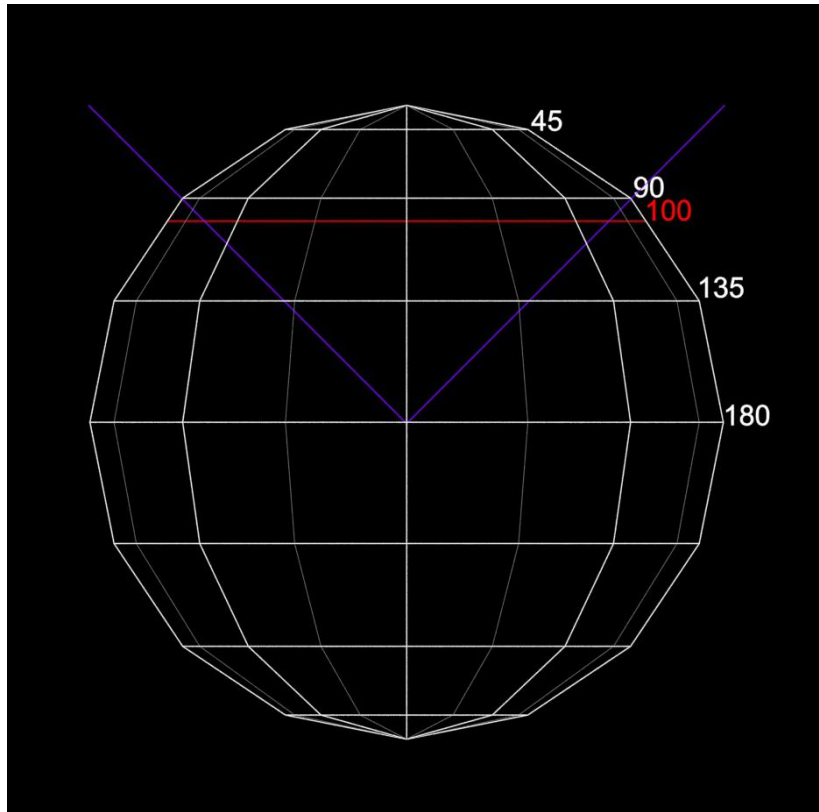
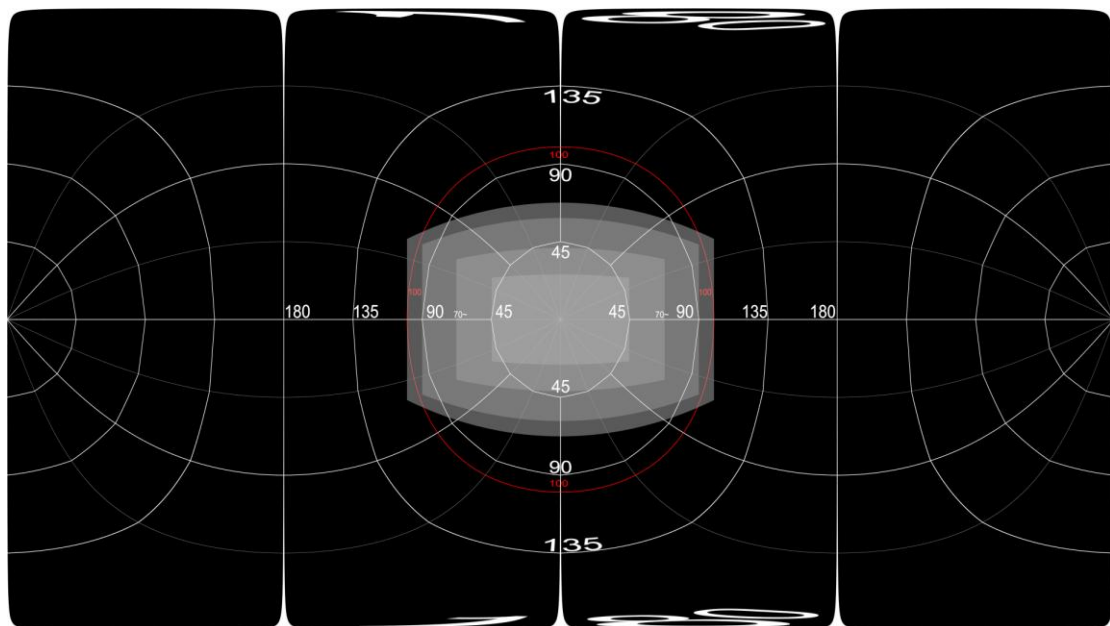


* all tests are in full screen on a 1920X1200 display

scene top view



test image



Premiere cc 2017 VR mode

[from Adobe:](#)

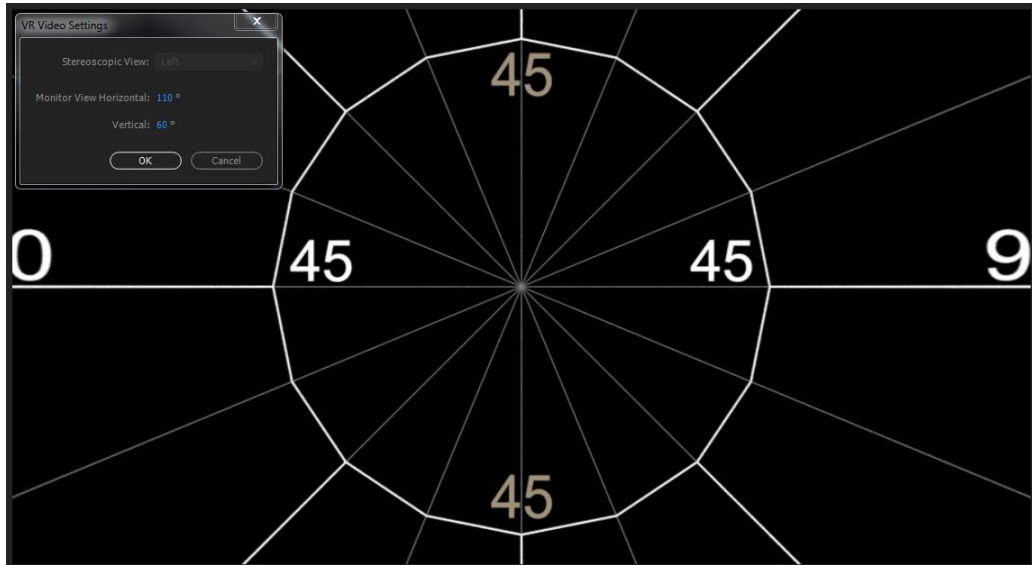
To configure the VR Video display, click the Settings icon (wrench) on the right side of the monitor, and then choose **VR Video > Settings**.

"The Monitor View fields allow you to control what portion of the sphere you view—where you can simulate different viewing experiences—while in the VR Video Display mode. For example, using a value of 90 horizontal by 60 vertical degrees approximates an Oculus Rift headset; 160 by 90 degrees simulates viewing within YouTube. Also note that these settings determine the aspect ratio of the view window. For example, 160 by 90 degrees presents a 16:9 view window."

default premiere settings (90/60):



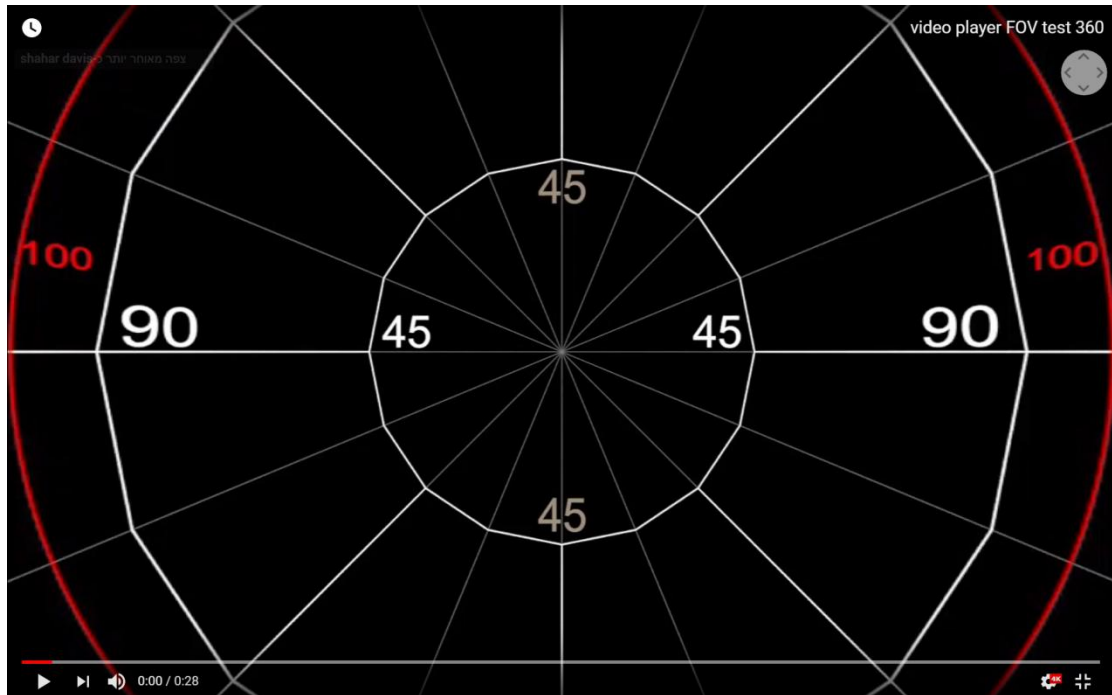
premiere estimation of Samsung Gear 2017 FOV (110/60)



70 degrees wide image in premiere (110/60), comfortable viewing size in Samsung Gear 2017

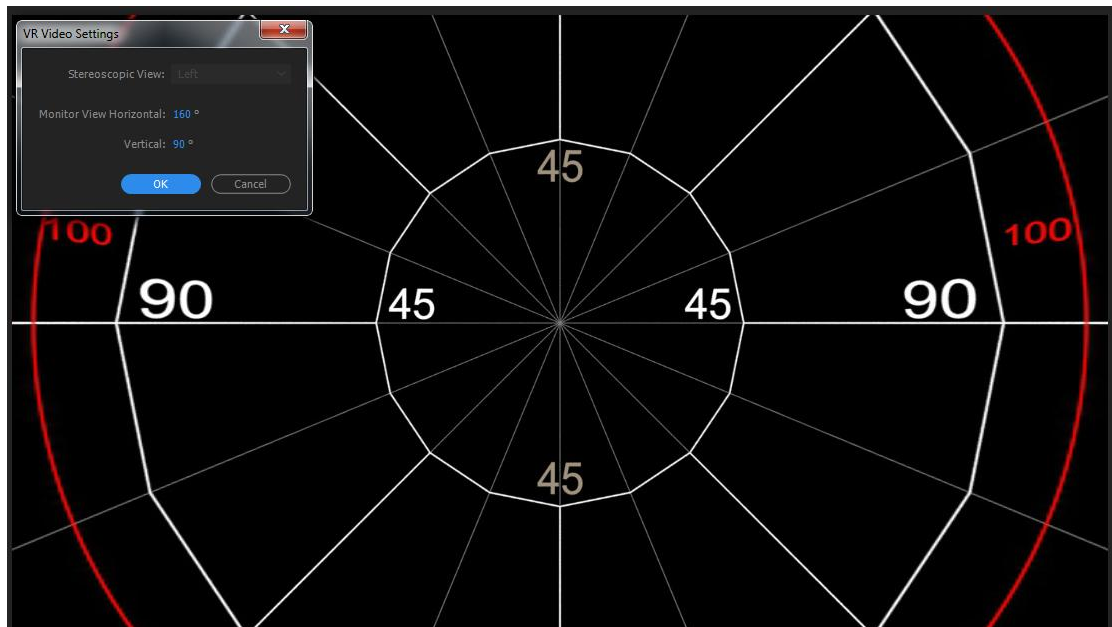


[Youtube](#) Chrome

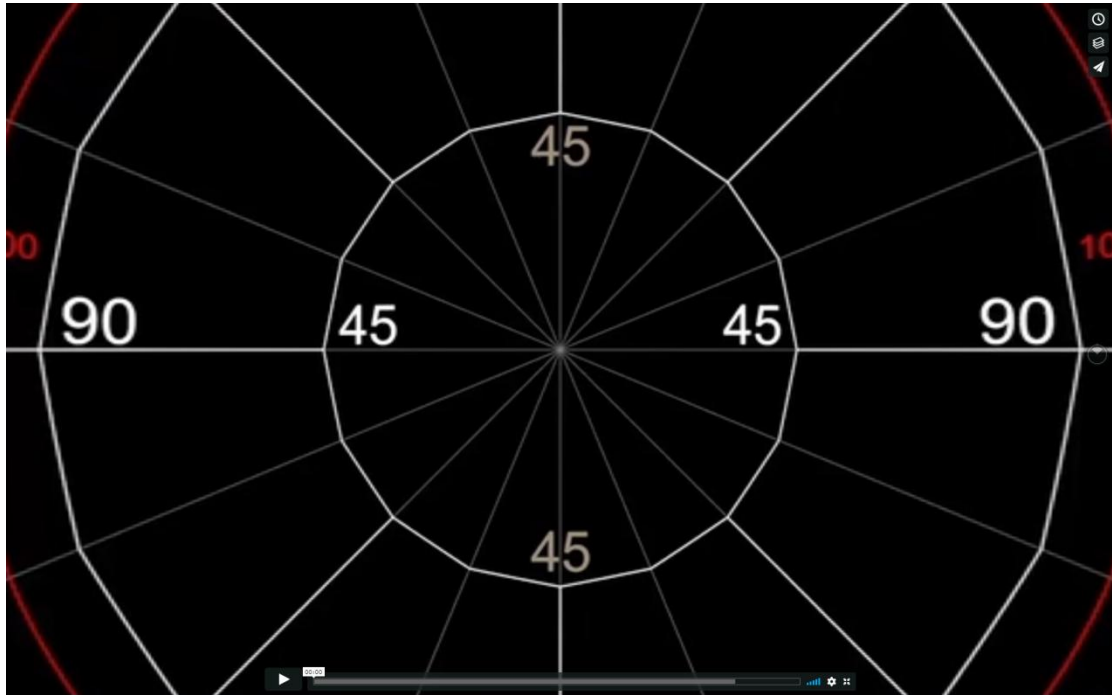


- looks the same on iPhone 5, in full screen, not in cardboard mode
- in cardboard mode each eye sees the inner side of the red circle and not the outer sides because the view is cropped because of the size of the phone. I assume that on a bigger phone the entire red circle is seen in each eye.

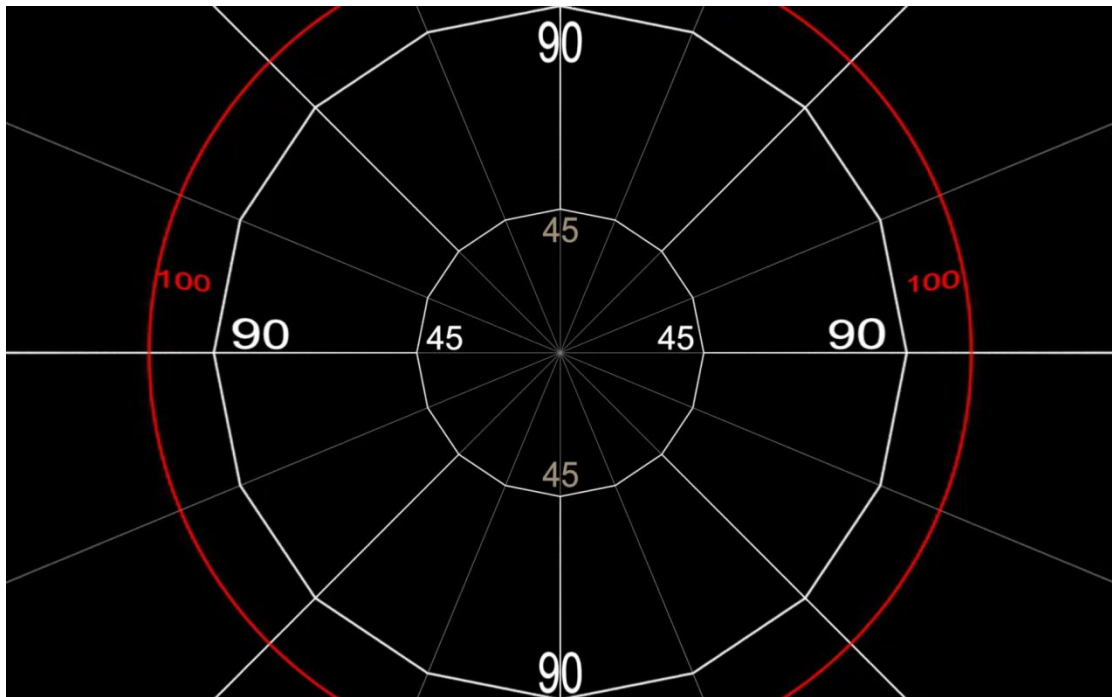
premiere CC 2017 with settings that are similar to youtube (160/90)



[Vimeo](#) Chrome



VLC 3.0



[more from adobe](#)
[tips on encoding](#)

test by Shahar Davis