

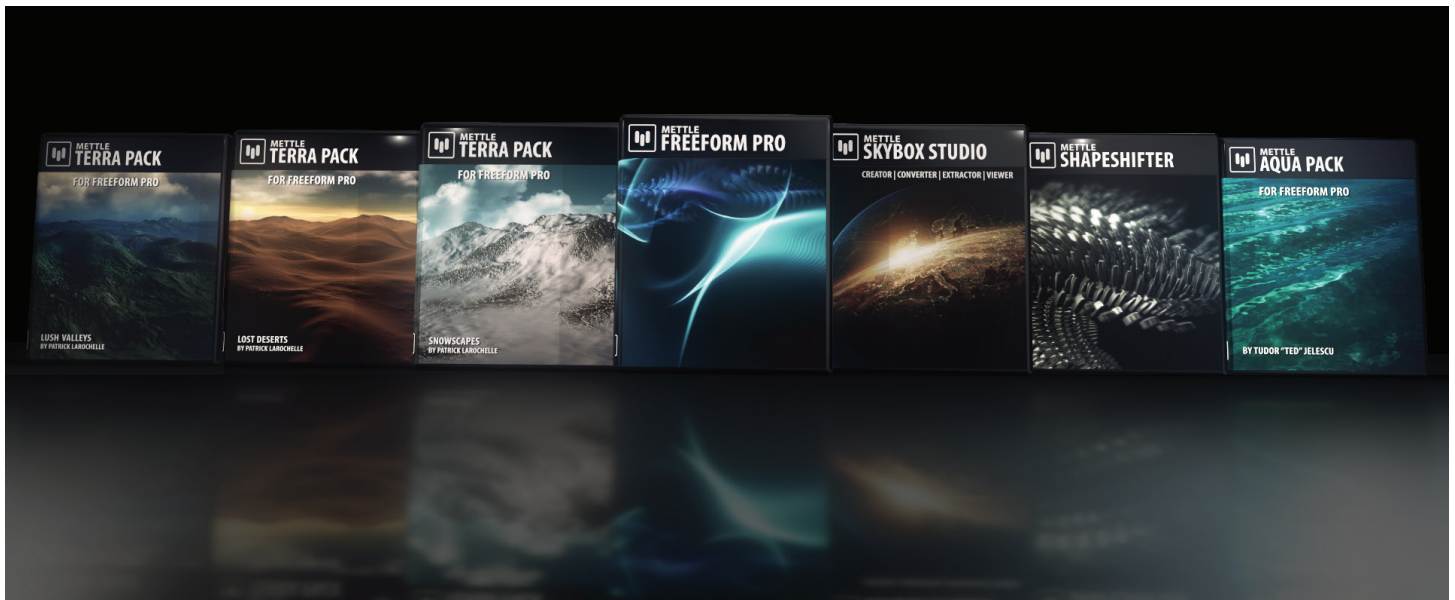


# METTLE SKYBOX VR PLAYER

FOR OCULUS RIFT

USER MANUAL





## METTLE SKYBOX VR PLAYER

Thank-you For Downloading & Using our Direct-To-Rift VR Player for Adobe After Effects, Premiere Pro and SpeedGrade | [www.mettle.com](http://www.mettle.com)

SkyBox VR Player is our way of showing support for the growing community of cinematic 360 | VR content producers. It complements our other products for Adobe. For more information on all our products please go to [www.mettle.com](http://www.mettle.com)

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## METTLE SKYBOX VR PLAYER - USER MANUAL

The SkyBox VR Player for Oculus Rift allows you to work directly in Adobe After Effects, Premiere Pro & SpeedGrade.

There are two viewing modes:

1. **Workspace Mode:** tweak your work wearing your Rift.
2. **360° Mode:** preview your work before you render.

Mettle SkyBox VR Player is part of a comprehensive set of tools for Cinematic 360 | VR production in Adobe After Effects. Mettle SkyBox & SkyBox Studio are innovative "Hybrid" solutions for Adobe After Effects CS5 and higher. They consist of both scripted and plugin modules. The scripted modules automate mathematically complex set-ups for 360 | VR production, making it easy to create 360 | VR productions.

For more info: [www.mettle.com/product/skybox-studio/](http://www.mettle.com/product/skybox-studio/)

### Supported hosts:



- \* After Effects CC 2014 or later
- \* Premiere Pro CS6 or later

### Installation

Use the Mettle installer to install the SkyBox VR Player. Currently it works ONLY on Windows and it will install to: C:\Program Files\Adobe\Common\Plug-ins\7.0\MediaCore\Mettle\

### How To Register

Mettle Product Activation



REGISTERED CUSTOMERS: Access exclusive content in your Mettle account: [www.mettle.com/my-account](http://www.mettle.com/my-account)

Thank you for using Mettle products!

To activate your copy of a Mettle Product, enter the email address and license key that you received through email or that you can find in your account on the Mettle website. Once you enter this information click the "Activate" button below, while you are connected to the internet. If the info you entered is validated by our servers, then the watermark will be removed. Enjoy!

Product:

Mettle SkyBox | VR Player v1.0

Email Address:

License Key:

The product is activated. 1 out of 1 activations used.

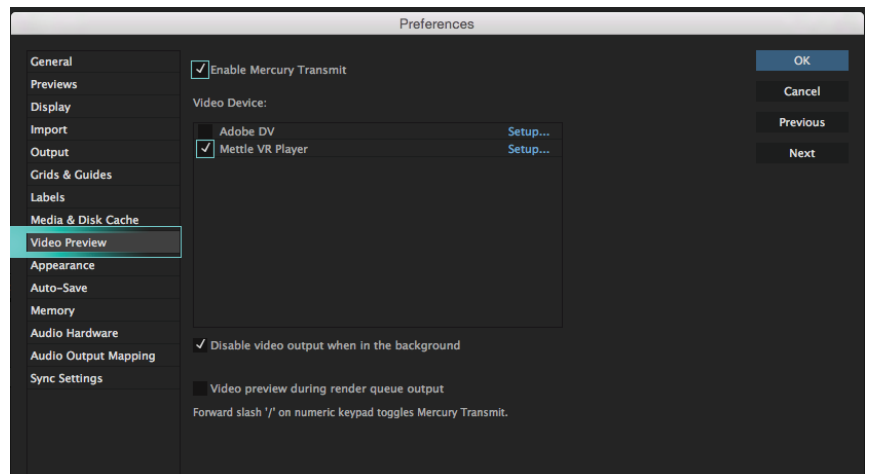
Activate

Deactivate

Purchase

Close

## Enabling Mettle SkyBox VR Player



Mettle SkyBox VR Player integrates tightly into After Effects and Premiere Pro through Adobe Transmit API. So you must activate Adobe Transmit in the host settings.

### After Effects:

1. Go to Edit -> Preferences -> Video Preview.
2. Check "Enable Mercury Transmit" checkbox.
3. Select "Mettle VR Player" in the list of Video Devices.
4. Press "OK" to close Preferences.

### Premiere Pro:

1. Go to Edit -> Preferences -> Playback
2. Check "Enable Mercury Transmit" checkbox.
3. Select "Mettle VR Player" in the list of Video Devices.
4. Press "OK" to close Preferences.

When SkyBox VR Player is enabled, its preview window opens automatically when the user opens a composition.

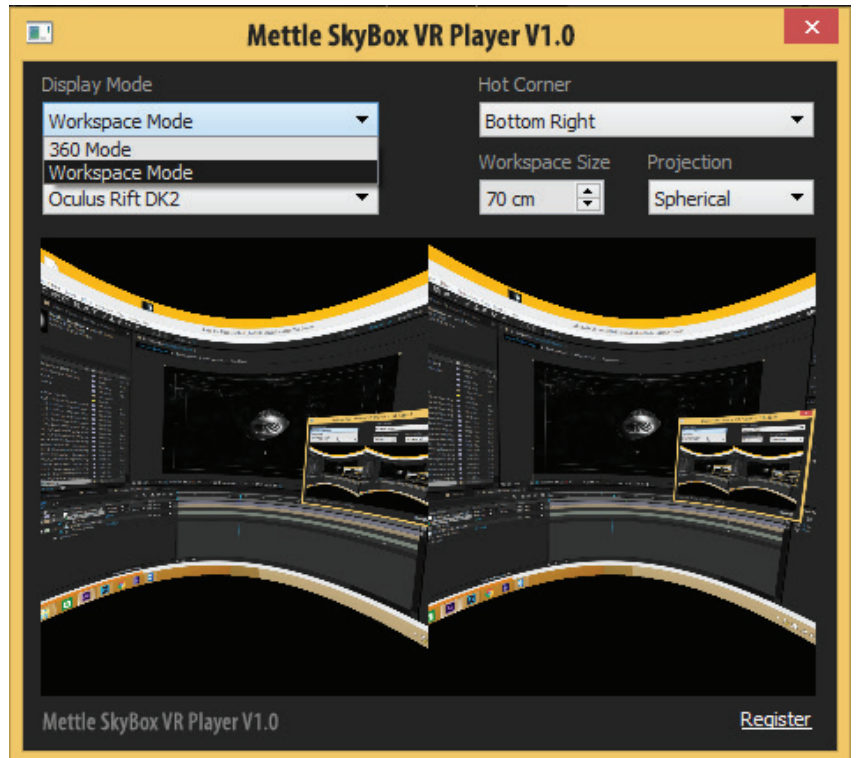
## Mettle SkyBox VR Player User Interface

**Display Mode** - select active display mode (default is "Workspace Mode"):

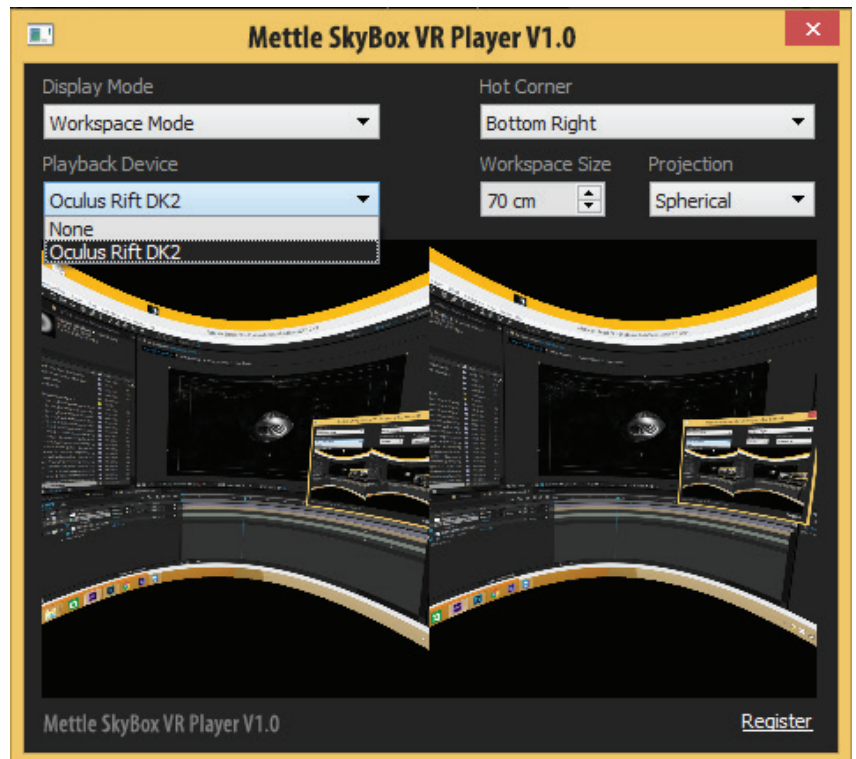
**a) 360 Mode:** view your creation in 360° space (Spherical) in your Rift

**b) Workspace Mode:** see your desktop. Work in After Effects or Premiere Pro, wearing the Rift. Excellent for tweaking & "in-context" editing and design decisions.

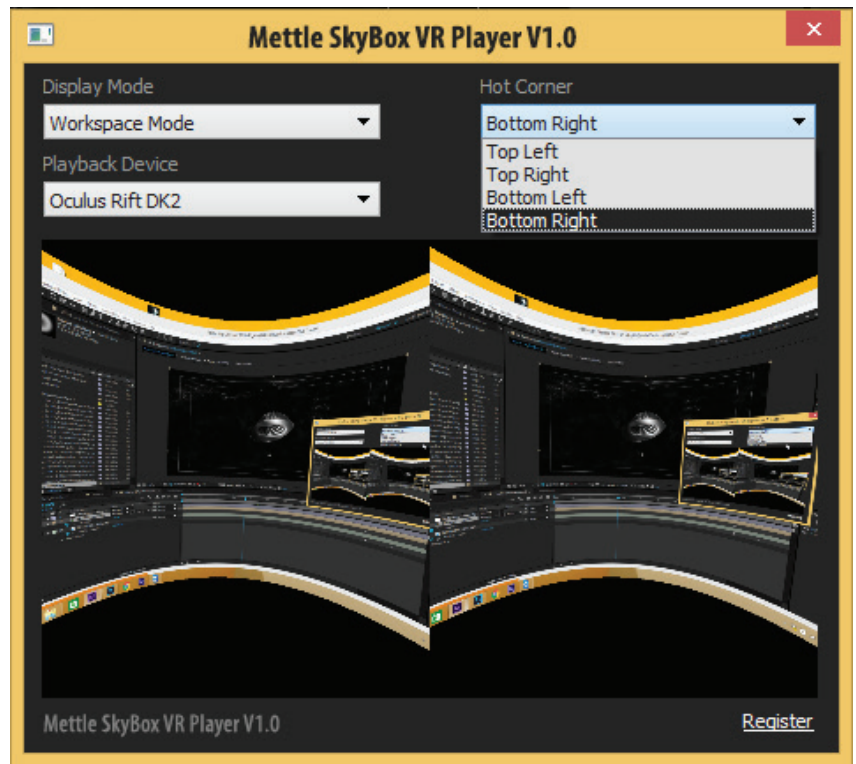
*\* You can quickly toggle between modes by simply placing your cursor in the "Hot Corner" of your choice in your display. See "Hot Corner" in this manual.*



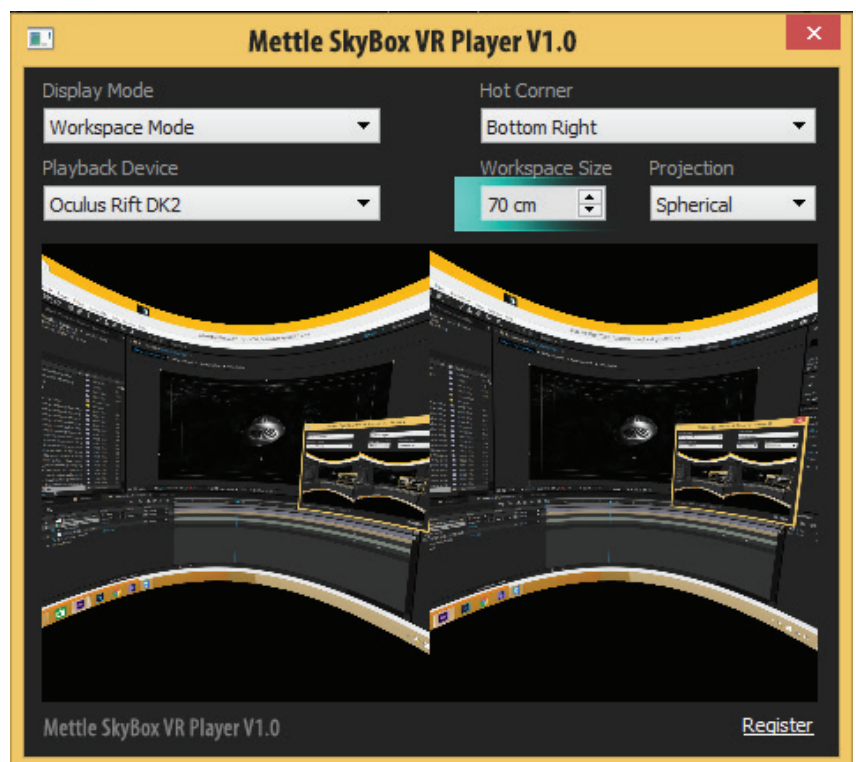
**Playback Device** - select active output device: "Oculus Rift" or "None" to stop rendering to your Oculus Rift.



**Hot Corner** - select a corner in your display to enable quick switching between **360 Mode** and the **Workspace Mode**. Place your cursor in the selected corner to enter into **360 Mode**. Move the cursor out of the corner to go back to **Workspace Mode**. Default setting for the “Hot Corner” is Bottom Right.

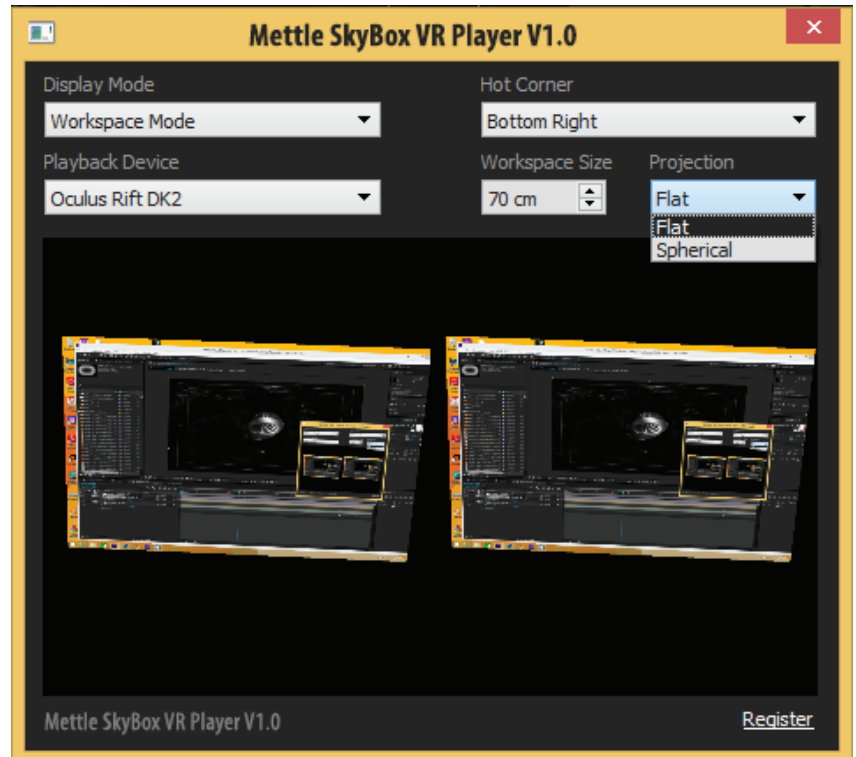


**Workspace Size** - adjust operation system workspace size (for Workspace mode only).

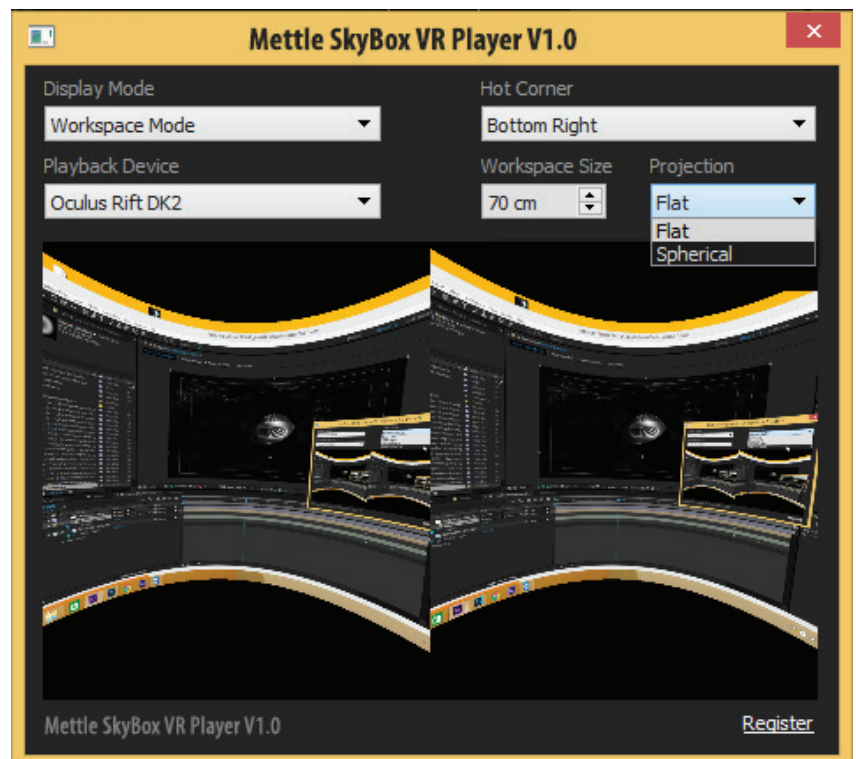


**Workspace Projection Modes.** Select between Flat or Spherical Projection.

FLAT WORKSPACE

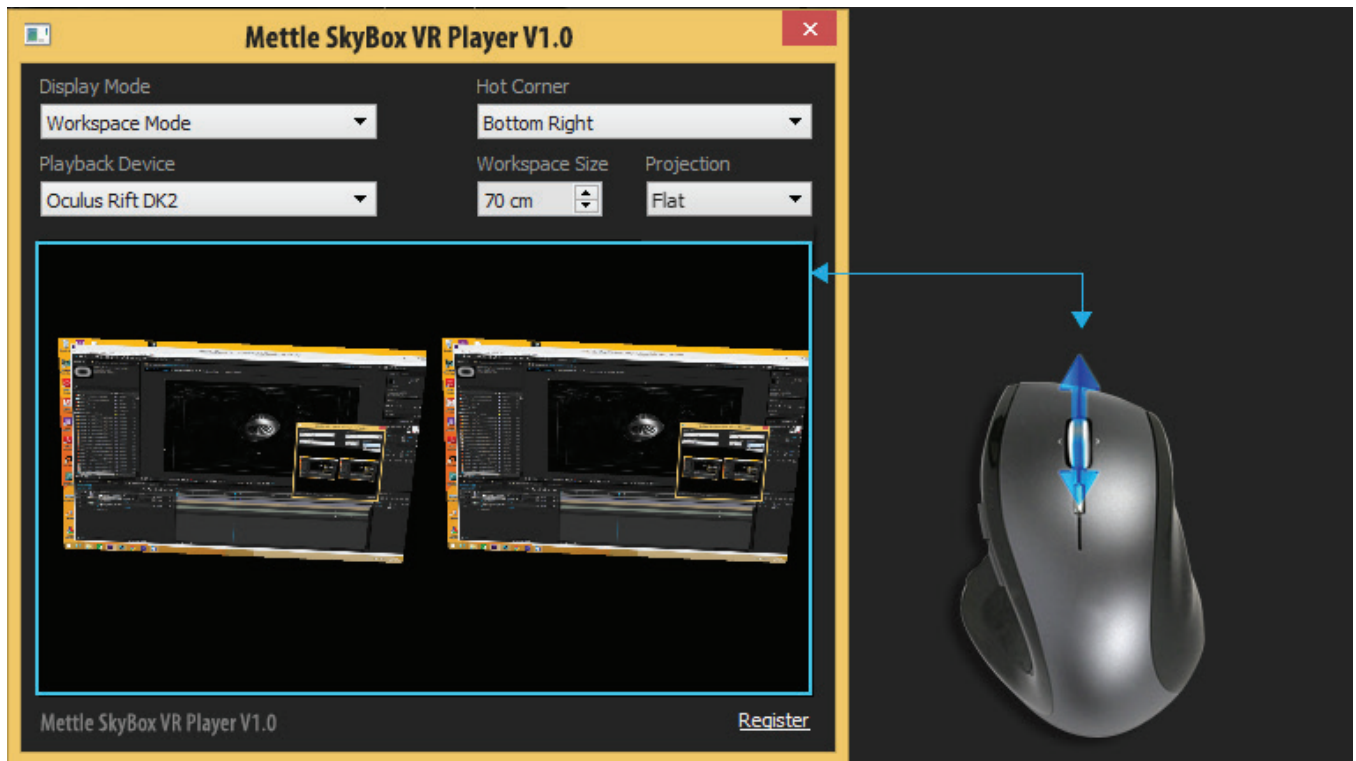


SPHERICAL WORKSPACE

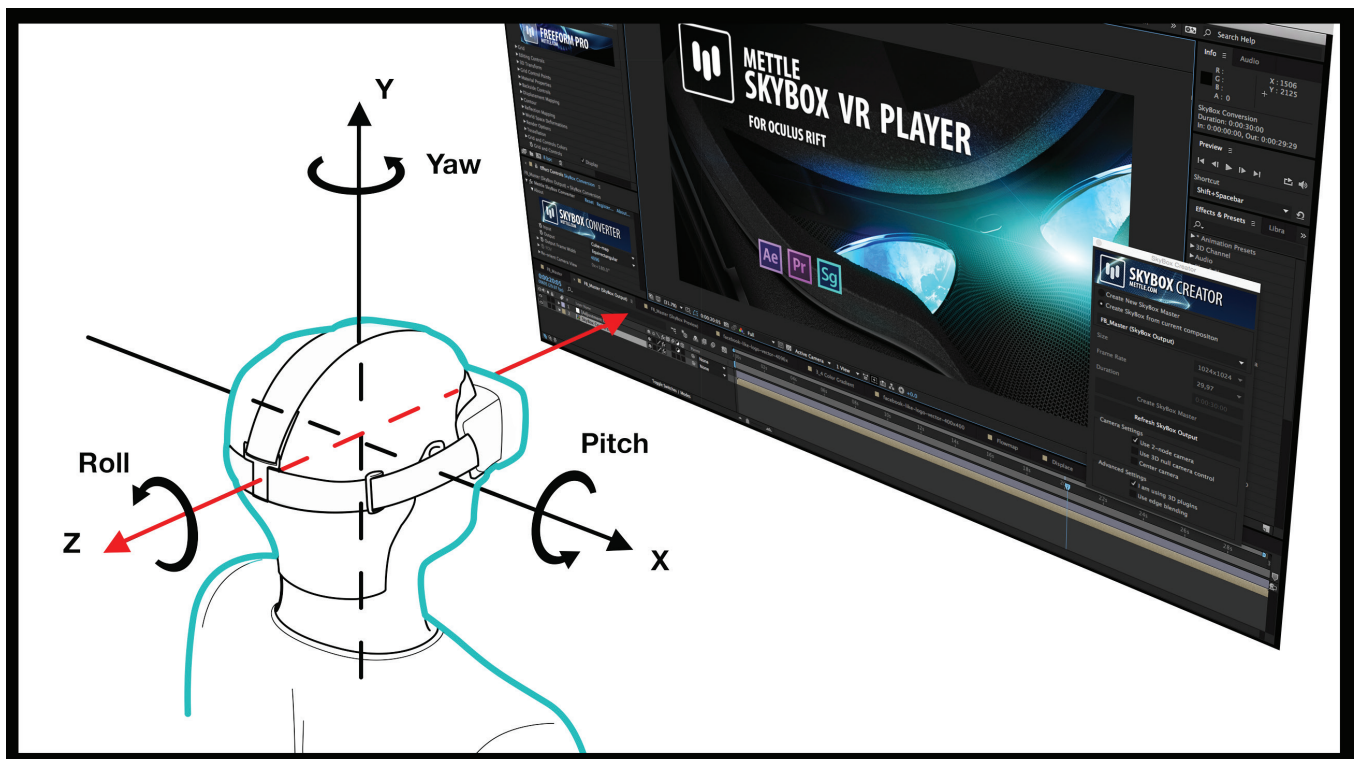


## Other features

**Zooming.** To zoom in/out in Workspace Mode click on the preview image in the VR Player UI and scroll on it using the middle mouse button.



**Positional Tracking.** We have enabled the positional tracking features in the Rift. If you lean into/move back from your screen, then you will get the expected result... much like you would when you lean into a physical monitor.



**Recenter.** Press spacebar to recenter the Rift's orientation (SkyBox VR Player window should be selected and in focus).

**Closing the SkyBox VR Player preview window.** It is safe to close preview window, if you don't need it. Rendering to Rift will continue even if window is closed. "Hot Corner" will continue to work, too.

**To re-open the SkyBox VR Player window:**

1. Go to Edit -> Preferences -> Video Preview (or Edit -> Preferences -> Playback)
2. Select SkyBox VR Player in the list of Video Devices and press "Setup".

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## **STEREO & MONO SUPPORT**

The SkyBox VR Player will automatically detect if your source is mono or stereo, and will display it accordingly. The footage must follow the accepted formats for Cinematic 360|VR production. For example, 2:1 Ratio - Square Pixels - in Equirectangular format will display as Mono in the Oculus Rift.