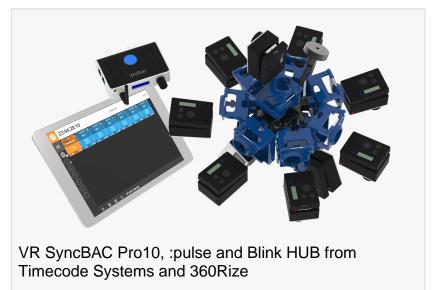


New 360 VR Tools From 360RIZE and Timecode Systems Combine to Offer The Most Streamlined PRO VR Solution On The Market

Timecode Systems and 360RIZE have joined forces to develop a virtual reality (VR) solution that delivers streamlined pro timecode sync to VR and 360 filming

OLEAN, NEW YORK, USA, April 11, 2017 /EINPresswire.com/ -- <u>Timecode</u> <u>Systems</u> and <u>360RIZE</u> have joined forces to develop a unique virtual reality (VR) acquisition solution that delivers the efficiency benefits of professional standard timecode synchronization to VR and 360 filming. Dubbed <u>SyncBac</u> VR, the companies' joint solution combines a new, bespoke 360RIZE multi-camera rig designed to house GoPro HERO4 cameras with SyncBac PRO units



attached, with VR-friendly updates to Timecode Systems' SyncBac PRO sync product for GoPro cameras and BLINK Hub app.

"

We have been able to achieve so much with the SyncBac VR due to the sharing of our technology with 360Rize to create a fully integrated consistent and reliable VR acquisition solution" Paul Scurrell, CEO of

Timecode Systems

The momentum for developing VR technology is showing no signs of slowing down, but there is one thing that has persistently frustrated 360 content producers - the lack of a professional alternative to the time-consuming, manual process of synchronizing multiple streams of non-timecoded GoPro footage. Timecode Systems and 360RIZE recognized by sharing and combining their technologies they could provide a solution by taking the guesswork out of the acquisition of VR content and enabling it to be stitched together with increased speed, ease and complete accuracy.

The latest model in 360RIZE's established and patented VR 360 Plug-N-Play[™] range houses between six and 24 GoPro

HERO4 Black or Silver cameras mounted with SyncBac PROs in a spherical array. This allows each camera in a VR rig to generate its own frame-accurate timecode, creating the capability to wirelessly sync multiple cameras over long range robust RF. VR camera operators can now start and stop recording all day long without the hassle of having to manually slate cameras or disrupt filming to mark takes with audio or visual cues. But the benefits are not just at the point of shooting. At the end of filming, the memory cards from each camera are handed to the edit team, each containing data media files stamped with the same embedded timecode. This allows all media to be stitched and automatically aligned for a swift and efficient edit.

"We have been able to achieve so much with the SyncBac VR due to the sharing of technology between our two companies to create a fully integrated VR acquisition solution," said Paul Scurrell, CEO of Timecode Systems Limited. "What we have achieved here is a unique and powerful solution that empowers creative content producers to focus on artistic elements and much less on practical laborious tasks. To me, this is exactly what best-of-breed technology companies should be doing - taking the best of their own offerings and combining them as a team effort to drive innovation and provide practical solutions that boost efficiency."

However, SyncBac VR is not just about sync; the ability to remotely control multiple cameras in a 360 rig is an equally important benefit of this system. Using a Timecode Systems' :pulse to connect each SyncBac PRO unit in the 360RIZE VR rig to the BLINK Hub device control app unlocks the capability to remotely control all cameras simultaneously. From one screen on a smartphone, tablet or Mac you can set multiple GoPros in a VR rig to start or stop recording simultaneously. The app



VR SyncBAC Pro10 from 360Rize and Timecode Systems



VR SyncBAC Pro6 from 360Rize and Timecode Systems

also makes it easy to identify low battery on a camera promptly before it hinders filming and you can even alter the resolution, frame rate and other vital camera settings for all the GoPros in a rig globally at the single press of a button.

"Whether there are six or 24 cameras in our spherical array, using the BLINK Hub app makes it simple to treat multiple GoPro cameras in a rig as one," said Michael Kintner, CEO/Founder of 360RIZE. "We saw an opportunity to use BLINK Hub to take the guesswork out of VR filming by making it easy to setup, real time status monitor, and control every camera centrally from a single screen. VR content producers are going to absolutely love the ability to eliminate errors in camera settings, monitor camera performance, extend battery life and the simple power of grouping sets of cameras to work together as one or multiple 360 rigs. All achieved with no special additional firmware. Then combine this with the ability to wirelessly timecode frame sync down to the Nano second with real time monitoring and this makes this an amazing ground-breaking, wireless control and monitoring solution that fits perfectly into our modular 360 Plug-n-Play product line."

With both companies adopting a modular approach to their products, users have complete flexibility to build the perfect solution for their shoot – whether it's a six or 24 camera rig. In addition, the same SyncBac PROs used one day in the VR rig can be used the next to film alongside mainstream television cameras and professional audio in a more traditional broadcast multi-camera set up; it's the same professional technology, simply configured in a different way.

At the 2017 NAB Show, Timecode Systems is at booth C2746 and 360Rize is at booth N318VR to see the complete line of products.

About 360Rize/360Heros Inc:

360Rize a 360Heros Inc., company specializing in virtual reality 360 video technology, creates 360 spherical video camera systems that capture 360 video content as high as 12K resolution VR content. 360Rize also develops 360 video workflow solutions such as 360CamMan[™], the world's first VR media management software and many other 360 video work flow solutions. Through years of research and innovation, 360Rize is empowering content creators to push the limits of this emerging technology and its unique modular 360 Plug-n-Play[™] product line allows producers to use the action and cinematic cameras in multi-camera arrays or unplug them and use them as they were intended allowing producers to efficiently camera manage their video equipment for multiple purposes.

About Timecode Systems

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Olga Poortenga 360Rize (585) 376-0360 email us here

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