

Content Creation Guidelines

Read all the information in the Content Creation Guidelines (CCG).

This is a document that will provide you with information about creating different kinds of content for the 270 projection space.

Although the document is separated into sections, **please go through the whole document** as there may be other information that could be relevant to your project.

Creative
Technology
Lab

Transporter Content Guidance

Technical guidance to display content in the immersive area.

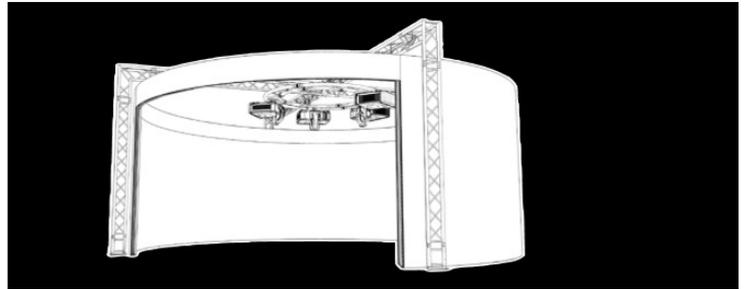
Updated: 26th March 2024

What is it?

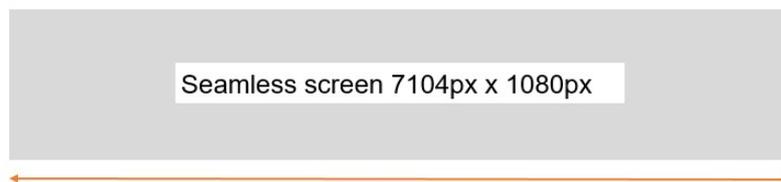
270° projection space

CTH's new facility displays a wide variety of high-resolution content up to an aspect ratio of 6.5:1, giving viewers a truly immersive experience.

This space also supports 5.1 surround sound, allowing for projects with sonic integration.



270° cylinder canvas



Total resolution: 7104px x 1080px

This is the maximum resolution of our screen. Differently sized graphics can be scaled to fit appropriately but may result in distortion or cropped edges.

Testing your content

We are currently accepting proposals for media tests to be **evaluated by the CTH team**.

Please fill out the following form to get started:

[Project Proposal Form](#)

Current times for using the projection space after CTH approval are:

Wednesday and Friday,

4:30pm onwards.



Screenings

CTH supports the use of this projection space for screenings and shows.

However, due to Health & Safety regulations, there will have to be logistical plans that are judged individually for every project.

Please bring up your intent to host screenings at your technician consultation.



Panoramic content

Panoramic content refers to images and videos that show a greater field of view than the human eye.

To display your content at the highest resolution, export it in the following formats:

Optimum image/document size:

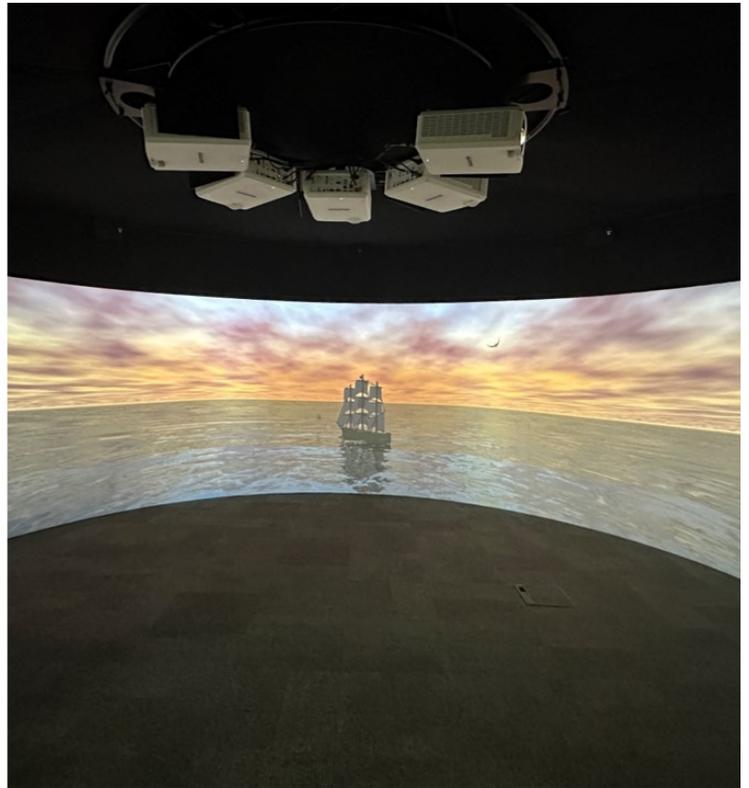
7104 x 1080px

Image Format: JPEG or PNG

Video Format: QuickTime (.mov)

Video Codec:

HAP for best results
H.264 as backup



360°, VR, or Equirectangular Video

360° videos are recordings that document a view from every direction. These can be captured with a 360° camera or rendered in software.

Follow this guide to find out more about recording 360° content with a camera:

[360 for Igloo | CTH Wiki](#)

Unlike VR headsets or VR browsers, the cylindrical screen covers a limited field of view, however the position of the strip can be adjusted in our software.

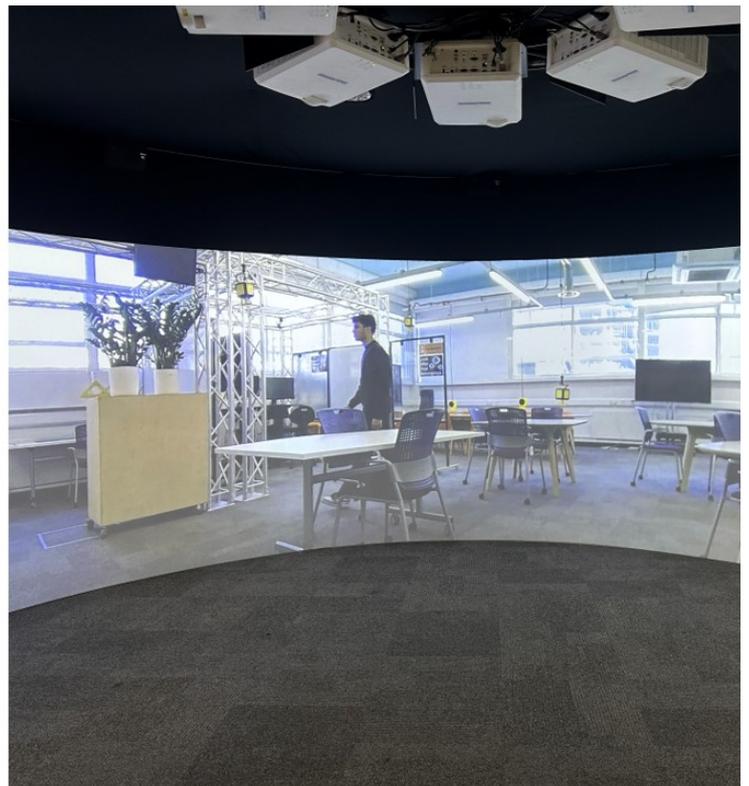
Video Format:

Monoscopic MP4

2:1 ratio for equirectangular

Video Codec:

HAP for best results
H.264 as backup



Game Engine Content

We are currently testing game engine content inside the projection area.

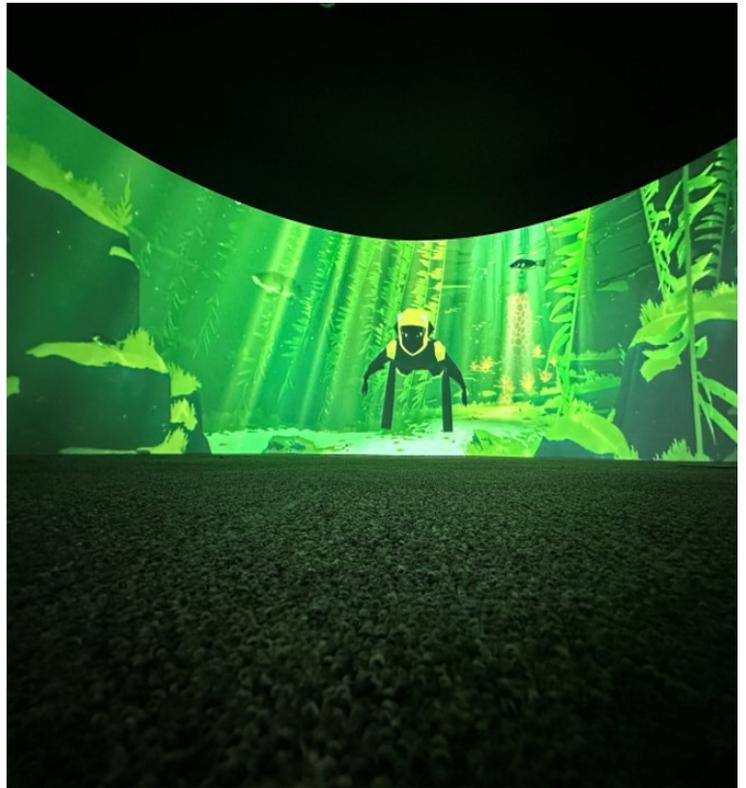
Major changes may need to be made to your project files to ensure your content plays smoothly on screen. These may include comprehensive optimisation and/or turning off features entirely.

Please indicate your intent to test a game engine project at your technician consultation.

Supported Engines:

Unity 2020.3+

Unreal Engine 5.1+



Immersive and Generative Media

We are currently testing out our software's spout receiver with TouchDesigner. If you wish to display your real-time rendering projects, please talk to one of our technicians.

We are not currently supporting any human-computer interactive projects.

Please indicate your intent to test a TouchDesigner project at your technician consultation.

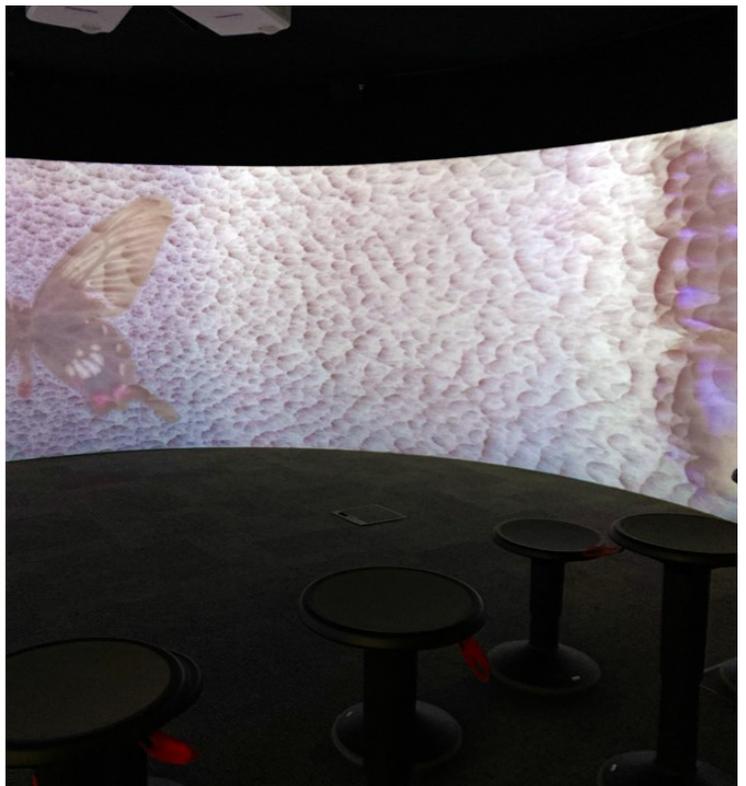
Supported Software:

Touchdesigner

Resolume

Max

Processing



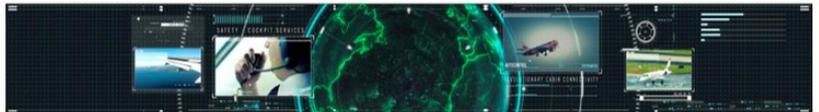
Working with non-360° content

Non-360° videos or photos can also be displayed on a select portion of the Transporter screen. The position and scale of the content can be adjusted.

You can display a single piece of content or display multiple images or videos to create grids or mosaics.

Image Formats: JPEG or PNG

Video Formats: QuickTime (.mov)



Revision #2

Created 26 March 2024 10:46:21 by Darsh Kadam

Updated 26 March 2024 11:30:37 by Darsh Kadam