

```
vradical-cli "/path/to/clip.360" \
  --export "/path/to/output.mp4" \
  --resolution 8K --codec hevc --depth 10 \
  --bitrate 120M --fps 0
```

Export a Timeline master

```
vradical-cli "/path/to/project.vradical-timeline" \
  --export "/path/to/timeline.mov" \
  --codec prores --resolution 7680x3840
```

Export a supported DNG photo

```
vradical-cli "/path/to/photo.dng" \
  --export "/path/to/photo-output.dng" \
  --photo-format dng --resolution source
```

Start a local DeoVR stream

```
vradical-cli "/path/to/clip.360" \
  --deovr --port 8080 --resolution 4K
```

User-facing option groups

Group	Options
Inspect	--json, --dry-run, --build-identity, --describe-color-grading, --describe-image-correction, --describe-audio-processing
Destination	--export PATH, --deovr, --port PORT
Video output	--resolution, --bitrate, --codec, --output-projection, --depth, --fps
Encoder	--no-hw-accel, --fast-av1, --no-vr180-metadata
Range	--in, --out using microseconds or mm:ss(.sss)
Calibration	--calibrate, --no-auto-calibration, --photo-calibration-serial, --no-mod-profile
Stabilization	--no-stabilization, --lockY / --no-lockY, --chicken-head-stab, --gyro-stab when camera policy allows
Image cleanup	--denoise-mode off old new, --deflicker, --sharpening None Light Medium Strong
Audio	--audio-processing none voice-focus noise-reduction mute
Color	Temperature, tint, saturation, exposure, contrast, highlights, midtones, shadows, whites, blacks, LUT, LUT strength
Image correction	Yaw, pitch, focal distance, faded edge, width, left/right sensor rotation, and swap eyes
Photo	--photo-format jpg dng and photo-safe --resolution source
Insta360 1-inch	--one-r-inch-vertical selects the vertical 1-inch profile when applicable

TIP

CLI habits that prevent surprises

Quote every path, use a period as the decimal separator, run --dry-run before a large render, and press Ctrl+C once for a clean cancellation. Video export and DeoVR streaming are mutually exclusive, and photos cannot be streamed.

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CLEAR MESSAGES, PRACTICAL NEXT MOVES

Troubleshooting

Studio fails closed when a result would be misleading: wrong camera route, missing stereo correction, changed multipart identity, or unsupported hardware. Use the exact message and the table below before changing files or settings.

Message or symptom	What to do
Requires an Apple Silicon Mac	Move the job to an Apple Silicon Mac. There is no Intel/CPU preview mode.
VRadical Studio requires a compatible hardware Direct3D 11 GPU. On non-Apple Windows computers, the GPU must be NVIDIA or AMD. CPU fallback rendering is disabled.	Install the current hardware-vendor driver, avoid a software adapter or remote fallback, and relaunch. A physical Apple computer running Windows may use its installed hardware GPU.
This file is not supported by this version of VRadical	Install a version that supports the source camera, or use media supported by the installed version. If the file should be supported, contact support with the untouched original and your exact Studio version.
This file is not compatible with this version of VRadical	The optional CALF Gen 1 source does not belong to this delivered edition. Install the matching customer edition.
Camera/media not authorized	Preserve the original and contact support with the camera serial shown by Studio.
Open one VRadical Timeline file at a time	Open a single .vradical-timeline project, then import any extra source media normally.
Calibration missing / invalid	Load the matching video, complete Auto-Calibration, and reopen the requested media.
Photo has no compatible calibration	Calibrate a compatible video first, then select its serial when prompted.
Sensor orientation is ambiguous	Use a better scene or complete the guided manual ON/OFF orientation capture. Do not save a guessed profile.
Motion / rolling-shutter metadata incomplete	Return to the untouched camera original and its companion parts. The route intentionally refuses an incomplete trajectory.
Canon CRM visual motion was insufficient for stabilization; neutral preview remains available and rolling-shutter correction is disabled.	Use the neutral preview, or analyze a section with stronger rigid stereo motion. The source remains open even though stabilization is unavailable.
Official Canon recipe LUT was not found	Install the official Canon EOS VR Utility resources in their normal location, then relaunch and reopen the CRM/CR3 source.
Multipart OSV set is ambiguous or changed	Restore every original sibling, name/order, and stream-compatible member; then reload.
Logical media source changed after it was queued	Remove the job, reload the current complete source set, inspect it, and queue again.
Hardware encoder unavailable	Keep processing on the GPU and retry with software encoding, a different codec, or a supported hardware encoder.
Advanced audio mode unavailable	Use None or Mute, or install an edition built with the audio DSP.
Output path invalid / already exists	Choose a writable folder. Studio can add -01, -02, and later suffixes to avoid collisions.
DeoVR server cannot listen	Choose another port and check local firewall/network rules.

Message or symptom	What to do
vradical-cli was not found	Reinstall the complete application bundle/installer; do not move the CLI out of its package.
GitHub connection expired or rejected	Open Settings > General > Updates, choose Reconnect, and complete the device flow again. Do not share the device code.
Update download or verification failed	Choose Retry on a trusted network. Do not bypass signature/manifest verification or run a partially downloaded installer.
Install Update is waiting	Finish or cancel active export, streaming, calibration, or other unsafe work; Studio installs only after it reaches a safe state.
Export failed	Open Export Queue, choose Show Error, correct the root cause, then Retry.

Collect useful diagnostics

1	Record version/build Open Settings and note the exact version and build.
2	Record the action State whether the failure happened during import, preview, calibration, Timeline, export, publish, or streaming.
3	Copy the exact error Use Show Error in the queue or copy the complete popup text.
4	Capture console output Launch the executable from Terminal or PowerShell when support asks. Studio has no dedicated persistent log file.
5	Review before sharing Console output can contain media paths, calibration paths, and camera serials. Redact anything you do not want to disclose.

Before contacting support

- [] Keep the original camera file and all companion/multipart members.
- [] Do not transcode the failing source.
- [] Note the camera model, exact serial, Studio version/build, operating system, and GPU.
- [] Include the exact route: preview, calibration, photo, Timeline, export, publish, or DeoVR.
- [] Include the exact error and the smallest reproducible range.
- [] Contact ChelouteVR via reddit u/cheloutevr or email cheloute.vr@gmail.com when the installed build instructs you to do so.

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THE PAGE YOU WILL COME BACK TO

Shortcuts and reference

Use these verified shortcuts and checklists to move quickly. Shortcuts are context-sensitive: Timeline editing keys work while the Timeline editor has focus.

Global shortcuts

macOS	Windows	Action
Cmd+O	Ctrl+O	Open supported files
Cmd+,	File > Preferences...	Open Settings
Cmd+Q	Ctrl+Q	Quit Studio

Timeline shortcuts

Shortcut	Action
Esc	Leave Cut mode
Cmd/Ctrl+Z	Undo
Cmd/Ctrl+Shift+Z or Cmd/Ctrl+Y	Redo
C or B	Split selected video at playhead
Delete or Backspace	Remove selection
M	Mute selected video
+ or = / -	Zoom in / out
Left / Right	Move one frame
Shift+Left / Shift+Right	Move ten frames
Cmd/Ctrl+Left / Cmd/Ctrl+Right	Move one second
Up / Down	Previous / next edit point
Home / End	Timeline start / end
J / K / L	Reverse shuttle / stop / forward shuttle
I / O	Mark In / Out
Alt+I / Alt+O	Clear In / Out

Final export checklist

- [] The correct camera/profile appears in File Properties.

- [] Calibration is loaded and both eyes align in near, mid, and far regions.
- [] Sensor rotations and eye order match the final SBS viewer convention.
- [] Stabilization behaves correctly at the start, fastest motion, and end.
- [] Yaw, pitch, and focal distance do not reveal unintended source borders.
- [] LUT and tonal controls look consistent in both eyes.
- [] Audio mode and monitoring volume are intentional.
- [] In/Out points or Timeline duration are correct.
- [] Projection, resolution, frame rate, codec, depth, bitrate, and metadata match the destination.
- [] A short sample export has been checked in the target player/headset.
- [] The final output folder has enough space and the queue is monitored through completion.

Fast glossary

Term	Definition
CFA	Color filter array data used by eligible processed DNG output.
D3D11	Direct3D 11, the required native Windows GPU backend.
EAC	Equi-angular cubemap camera layout used by supported GoPro profiles.
HLS	HTTP Live Streaming, used for the local DeoVR stream.
LUT	A 3D color lookup table stored as a .cube file.
Mod profile	Persistent physical camera setup for sensor rotations, eye order, and focal-distance defaults.
P010	10-bit 4:2:0 YUV GPU format used by high-depth native paths.
SBS	Side-by-side stereo output, left eye followed by right eye.
VR180	A stereoscopic 180-degree immersive view.

TIP

You are ready

Start with a short calibrated clip, make one intentional change at a time, and check the result in the final viewer. Once that loop feels natural, the same workflow scales cleanly to photos, mixed-camera Timelines, batch jobs, and headset streaming.