Shutter Stream 360 Captureless Software User Guide
Version 12.0

*IMPORTANT – You must follow these steps before starting:

1. Downloading the Software:

You should have received an email with software download links and instructions, please refer to this to download and install the software. If for any reason this was not received, please email us at support@iconasys.com and request we resend the email.

2. Registering the Software:

After installing the software and at the time of first launch, users will be prompted with the option to register the Shutter Stream software. Please follow registration instructions at: https://www.iconasys.com/resources/training/ (select correct Software and follow Step 2: Registration Instructions).

Help Desk & Support:

Help Desk: The Iconasys Knowledge Base will provide answers to many FAQ's

Technical Support: Please see this page for info on how to contact the Support Team

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Image Import, Viewing & Thumbnail Gallery

Image Import:

In the top right of the UI, click the Import button (box with down arrow). Click the Import button and select the series of images they wish to compose into a 360 view. After doing so, users import these into the software for viewing, editing and 360 product view compositon.

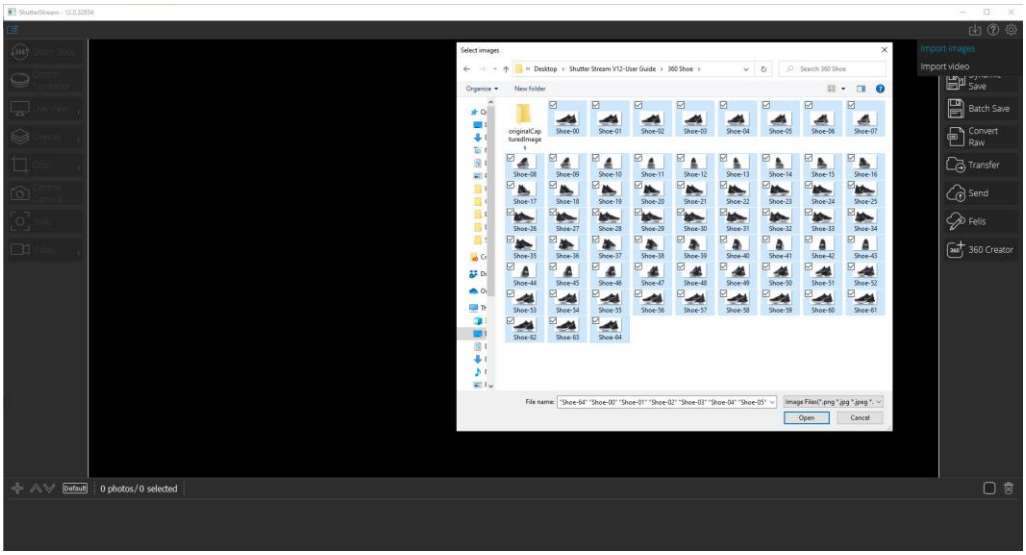

Image Viewing + Thumbnail Gallery:

The 'Thumbnail Viewing Gallery' displays all images that have been previously captured into the Shutter Stream program. The selected image (highlighted in blue) will be displayed in the Image Viewing Window.

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Keyboard Shortcuts for Viewing Tools: Please see here for all Keyboard Shortcuts.

Viewing an Image: Left click on the thumbnail to view the image in the Image Viewing Window. The selected image will be highlighted in light blue. Users will have the ability to inspect up close by right clicking on the image and clicking 1:1 icon of adjusting zoom bar. When viewing 1:1, users can pan by holding Space Bar, then clicking and dragging to adjust the 1:1 viewing area.

Users can also use the left and right arrows to display other images in the thumbnail queue.

Selecting an Image(s): Left click the image. The selected image will be highlighted in light blue

Batch Select a Set of Images: Select the first image, hold 'shift' then select the last image in the set – this will select all images in between. Alternatively, users can select and image, hold "Ctrl' (or 'Command' on Mac) and select other images

Select All Images: Click the check box in the top right corner of the Thumbnail Gallery Window (the box next to the trash icon).

After selecting an image(s), users can use the Image Processing tools to edit, process and output.

Scroll Left/Right: Use Keyboard < and > (SHIFT + , and SHIFT + .) arrows to scroll through Thumbnail Gallery or mouse click, hold and drag left/right.

Deleting Images: The 'Trash' icon in the top right corner of the Thumbnail Viewing Gallery will delete any selected images (denoted by blue highlight on the thumbnail). Select the image(s) you wish to delete then left click the 'Trash' icon to remove images permanently from the program.

The 'Trash' icon button can also be used to delete an existing row. If you have added multiple rows in the Thumbnail Gallery and wish to remove a row, first remove all images from that row, then click the 'Delete' button on the empty row to remove the row.

Multi-Row Thumbnail Gallery: Users have the ability to add additional rows to the Thumbnail Gallery. This can be used to help with file management. To Create a new Row, click the + icon in the top left corner of the Thumbnail Gallery after which, users will be required to provide a name for the Row.

Images will be captured or imported into whatever row is displayed in the Thumbnail Gallery.

To navigate between rows, users can use keyboard short cuts (up / down arrows) or by mouse clicking the up and down arrows in the top left corner or the Thumbnail Gallery.

Adjusting the Thumbnail Gallery Viewing Size: Users are able to adjust size/viewing space of the Thumbnail Gallery. To do so, hover the mouse over the top line of the Thumbnail Gallery.

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The mouse icon will change (to a resize icon) then users can click and drag up or down to adjust the size of the viewing area:

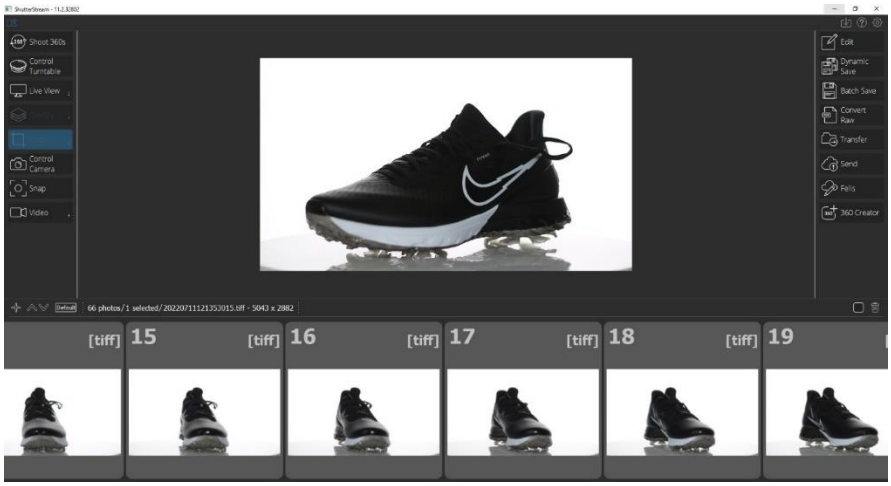

Image Processing Tools

Edit

Edit will allow users to make edits to a single or multiple images to enhance image quality, remove backgrounds, color correct and other features to achieve desired quality. There is a wide range of tools available that can help users achieve better quality results.

View a list of the Editing keyboard shortcuts here

Editing UI Overview

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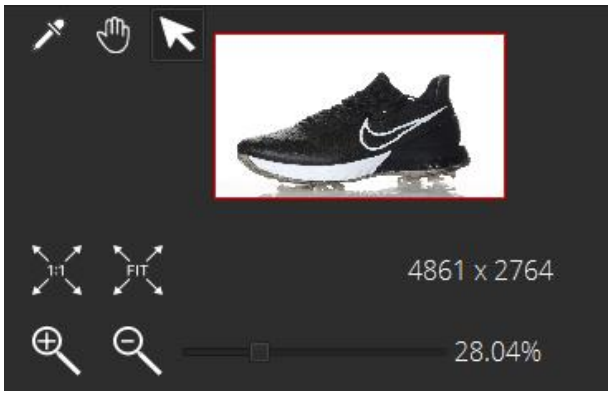
Editing features and functionality can be divided into 3 categories:

A. Basic Image Editing Tools
B. Image Orientation Tools
C. Background Removal Tools

In addition to the editing tools, there is a Profiles area (where users can create, save and access Editing Profiles), a History area (where users can see previous edits made to an image(s) and Image Viewing Tools.

Image Viewing Tools:

Image Viewing Tools allow users to inspect images. Users will see a series of tools available:
Eye Dropper Tool: Inspect the image RGB color value
Hand Cursor Icon: Pan an image when viewing at a zoom level
Mouse Pointer: The default icon
1:1 View: View image at 100%
Fit: Fit Image to screen
Zoom In / Out + Zoom Bar: Zoom on images



Profiles: On the right side of the UI, users will see Profiles. Underneath this, there is a dropdown (displays list of previously saved Profiles), and a +, X and ^ icon. Users are able to create, save and access image editing profiles in this area. Profiles can be made from a single or series of Basic Adjustments, or individually for Background Removal and Image Orientation tools.

To create a Profile, users will first make editing adjustments to an image and click the + icon under Profiles area (click + icon before applying edits). Next, users will be required to input a name for the profile, after which it will be saved. Users can save multiple profiles and access these via the dropdown Profile name field. To delete a previously created profile, select it from the dropdown, then click the X icon. To update a previously created profile, select the profile name from the drop-down list, make adjusted to the Processing Settings, then click the ^ icon.

History: History will display a list of editing changed made to the image (before they are applied – after selecting Apply, the history will be cleared). Users can select from the History list to revert editing changes to a previous state.

Editing Overview: To edit an image or set of images, users will simply make adjustments using the available tools. As changes are made, the image is updated in near real time. Editing changes are not formally applied to the image until the user clicks Apply.

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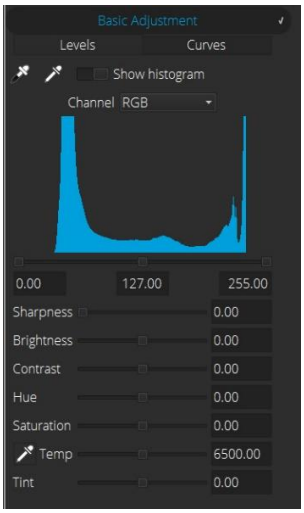
Edits can be applied to a single or set of images. Users will select a single or set of images, (refer above to Image Viewing and Thumbnail Gallery – selecting an image). Selected image(s) will be shown highlighted in blue in the Thumbnail Gallery at the bottom of the UI.

When user selects **Apply** – this will apply the editing changes to all selected image(s).

Users can also choose to **Reset** images – this button is used to reset editing changes before any edits have been applied.

Users can also choose to **Restore** images – this button is used to restore images to their original orientation after edits have been applied. Users are unable to restore images if edits have been applied and have exited the editing area.

Basic Image Editing Tools:



Basic Adjustments should be open by default. Users can maximize/minimize the drop down by clicking the Basic Adjustments task bar. Edits made in each individual section will need to be applied otherwise changes will be lost when clicking into another tool

A. **Levels/ Curves**: Toggle between Levels and Curves by selecting the Name.

Levels: Users will see two Eyedropper icons (**White Point Selector / Black Point Selector**). These can be used to adjust levels by selecting either tool and clicking on the image. These tools will help set all pixels beyond the selected pixel value (using eye dropper) to pure white or pure black. For example, if user selects a white point with a RGB Value of 230,230,230, this will adjust all pixels with a value of 230,230,230 or greater to pure white (255,255,255). To 'Select a white point', select the eyedropper tool, then left click on the darkest white pixel to make other pixels. To 'Select a black point', right click on the lightest dark pixel.

The graphic with the mountain looking shapes is called the Histogram - this describes the color values in the selected image. The left side is the very dark (black) colors in the image, on the right the very bright (white) colors in the image. The higher the mountain – the more a specific color is in the image. To adjust levels value, users will see three 'reference points' immediately below the histogram that are adjustable by clicking and dragging (or by double clicking on the reference point and entering a value). For instance, if we have an image with a grey background and wish to change that to white, we will drag the right reference point to the left – this will turn all colors to the right of the repositioned reference point white.

Curves: Curves is a more advanced version of the Levels tool. The reference points are along a diagonal line. The Curves tool allows users to adjust 'reference points' throughout an image's tonal range by clicking and dragging. The top of the y-axis is white and the bottom is black. The right of the x-axis is white and the left is black.

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B. **Sharpness**: Adjust the sharpness (clarity) of the image
C. **Brightness**: Adjust an images brightness intensity
D. **Contrast**: Adjust the separation between the darkest and brightest areas of an image (typically shadows and highlights)
E. **Hue**: Adjusts the main color properties/vividness of an image
F. **Saturation**: Adjust the separation between colors
G. **Temp**: Adjustment to the color temperature of the image. Affects the overall tone of the photo by making it appear warmer (more red tongs) or cooler (more blue tones). Users can also adjust white balance using the Eyedropper tool drop down, then manually selecting the white point.
H. **Tint**: Used to fix color contrast

Image Orientation Tools: *(listed from right to left)*
Crop: Users can define a specific portion of the image to be retained. Enable the 'Crop' tool by left clicking on the 'Crop' button, then click and drag over the selected frame in the viewing area. Users can define Crop as free form rectangle, a square or a custom ratio. After Crop has been set, hit Apply to apply the crop the selected image(s).

Transform: Transform allows users to adjust image position within the frame. For example, if an image was shot off-centered, users can us the transform tool to re-center the image. There is also blue/red guidelines within this tool that will overlay on top of the image. These can help with consistently placing multiple product images in the same location. The guideline location can be adjusted left/right (vertical guidelines) and up/down (horizontal guidelines). To move the image, enable Transform, then either:
click and drag the image to adjust the location or use the buttons/enter values to adjust the location (values defined in pixels). Users are also provided the ability to enlarge or decrease the size of the product within the frame.

Resize: Users have the ability to resize image(s) within the editing tool. Users can define width or height (and both however this is not suggested as images can be skewed or stretched if the resize dimensions are not the same as the image dimensions). Enter the width or height value, then hit Apply (do not close window before hitting Apply). Note, users also have the ability to resize during the output step (Batch of Dynamic Save)

Rotate: Users have the ability to Rotate image(s). Users can select from pre-defined rotation angles (0, 90, 180 or 270), flip horizontal, flip vertical or manually rotate using the slide bar (or entering a rotation value up to 360.00) for smaller, custom adjustments. After rotation has been made, click Apply to set the rotation on the selected image(s).

Add Canvas: Users can add additional frame to an image. Users will define how many pixels to add to and to which portion of the image (Top, Bottom, Left, Right OR Top and Bottom, Left and Right). For ex. if a user choses to add 200 pixels to Left/Right, 100 pixels will be added to each

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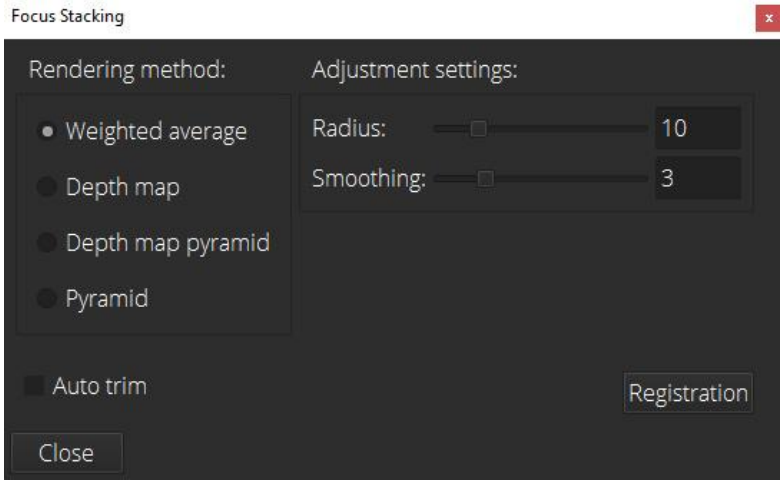
side. Users also have the ability to choose the 'Canvas color' – this is the color of the pixels that will be added to the frame. This can also be added as a transparent layer by selecting 'Transparent'.

View Alignment: Users have the ability to compare a set of images stacked on top of each other. This tool is useful should a user wish to 'Batch Crop' a set of images during the image editing step. In order to use this too, select at least 2 images from the Thumbnail Gallery, then click View Alignment button. Users can select another Image Orientation Tool (ex. Crop) and the alignment view will remain.

Watermark: Users have the ability to watermark image(s). Users will import an image by clicking the '…' icon to the right of Watermark Path, select the Position, size (image Percentage) and Transparency. Users are required to use a PNG format image. After the watermark has been set, users can hit the Apply button – the watermark will be stamped on the image(s) selected in the Thumbnail Gallery.

Focus Stacking (plugin required): Users can manually stack image sets shot at multiple focal points to create a fully in focus image. Note, this process can be entirely automated as well.



Registering the Focus Stacking Plugin: Click the Registration button and enter your Activation Code into the Activation Code field.

Focus Stacking Parameters: In most cases, you can use default values and get good results. For complex items, you may want to adjust the parameters.
Weighted Average: The most popular method, it is Ideal for preserving colors and contrast
Depth Map: Ideal for products with a simple surface that have no sudden changes in surface level. Also ideal for products that have glare.
Pyramid: Ideal for products that has many crossing lines and changes in surface level. And images shot with more than 100 images in the stack
Radius: Radius is the most important parameter for processing. We mostly advise you to try different values. Start from the default value and then set it to its minimum and see what

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happens. Next try to increase the value to get rid of any noise or artifacts, particularly halos along the edges. If your image has fine details and thin lines, as most images do, a low radius level (3-5) will probably yield the best results, although you will probably get more noise and a halo effect. So you'll need to try to find a balance.
Smoothing: All focus-stacking algorithms find and combine the sharp areas. Smoothing defines how the sharp areas are combined. Low smoothing produces a sharper image, but the transition areas may have some artifacts. High smoothing will result in a slightly blurry image without any visible transition areas. Start with the default smoothing. Then if you want more detail, decrease the smoothing value; if you get too much noise and too many artifacts, set a higher value.

To enable Focus Stacking Capture Mode, right click on the Snap button and select 'Focus Stacking'.

Users can evaluate the focus stacking plugin prior to purchase – the final result will have a diagonal line through it.

Background Removal Tools:

Magic Wand: Allows users to select a background color and automatically remove that color (within a defined tolerance) from the image. This tool works well when shooting products on a consistent, near white background and when the product contrasts with the background.

Steps:

1. Select 'Magic wand' tool
2. Click on the Background of the image
3. Define Constrain or Unconstrain Selection
4. Adjust settings (Threshold, Edge Sensitivity, Edge Blending, Hole Fill Radius, Mask Grow Radius, Speck Removal). As changes are made the results of setting changes will be reflected in near real time
5. Select 'Apply' to process selected image(s) in Thumbnail Gallery

Magic Wand Options Explained:
Constrain Selection to Clicked Region: This option, when enabled (checked) will constrain the background removal to only pixels that are touching each other. If it is enabled, users will have to select a pixel location (prompted after selecting 'Apply' or 'Apply to All'. Note, there is no real time preview for the constrain option. For example, if object has a hole in the center of it, the center hole would not be selected if this option was checked.
Unconstrain Selection: Will select pixels within the threshold anywhere on the image frame. For example, if object has a hole in the center of it, the center hole would be selected if this option was checked
Edge Sensitivity: Defines the level of edge smoothing before applying the threshold. We

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suggest this between 0 and 7 (typically much closer to 0)
Threshold: This is used to adjust the amount the tool will remove colors that differ from the Reference Image. If the color of the product is similar to the background, you will want to use a lower number. If the product contrasts the background color well, you can use a higher number. For example if you are trying to remove shadows, you will want to use a higher number – however by increasing Threshold, it might eat into the product. Users will see flickering grey background – this denotes which part of the image is being removed. We typically suggest a value between 5 and 40.

Mask Processing:
Apply to New Mask Selection Only: This will only apply the mask processing options to the current mask selection
Apply to Entire Mask: This will apply the mask processing options to the entire image
Hole Fill Radius: Fills in holes generated by larger threshold values in the BR tool. A note of warning though: if the tool is applied to objects that already have many holes, those holes may fill as well
Speck Removal: This is the opposite of Hole Fill. Remove specks of foreground from the background
Mask Grow Radius: This allows users to grow the mask selection area. It is defined in pixels
Edge Blending: The sharpness of the transition between the foreground and the background. We suggest a value between 0 and 5 – typically closer to 0.

Polygonal & Magnetic Lasso:
Polygonal Lasso: Users will mouse click to select the cutout path (and connect the polygon points by double clicking at the last point). Alternatively, users can click and drag to draw a path.

Magnetic Lasso: Users will click to start the selection path and adjust mouse around the object. This tool will automatically cling to edges of contrast objects. With this tool, users can define settings including Radius (size of boundary), Point Gap (distance between point placements) and Magnetic Force (strength of magnet).

Drawing with the Lasso Tool: Users first want to define the area of the frame they need to remove (or add) by enabling the tool then clicking around their target area. Users will need to 'close off' the selection area by connecting the start and end point. This can be done by double clicking the left mouse button – this will automatically draw a straight line from existing point to the starting point. After user has confirmed the selection region and the selection output, hit 'Apply' or Right Click to enable 'Lasso Options' window.

Tip 1: It might be easier to use the 'Zoom' tool to view close up when manually drawing a polygon (ex. change viewing from 20% to 75%)
Tip 2: Hold space bar to change from lasso tool to navigation cursor to navigate on frame when zoomed in

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Tip 3: Should you wish to use the same Lasso tool options used previously, user can use keyboard shortcut 'Delete' and the changes will be applied

Lasso Cut Options include:
Select Region:
Inside Polygon: Frame can be removed (Alpha Transparent) or added (Alpha Opaque) of the region (polygon) drawn
Outside Polygon: Frame can be removed (Alpha Transparent) or added (Alpha Opaque) outside of the region (polygon) drawn

Selection Output:
Solid Color: This will fill the inside of the outside of the polygon with whatever color is selected
Alpha Transparent: This will remove the defined area from the image, and fill with transparent. Use case: if a user uses background removal tool and it doesn't remove a shadow. User could manually cut out the shadow using this option
Alpha Opaque: This will add previously removed frame back into the defined area. Use case: User cuts into product while using the background removal tool – they could then go and add the part that was previously removed back in using this option
Alpha Custom: Users have the ability to choose opacity using this option. Meaning the layer selected can show at any opacity
Edge Smoothness: Smooths the edges of the lasso selection

Reference Image BR:
This tool is designed to automate background removal through the use of computer vision. It will require the user, after shooting all product images, to shoot a background only 'Reference Image' in which no variables (lighting, camera settings, focal point & zoom) have been adjusted.

Steps:

1. Import all images into the software
2. Enter Edit area
3. Select Reference Image BR tool
4. Select the background only image from the gallery at the bottom of the BR window
5. After the Background Reference Image has been set, select the image(s) from the Thumbnail Gallery you wish to remove backgrounds from
6. Adjust Settings (defined as follows below)

Mask Selection:
Constrain selection to clicked region: This option, when enabled (checked) will constrain the background removal to only pixels that are touching each other. If it is enabled, users will have to select a pixel location (prompted after selecting 'Apply' or 'Apply to All'. Note, there is no real time preview for the constrain option
Unconstrain selection: This will not constrain the selection and colors that are similar in the

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product vs. the background may be removed
Edge Sensitivity: Defines the level of edge smoothing before applying the threshold. We suggest this between 0 and 7 (typically much closer to 0)
Threshold: This is used to adjust the amount the tool will remove colors that differ from the Reference Image. If the color of the product is similar to the background, you will want to use a lower number. If the product contrasts the background color well, you can use a higher number. For example, if you are trying to remove shadows, you will want to use a higher number – however by increasing Threshold, it might eat into the product. Users will see flickering grey background – this denotes which part of the image is being removed. We typically suggest a value between 5 and 40

Mask Processing:
Apply to new mask selection only: This will only apply the mask processing options to the current mask selection
Apply to entire mask: This will apply the mask processing options to the entire image
Hole Fill Radius: Fills in holes generated by larger threshold values in the BR tool. A note of warning though: if the tool is applied to objects that already have many holes, those holes may fill as well
Speck Removal: This is the opposite of Hole Fill. Remove specks of foreground from the background
Mask Grow Radius: This allows users to grow the mask selection area. It is defined in pixels
Edge Blending: The sharpness of the transition between the foreground and the background. We suggest a value between 0 and 5 – typically closer to 0

After adjusting settings, select Apply to apply the editing changes to the selected image(s). *Do not close Reference Image Background Removal window before hitting apply – otherwise changes will be lost.

Dual Shot Background Removal:

The Dual Shot Background Removal Tool uses 2 images, shot at different exposure, and will attempt to remove backgrounds by analyzing both images. In order to effectively use this tool, users must manually capture each image they plan to process at 2 different (consistent) exposure levels.

Steps:

1. Import all images into the software
2. Enter into the 'Editing' area
3. Select Dual Shot BR tool
4. Select Mask Type: Use Odd or Even Images as Mask
5. Adjust the mask layer using settings:

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Mask Selection:
Constrain selection to clicked region: This option, when enabled (checked) will constrain the background removal to only pixels that are touching each other. If it is enabled, users will have to select a pixel location. This can be done by clicking the mouse on the preview image on the background. If users forget to define selection area, they will be prompted after selecting 'Apply' or 'Apply to All'). Note, there is no real time preview for the constrain option. Users will be able to adjust the mask using histogram tonal adjustments.
Darks: This refers to all black or dark pixels in the image
Mids: This refers to all mid tones in the image
Brights: This refers to all white or highlights in the image
Users will make adjustments to the 3 slide bars to find an optimal mask that will properly cut the image from its background. We suggest keeping these 3 bars close together (for example, Darks: 111, Mids: 112, Brights: 113). If you are editing an product image with some opacity (ex. a water bottle), it is suggested to spread out the sliders.

Mask Processing:
Apply to new mask selection only: This will only apply the mask processing options to the current mask selection
Apply to entire mask: This will apply the mask processing options to the entire image
Hole Fill Radius: Fills in holes generated by larger threshold values in the BR tool. A note of warning though: if the tool is applied to objects that already have many holes, those holes may fill as well.
Speck Removal: This is the opposite of Hole Fill. Remove specks of foreground from the background.
Mask Grow Radius: This allows users to grow the mask selection area. It is defined in pixels.
Edge Blending: The sharpness of the transition between the foreground and the background. We suggest a value between 0 and 5 – typically closer to 0.

Click Apply to apply Dual Shot Background Removal tool to selected image(s). We suggest to select the option to delete the mask after applying the edits)

Chroma Key Background Removal: Similar to BR Using Solid Color, this option uses Chroma key colors (Red, Green or Blue).

Steps:

1. Shoot on a Red, Green or Blue Background
2. Enable 'Live View' mode then place an object in the field of view of the camera.
3. Adjust camera settings to optimize for lighting environment (if required).
4. Enable Crop and define Pre-Crop markers (if required) - that is the area that users wish to capture, around the subject.
5. Capture image by clicking Snap button in software – immediately after image is captured, this will be uploaded into the Shutter Stream application for viewing.

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6. Repeat steps 2 – 5 for shooting additional product images.
7. Enter into the Edit area, select the Chroma Key BR tool
8. Select a color that most closely resembles the background
9. Next, users will adjust:
   Smoothing: The higher the number, the smoother the edge definition
   Soft Transparency: Will define the how much of the background is completely removed. The higher the number, the more background that is completely removed (see full description below)
10. Adjust Mask Grow Radius (allows users to grow the mask selection area - defined in pixels) if required.
11. After done adjusting settings, click the Apply button to batch edit the selected image(s).
12. If required, users can take advantage of the other editing tools (Lasso Tool, Levels, Curves, Brightness, Saturation, Contrast, Sharpness & Hue) to make additional edits and/or color corrections.

*Soft transparency defined: Soft transparency controls the level of transparency based on the strength of the background color. By adjusting the transparency based on the strength of the background color the algorithm is able to more naturally introduce transparency around the edge of the object. Increasing the soft transparency threshold ignores subtle color changes more. This has the effect of making the background completely transparent. A lower value of soft transparency results in more semi-transparent backgrounds (versus fully transparent backgrounds) that look more natural. This effect can be easily noticed around strands of hair, smoke, fine details or transparent objects with a lot of color gradients. When the soft transparency is set to a low number, the fine details are maintained extremely well but the background is not fully transparent -- unless the pixels are exactly the color set for transparency. This creates a more natural look when replacing the background with another image or another color. When the soft threshold is set to a high number, the color transparency becomes more aggressive and more pixels become fully transparent at the cost of removing finer details and making the object look less natural and more threshold with fully transparent background pixels.

When using Chroma Key Background Removal, it is best to set the background as far away from the object as possible so that the fine details of the background (i.e. material texture) are not in focus and they are out of the depth of field. This will allow users to use a lower soft transparency threshold, which will make the results look more natural.

Dynamic Save:

Users have the ability to save a single or multiple images from the thumbnail viewing gallery multiple times in different formats (JPG, PNG, RAW & TIFF), different size (pixels wide OR tall), Resolutions (72, 150 or 300 DPI), and more. An example of a real-world scenario that would be

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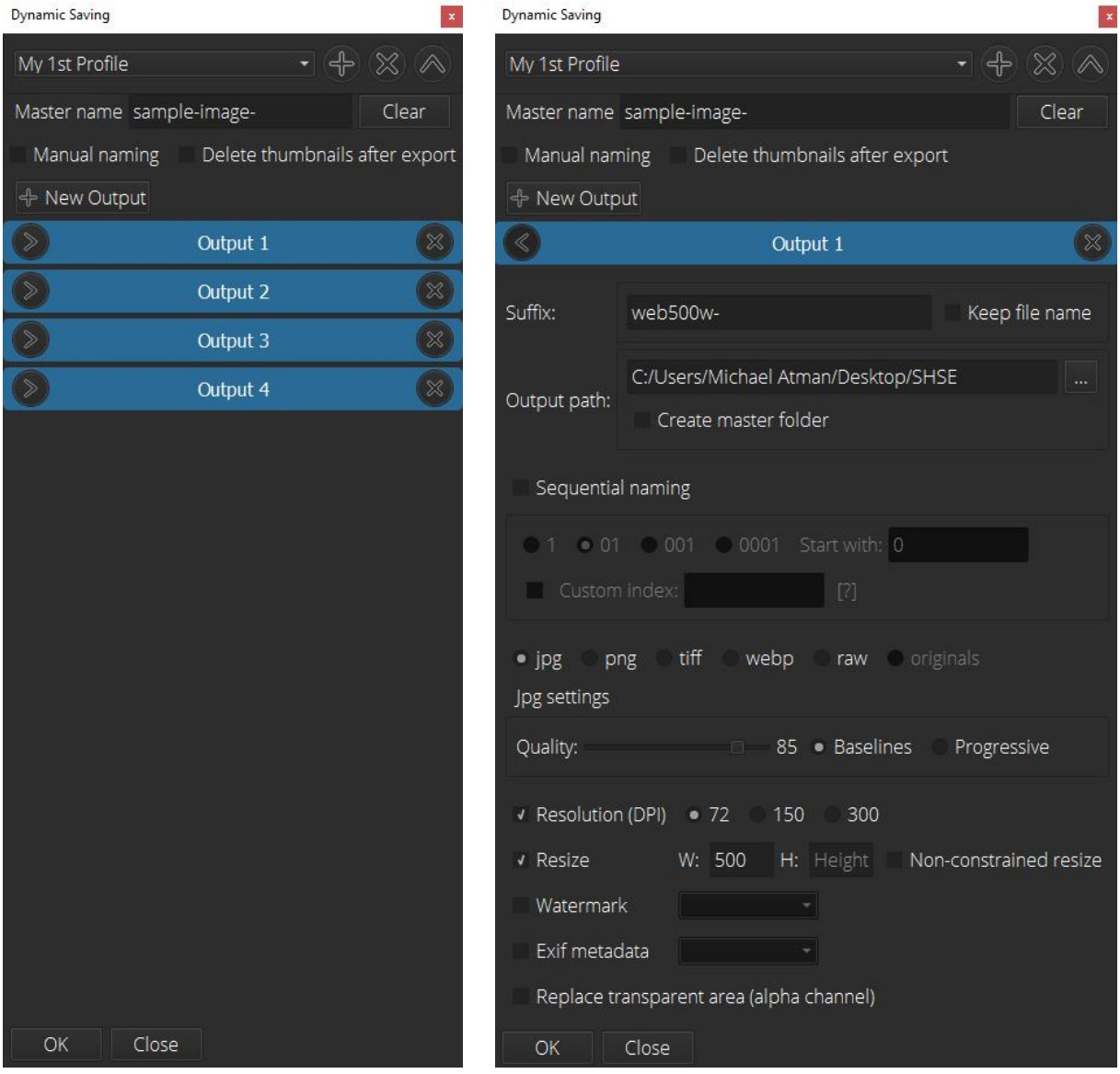
a good use for Dynamic Save is a business that has different use cases for each image they create. For instance, a user has shot 3 images of a single product – a top, a front and a side view. They wish to save this set of images for their print catalog (300 DPI .TIFF image at 1000 pixels wide and also for their website at 3 different sizes (thumbnail, product page and large view) - 150, 500 and 1000 pixels wide at 72 DPI. Using the 'Dynamic Save' tool, they can create a custom save profile that includes these 4 different save types and in one click the 3 images will each be saved 4 different times exactly as required for their applications.



Dynamic Save is made up of two parts – the Output and the Output Settings. The output will be

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a single output. For example, if a user defines multiple outputs (4 in the example above), the images selected from the Thumbnail Gallery will be output 4 separate times. Each Output can have its own settings. These include unique naming, output path, image format, quality setting, resolution, resizing and more.

To add additional Outputs, click the + New Output button. To open the settings for each output click the > icon on the left side of the Output bar.

Dynamic Save UI Overview

Profiles: At the top of the Dynamic Save UI is the Profile area. Users can create (define specific Dynamic Save parameters) and then create and save the profile (so it can be stored in the software and used at a later time). In order to do so, users will first create their Dynamic Save by selecting Outputs, Names, Save to Locations, Image Formats, Quality, Resolution, Resizing and more. After completed, user will select the + icon next to the Profile Name dropdown. This will require the user inputs a name for the profile, after which it will be saved. Users can save multiple profiles and access these via the dropdown Profile name field. To delete a previously created profile, select it from the dropdown, then click the Trash Can icon. To update a profile, select it from the dropdown to load the profile, adjust settings, then click the ^ icon to update.

Master Name: This is a mandatory field and will be at the start of the image name.
For example, let's use: sample-image--

Manual Naming: Users can define sequential naming in the individual output settings (EX. 01, 02, 03…). In the case a user wishes to manually rename the suffix for multiple images (ex. front, back, side), they can do so using the Manual Naming field. Skip this step if its not required to manually the suffix for each image can be numerical.

Delete Thumbnails After Export: By enabling this option, after the Dynamic Save process is complete and the image(s) have been output locally on the computer, the images are deleted from the Shutter Stream Software.

Creating Multiple Outputs: When using Dynamic Saving, users have the ability to save an image or set of images multiple different times. To add an additional 'Save Type' users simply click the '+ New Output' under Manual Naming. To delete an additional 'Save Type' users click the 'x' icon next to Output X name. These will be names as Output followed by a number. Ex. Output 1, Output 2, Output 3 etc.

Defining Output Settings: To open the settings for each output click the > icon on the left side of the Output bar.

Suffix: The suffix will be added after the Master name field. This is an optional field and can be used as a unique identifier for the individual save type. Users can also choose to Keep file name which will retain and use the original image name in the suffix field.
For example, let's use: web500w-

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Create Master Folder: This option will create a New Folder in the save to location using the 'Master' name.

Output Path: defines the local or networked folder where the image(s) will save.

Sequential Naming: This is designed for users who are saving a set of images in the 'Dynamic Save' tool. Users have the option to name images sequentially by clicking the check box then selecting their numerical preference 1, 01, 001 or 0001. Users can also define to start with a different number
For example, let's use: 01

The name of the resulting images (assuming we are saving a set of 3 images) is as follows:
sample-image-web500w-01.jpg
sample-image-web500w-02.jpg
sample-image-web500w-03.jpg

*If we instead decided to use the **Manual Name** field, and defined as front, back and side (for image 1, 2 and 3) of the resulting is as follows:*
sample-image-web-500w-front.jpg
sample-image-web-500w-back.jpg
sample-image-web-500w-side.jpg

Start with: Users can override sequential naming starting with 1 by entering a different number in this placeholder.
This would then result in naming as follows for the previous example:
sample-image-web-500w-04.jpg
sample-image-web-500w-05.jpg
sample-image-web-500w-06.jpg

Custom Index: In this area users can define to output a single or series of images from the selected image set. A use case example of this would be a user who shoots 360 product photography and wishes to, in addition to output the entire 360 image set, output a subset of the images to be used as single product images on the website (for example, images 1,8, 15 and 21)

Image Format: Users can define the image format for output (choose from JPG, RAW, TIFF, PNG, WebP). Both TIFF and PNG images will retain transparent background properties (if background had been removed). Original will output the original, unedited image(s).
Based on the format selection, users can define the Image Quality or Compression Type.

Resolution: Users can enable Resolution and define the output DPI. This specifies pixels per inch (72, 150 or 300) in the image meta data (typically only required if outputting images for print media). If this is not checked, the images will be output at the DPI value defined at time of capture (by the camera).

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Resize: Users can enable Resizing. This allows users to resize image(s) by defining pixel width or height OR by both width and height if Non-Constrained Resize is selected.

Watermark: Users can auto apply a custom Watermark to the image during output. Users will first need to create and save a Watermark Profile (this is done in the Image Editing area). After a Watermark Profile has been created, this can be selected from the drop-down list and it will be auto applied during the Dynamic Save process.

EXIF Metadata: Users can auto apply Metadata to the image during output. Users will first need to create and save a Metadata Profile (this is done in the Options area). After a Metadata Profile has been created, this can be selected from the drop-down list and it will be auto applied during the Dynamic Save process.

Replace Transparent Area (Alpha Channel): For images with transparent pixels (ex. images that have been edited to remove background), users can define to replace the transparent pixels with a specific color. When this option is enabled, the UI will expand and users can define a color or image that will be used as the background for the image.

Batch Save

Batch Save is the 2nd save/output option available within Shutter Stream Software. This is a simplified, less advanced Saving option that allows for the selected image(s) from the thumbnail gallery to be output a single time to a single location.

Batch Save UI Overview:

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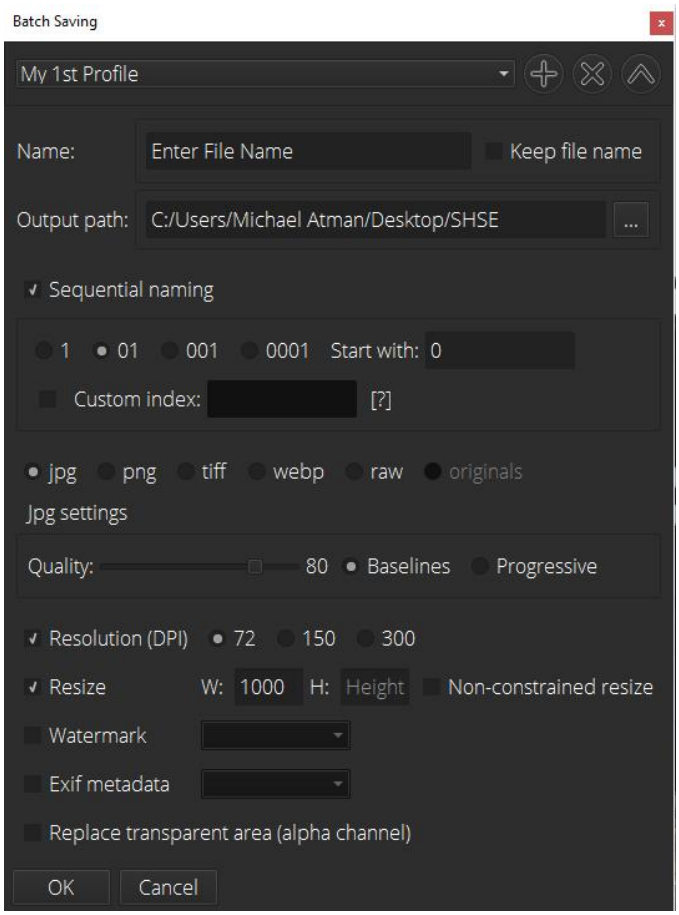

Profiles: At the top of the Batch Save UI is the Profile area. Users can create (define specific Batch Save parameters) and then create and save the profile (so it can be stored in the software and used at a later time). In order to do so, users will first create their Batch Save by selecting Entering a Name, Save to Location, selecting image format, quality, resolution, image size and more. After completed, user will select the + icon next to the Profile Name dropdown. This will require the user inputs a name for the profile, after which it will be saved. Users can save multiple profiles and access these via the dropdown Profile name field. To delete a previously created profile, select it from the dropdown, then click the X icon. To update a profile, select it from the dropdown to load the profile, adjust settings, then click the ^ icon to update.

Master Name: This is a mandatory field and will be at the start of the image name. Users will either manually enter a name here or can use the original file name by selecting Keep file name checkbox.

Output Path: defines the local or networked folder where the image(s) will save.

Sequential Naming: This is designed for users who are saving a set of images using the Batch tool. Users have the option to name images sequentially by clicking the check box then selecting their numerical preference 1, 01, 001 or 0001. Users can also define to start sequential naming with a different number

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Custom Index: In this area users can define to output a single or series of images from the selected image set. A use case example of this would be a user who shoots 360 product photography and wishes to, in addition to output the entire 360 image set, output a subset of the images to be used as single product images on the website (for example, images 1,8, 15 and 21)

Image Format: Users can define the image format for output (choose from JPG, RAW, TIFF, PNG, WebP). Both TIFF and PNG images will retain transparent background properties (if background had been removed). Original will output the original, unedited image(s).
Based on the format selection, users can define the Image Quality or Compression Type.

Resolution: Users can enable Resolution and define the output DPI. This specifies pixels per inch (72, 150 or 300) in the image meta data (typically only required if outputting images for print media). If this is not checked, the images will be output at the DPI value defined at time of capture (by the camera).

Resize: Users can enable Resizing. This allows users to resize image(s) by defining pixel width or height OR by both width and height if Non-Constrained Resize is selected.

Watermark: Users can auto apply a custom Watermark to the image during output. Users will first need to create and save a Watermark Profile (this is done in the Image Editing area). After a Watermark Profile has been created, this can be selected from the drop-down list and it will be auto applied during the Dynamic Save process.

EXIF Metadata: Users can auto apply Metadata to the image during output. Users will first need to create and save a Metadata Profile (this is done in the Options area). After a Metadata Profile has been created, this can be selected from the drop-down list and it will be auto applied during the Dynamic Save process.

Convert RAW

Users have the ability to process RAW image formats and convert them to a useable format for 360 product view compositon.

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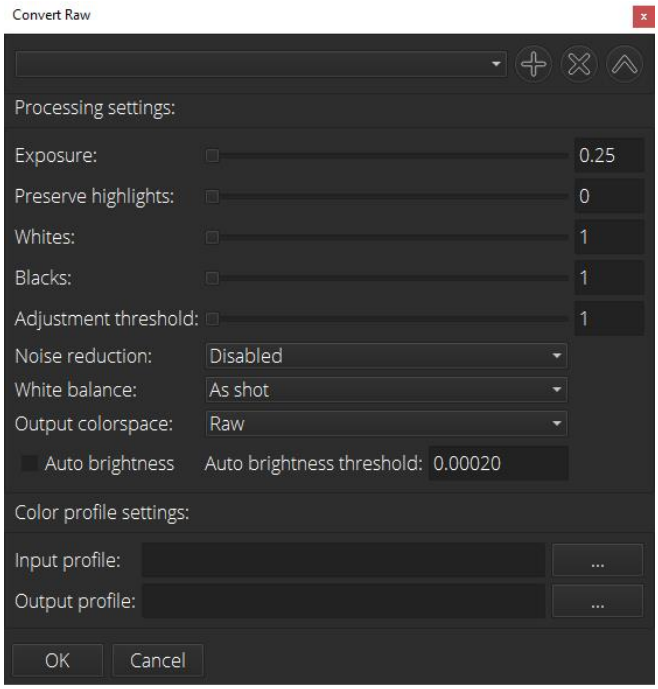

Profiles: At the top of the RAW Conversion Settings is the Profile area. Users can create (define RAW Conversion parameters) and then create and save the profile (so it can be stored in the software and either auto applied or accessed at a later time). In order to do so, users will first adjust RAW Conversion settings (under Processing Settings) to create their RAW Conversion profile, then click the + icon. This will require user inputs a name for the profile, after which it will be saved. Users can save multiple profiles and access these via the dropdown Profile name field. To apply RAW Conversion, select one or multiple images then click OK. To delete a previously created profile, select it from the dropdown, then click the X icon. To update a previously created profile, select the profile name from the drop down list, make adjusted to the Processing Settings, then click the ^ icon.

Image Transfer

The 'Image Transfer' tool allows users to send images to a 3rd party application instantly. This function can be used by first, defining the path where the user wishes to send images. Users are provided 3 options to choose from:

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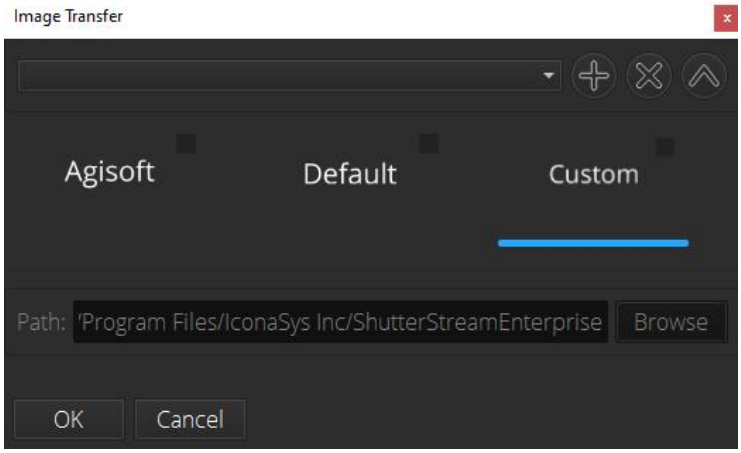

A. **Agisoft**: If this option is selected, images will automatically be sent to Agisoft software (for creating 3D Models). Note, Agisoft software must be installed for this function to work. Users will need to define the path to the Agisoft exe file.
B. **Default**: The default is 'OS Default' which is the program the computer uses to image formats
C. **Custom**: Users can define a custom path to send images to from the Shutter Stream Software. For example, should a user wis to send images from Shutter Stream to Adobe® Photoshop, they could do so here. Users will need to define the path to the 3rd party imaging application exe file.

After setting the preferred Image Transfer options, this will be stored as the default. To Transfer images, select image(s) from the Thumbnail Gallery, click the Transfer button, then click OK

Profiles: At the top of the Transfer Settings UI is the Profile area. Users can create (define Transfer parameters per above) and then create and save the profile (so it can be stored in the software and either auto applied or accessed at later time). In order to do so, users will first set the Image Transfer settings then click the + icon. This will require user inputs a name for the profile, after which it will be saved. Users can save multiple profiles and access these via the dropdown Profile name field. To delete a previously created profile, select it from the dropdown, then click the X icon. To update a previously created profile, select the profile name from the drop-down list, make adjusted to the Processing Settings, then click the ^ icon.

Send

The send tool is similar to the Transfer tool however will send images via web instead of to a local application on the computer. Users are provided 4 options as to where they can send image(s):

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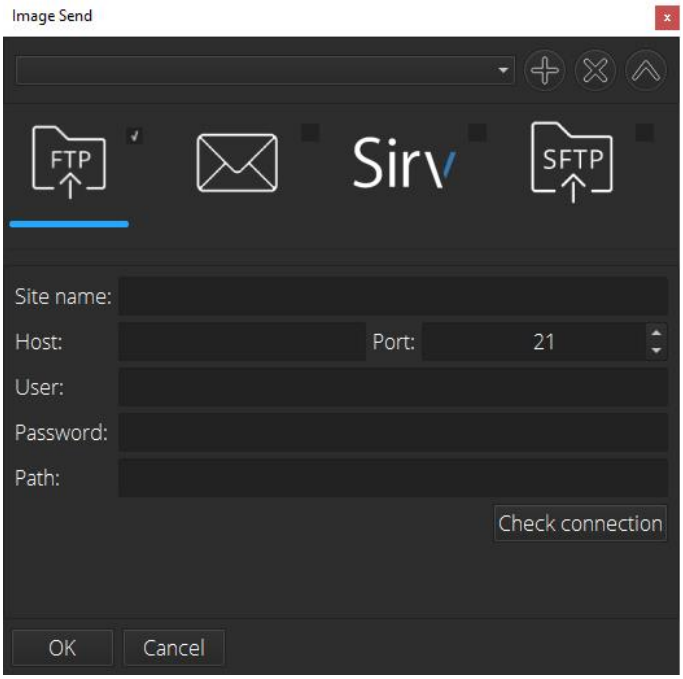

To view the send option, click on the Icon. To enable the Send option, click the checkbox icon in the top right or the placeholder (in the above screen capture, FTP is selected (denoted by blue underline) and enabled (denoted by checkbox).

1. **FTP**: Users can instantly transfer image to an FTP site. User will input FTP credentials and check the connection (button, bottom right) to confirm it is working). After confirmed, the FTP is set up correctly
2. **Email**: Users can input their email credentials and account info to send personalized emails with images from Shutter Stream as attachments.
3. **SIRV**: SIRV is a leader in 360 product view hosting and our preferred 360 hosting partner. For users interested in a hosting service for their 360 product views, SIRV is a great option that allows fr seamless integration into many CMS and eCommerce platforms. If a user has a SIRV account, images can be transferred directly to the SIRV platform for composition and hosting.
4. **SFTP**: Send images directly to your SFTP server. User will input SFTP credentials and check the connection (button, bottom right) to confirm it is working). After confirmed, the FTP is set up correctly

Users can select a single or multiple Send options from the Send options area.

Profiles: At the top of the Send UI is the Profile area. Users can create (define Send parameters per above) and then create and save the profile (so it can be stored in the software and either auto applied or accessed at later time). In order to do so, users will first set the Send settings then click the + icon. This will require the user to input a name for the profile, after which it will

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be saved. Users can save multiple profiles and access these via the dropdown Profile name field. To delete a previously created profile, select it from the dropdown, then click the X icon. To update a previously created profile, select the profile name from the drop-down list, make adjusted to the Processing Settings, then click the ^ icon.

After setting the preferred Send options, this will be stored as the default. To Send images, select image(s) from the Thumbnail Gallery, click the Send button, then click OK.

Felis

This function is not yet available. Sayed tuned for future updates and additional info!

360 Image Composition:

User will select the image set (from the Thumbnail Gallery) they wish to compose into a 360 View and click the 360 Creator icon.

Overview – 360 Creator UI

1. Image Gallery (drag and drop or browse then import using local directory). If Multi-Row 360 view, select number of Rows.
2. 360 Product View Settings and Advanced Setting Options
3. Output Settings, Filename and Save to Location
4. Project (Create New, Save, Load)
5. About (version number, registering software, importing license file), Help (links to KB, Video Overview, User Documentation & Support Portal) and Options (login info for Iconasys 360 Hosting Server)
6. 360 Preview Window
7. Player Button Options and Output Size + Reload Preview (anytime changes are made to the file, users can reload the preview)
8. Save (output 360 view with selected Output Settings)

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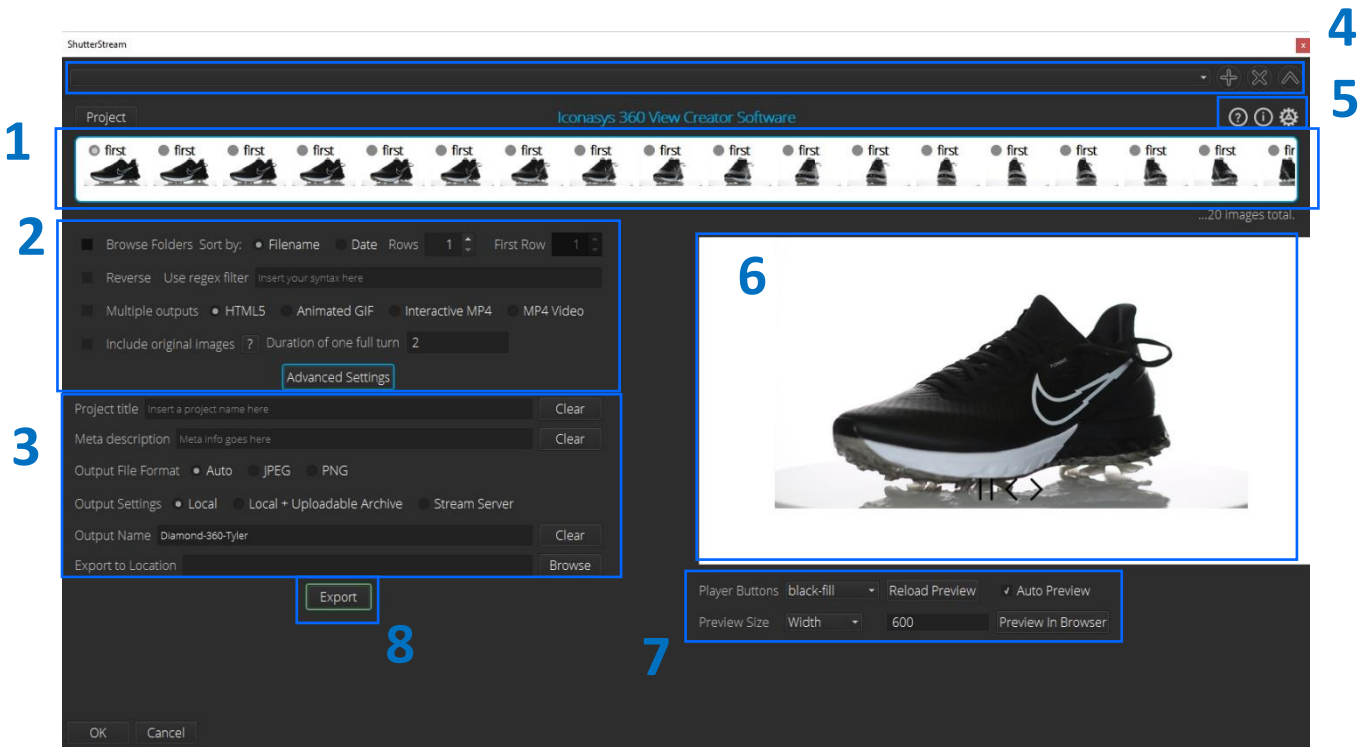

After images have been imported into the 360 Creator area, the preview of the 360 View should be automatically loaded in the Preview Window on the right of the UI. Preview is not available for 'MP4 Video' option. In the case the user requires MP4 Video output, select 'HTML5' to view preview (and if prefer to output a different format, select that format before Output/Saving).

Projects (New/Save/Load):

Users can choose to **'Save Project'** should they wish to revisit and edit/adjust their 360 Product View. This can be done by selecting **'Project'** button in top right corner of UI then selecting **'Save'**. This will output a folder (.ivcp format) that can be easily uploaded back into the 360 View Creator Software. To upload in the software, select '**Load**' from Projects drop down, navigate to folder you wish to import, then '**Select Folder'.** Selecting '**New**' from the Projects drop down will allow users to start the creation process of another 360 product view (and remove any existing project).

Selecting First Frame of Animation (optional):

Should it be required, users can select the first frame of the animation – that is the first frame that will be displayed upon loading. Users can select this frame by selecting the 'First' button on the corresponding image in the Image Gallery area. To scroll through image queue, left click and drag.

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Inspecting the 360 View:

It is in this step you will want to inspect your animation to ensure all images were imported successfully and in the correct order. User will have the option to sort images either by:

Filename (suggested): It is important if sorting by filename to ensure images are named sequentially in a numerical format with a placeholder between the filename and the number.

IMPORTANT

If you have more than 9 images, please use 2 digits for the sequential naming of image sets. For ex. FILENAME-01, FILENAME-02… FILENAME-23, FILENAME-24.

If you have more than 100 images, please use 3 digits for the sequential naming of image sets. For ex. FILENAME-001, FILENAME-002… FILENAME-099, FILENAME-100.

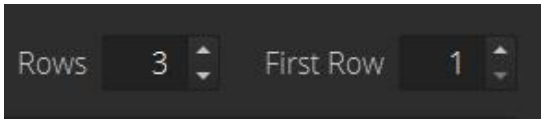
Date: This will sort using the date stamp on the image itself. So if your images were exported or uploaded onto your computer in the correct order, you can also use this method for sorting the image set.

***RegEx Filter*:** A regular expression, regex or regexp (sometimes called a rational expression) is a sequence of characters that define a *search pattern*. Usually this pattern is used by string searching algorithms for "find" or "find and replace" operations on strings, or for input validation. Additional instructions can be viewed **here**.

Reverse: This option will reverse the order of the imported images.

Multi-Row 360 Product View: If creating a multi-row 360 product view – that is a 360 view shot at multiple different rows, users will define number of rows (vertical steps). Naming for image sequence should be sequential. For ex. 24 images / 360 rotation at 3 rows (72 images total) should be named as follows:

Row 1: Filename-01, Filename-02… Filename-24
Row 2: Filename-25, Filename-26… Filename-48
Row 3: Filename-49, Filename-50… Filename-72



Users can also define which row will be the first row
Multi-row is only supported in HTML5 option.

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Reload Preview: Some changes will auto-reload the preview. For changes that do not auto reload preview (ex. Player Button adjustments or options in Advanced Settings), users can select the Reload Preview button to regenerate the preview with updated changes.

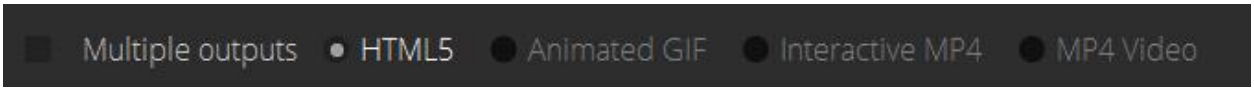
Auto Preview: A preview will be auto generated in the 360 Preview Window if this option is selected.

Customizing your 360 View

It is now time to customize your 360 product view (if required**).**

Output Type:

Users have four different options for output type.



Users can select a single Output type or multiple (by selecting Multiple Outputs checkbox). Output options include:

1. HTML5: Interactive 360 in HTML5 format.
2. Animated GIF: Auto play/ auto loop 360 (no interactivity – GIF's display at only 256 bit color so may be lower quality).
3. *Interactive MP4: Interactive 360 view in MP4 format.
4. *MP4 Video: A standard 360 video file (suggested to use more frames for MP4 video).

**does not include an in software preview option*

Suggested Usage per Output Type:

HTML5 – Website
Animated GIF: Social Media (ex. Instagram, Facebook) & Marketplaces
Interactive MP4 Video: Website
MP4 Video: Social Media & Marketplaces (Amazon, eBay) & Video hosting sites (ex. YouTube)

Include Original Images:

Selecting this checkbox will retain the original resolution files that were imported into the software (ex. images were at 2000 x 2000 pixels before importing, this will retain the 2000 x 2000 pixels). These images will be used for 'Zoom In' on the 360 view. It is important to note, including high resolution images can significantly increase file size.

**This feature is not available for 'Animated GIF' or 'MP4 Video'*

Adjusting Rotation Speed:

In the 360 View Settings users will see a drop down next to the text Duration of One Full Turn. It is in this area users can define the speed at which it will take to complete a 360 rotation (defined in seconds). After a change has been made to the speed, the preview will automatically reload (assuming Auto Preview option is selected).

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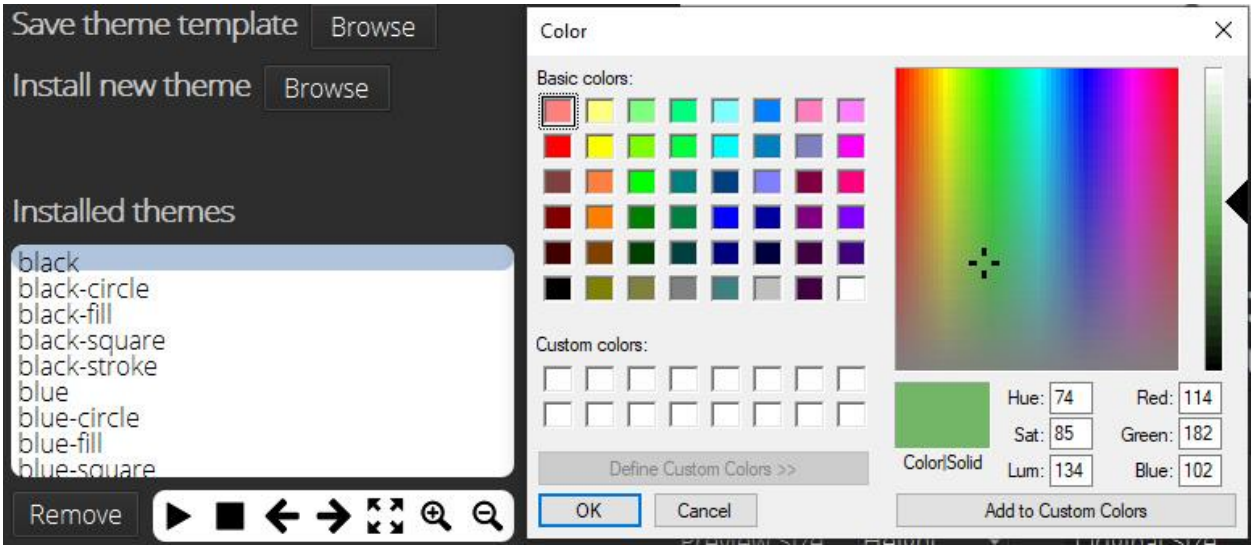
Player Buttons:

Users can next define the Skin (player buttons) that will be used in the 360 Product View. There are 9 options available. Users can also:

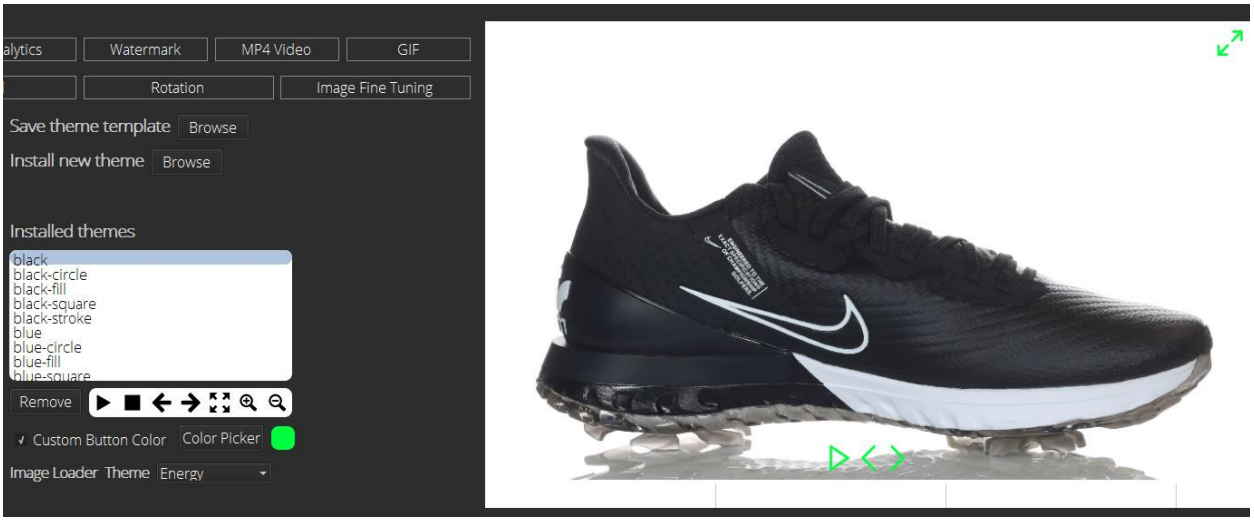
Create/Upload Custom Buttons: By going into Advanced -> Player -> UI – then selecting Browse next to Install New Theme. Please follow instructions here.

Choose Custom Button Color: Select Advanced Settings-> Player -> UI then selecting a 'theme (suggested to use grey color option) then clicking 'Custom Button Color' checkbox then using the Color Picker to select color.

**Player Buttons will not be displayed in 'Animated GIF' or 'MP4 Video'.*



After enabling Custom Button Color (checkbox) and selecting the desired color, user will select the correct Player button under Choose Player Buttons option (dropdown)



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Choose Output Size:
Output size is the pixels (defined in width or height) that the file will output & display at. If outputting 'HTML5' or 'MP4 Video with Controls', the index.html file will constrain the viewing size to the value that is set for Output Size while the iframe.html file dynamically scales to fit to screen or placeholder when embedded into a website (note, users can further define HTML5 output size through embed code when inserting into webpage). It is important in this step to understand the size users wish to display or share the 360 view. Users can define a custom output size in the drop down menu.

Choose Output Name: You will next want to define the Output Name. This will be the master name of the 360 View being output from the software.

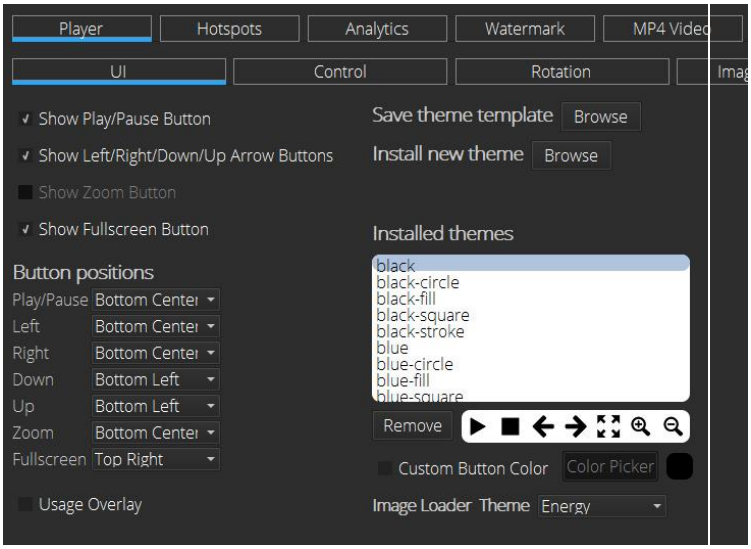
Advanced Settings

By clicking the Advanced Settings button, users can further customize the 360 product view. Options will include:

Player Options:
After making any of these changes, you can click the Reload Preview button in the Player Window to view the changes you have applied)**:**

Player UI: Allows users to select which buttons to include and omit in the 360 view output. Users also have the ability to adjust button positions. Last, in this area, users can 'Install new theme' (upload a custom set of player buttons (instructions can be viewed here).

Note, if displaying Zoom button, please be sure 'Include master images for zoom' checkbox on the Main UI is checked (select Return in top left to return to main UI).



Users can define and set Image Loader Theme from a drop down menu. This is the Load Bar that will be used while the 360 view is downloading.

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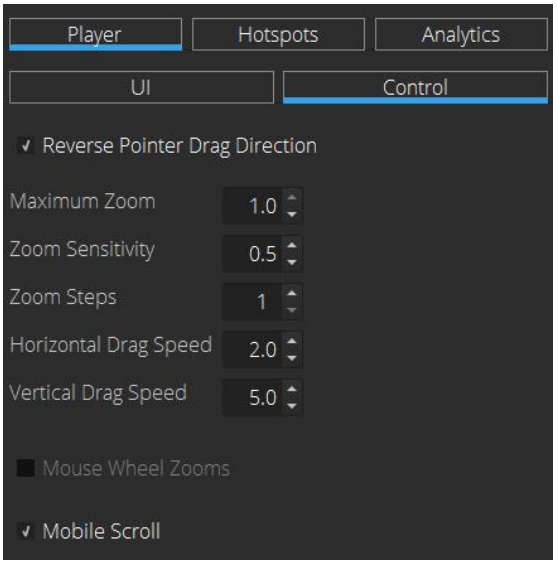
Users can also choose to include a Usage Overlay. When enabled, this will provide a transparent overlay over the 360 view with instructions to 'Drag to Spin'

Users will have the option to further customize Player Buttons:
Custom Buttons: Install New Theme (upload a custom set of player buttons (instructions can be viewed here).
Custom Button Color: To do so, select any Grey button option (ex. grey-fill or grey-stroke), select desired color then select the same Player button option from the 'Choose Player Buttons' drop down menu under the 360 Preview Window.

Player Control: Reverse Pointer Drag Direction: This will reverse mouse control click and drag direction (ideal for 360 views shot in a counter clockwise direction.
Maximum Zoom: A value of 1.0 will use the master image size (size images were imported in). To scale back zoom depth, use a value <1.0.
Zoom Sensitivity: This will define sensitivity of Zoom when of 'Mouse Wheel Zoom' when its enabled
Horizontal Drag Speed: Speed at which mouse click and drag left/right will move
Vertical Drag Speed: Speed at which mouse click and drag up/down will move (used for multi-row 360 views
Mouse Wheel Zooms: If zoom is enabled, this option will enable mouse wheel zoom in/out
Mobile Scroll: Disables vertical scrolling when viewing on mobile device (suggested)



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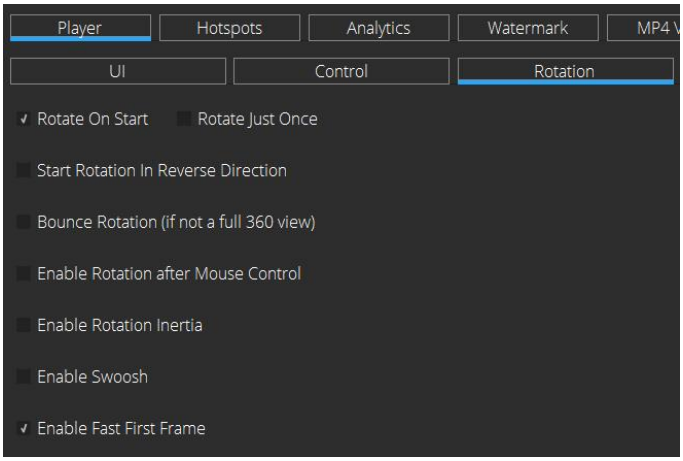
Rotation: Rotate on Start: Will auto rotate 360 view after loading.
Rotate Just Once: Will limit rotate on start to a single 360 rotation.
Start Rotation in Reverse Direction: Will start rotation in opposite direction the images were shot in.
Bounce Rotation: Will rotate back and forth between the first and the last image (not in a constant 360). Ideal for 180-degree animations.



Enable Rotation after Mouse Control: If this option is checked, after a user interacts with the 360 view via mouse control, the object will resume rotation after letting go of mouse click.
Enable Rotation Inertia: Users have the ability to 'throw' the rotating object with the mouse.
Enable Swoosh: Designed for 360 product views composed using fewer frames – to provide a more seamless rotation as the object rotates.
Enable Fast First Frame: This option will stall loading of the 360 view until the image is clicked. It will include a text overlay on the image 'Click to Load'.

Image Fine Tuning: This option allows users to apply an Unsharp Mask to the images. This enhances image sharpness and can help with image quality. Users can also adjust Image Quality. 100 will not degrade the originally imported image quality. Lowering image quality can help with the 360 product view output file size.

Hotspots:
Create interactive hotspots that are overlayed on top of an image and will allow for extra interactivity when viewing the 360 view. Click the Hotspots tab in the Advance UI.

Step 1. To get started, click the Click to Add Hotspot button. This will allow user to first define which action you want the hotspot to take. Hotspots can be added in the form of:

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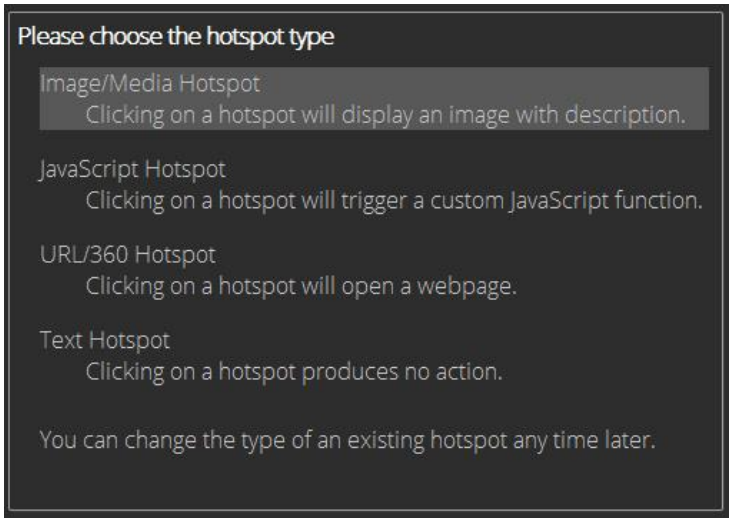
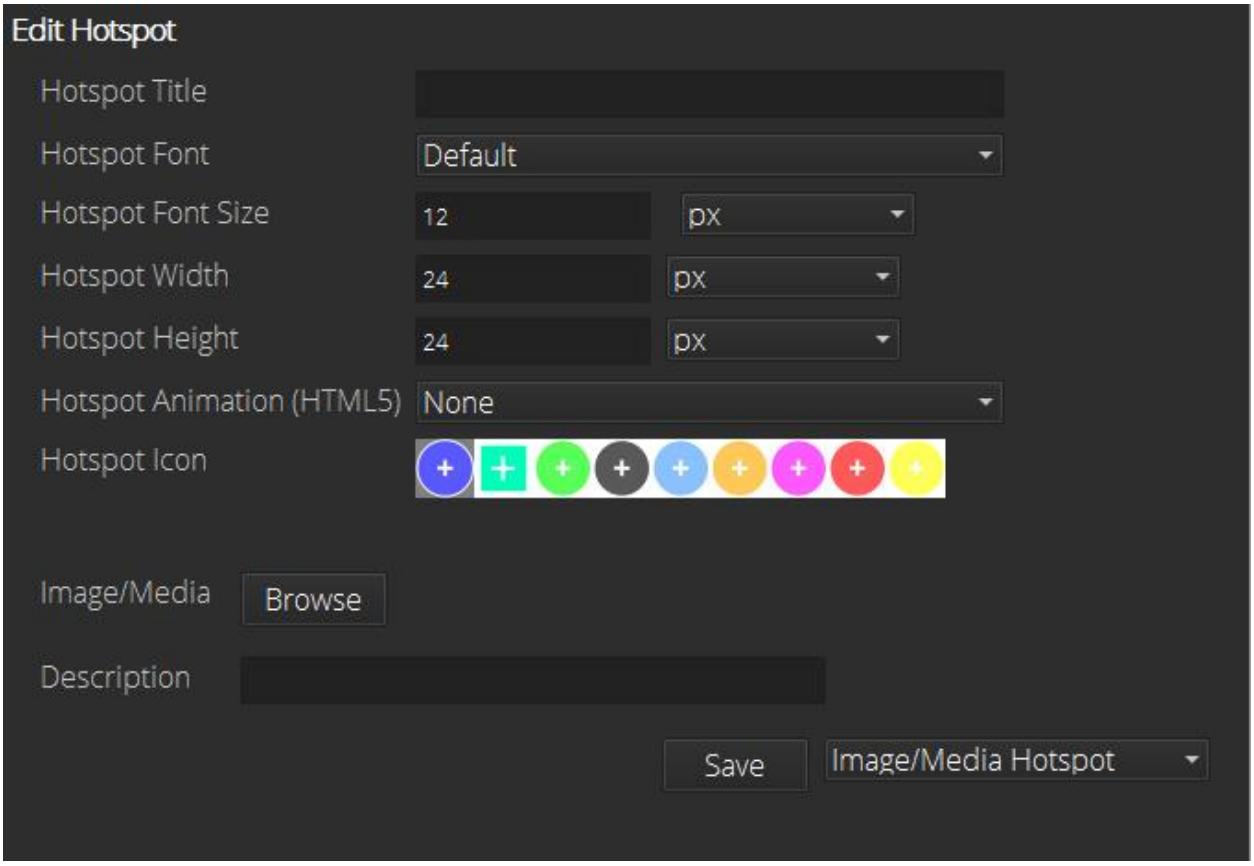
Image/Media Hotspot: When viewer clicks on hotspot, it will display an additional image, video and/or audio file.
JavaScript Hotspot: This option will trigger a custom JavaScript function (designed for advanced users).
URL/360 Hotspot: Clicking the hotspot will open a custom URL and/or can link to another 360 file.
Text Hotspot: This option will simply display a hotspot icon & text. When clicked it will produce no action.



Step 2. After selecting Hotspot type, users can define:



Hotspot Title – This is for your own reference.
Hotspot Font – Option to select Font Type if using a Hotspot Title.
Hotspot Font Size – Option to select Font Size if using a Hotspot Title.
Hotspot Animation – Option to have Hotspot icon Pulse
Hotspot Icon – This is the icon you will be inserting onto the image.

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Image/Media – If selected Image Hotspot, users will browse for an image then select it. This image will be displayed as a viewer clicks the Hotspot.
Function to Call – If selected JavaScript Hotspot, users can enter a custom JavaScript function to call when the Hotspot is clicked.
URL - If selected URL Hotspot, users will enter the URL they wish to link to the Hotspot in the URL field. The URL must include http:// or https://.
Opens in - If selected URL Hotspot, users can define to open the URL in New Window or Current Page (within the 360 view window).

Step 3. After defining Hotspot, users will now add the Hotspot to the image(s) in the Editor window. To do so, click and hold on the Place button then drag the hotspot onto the image in the Hotspot Editor window. Note, the image is viewed at 1:1 in the preview window so users may need to scroll (mouse wheel) or use the slider bars (on the bottom and the left side) to adjust 1:1 viewing location.

Step 4: After placing your hotspot on the image – this can be adjusted to move to desired position either by clicking and dragging the hotspot or by adjusting the 'X' and 'Y' coordinates of the hotspot. To add a Hotspot(s) to a different frame, use the 'Next' and 'Previous' (and 'Up' and 'Down' buttons if a multi-row 360 view) under the Hotspot Editor window – this will scroll between all frames. Alternatively, users can choose to 'Set On All Frames' – which will fix the hotspot in the same position to all frames. Users can place infinite Hotspots on image(s) by dragging the Hotspot on to the image (as defined in Step 3). Users can also add multiple different types of Hotspots (ex. a Image Hotspot and a URL Hotspot) by selecting 'Click to add Hotspot' button.

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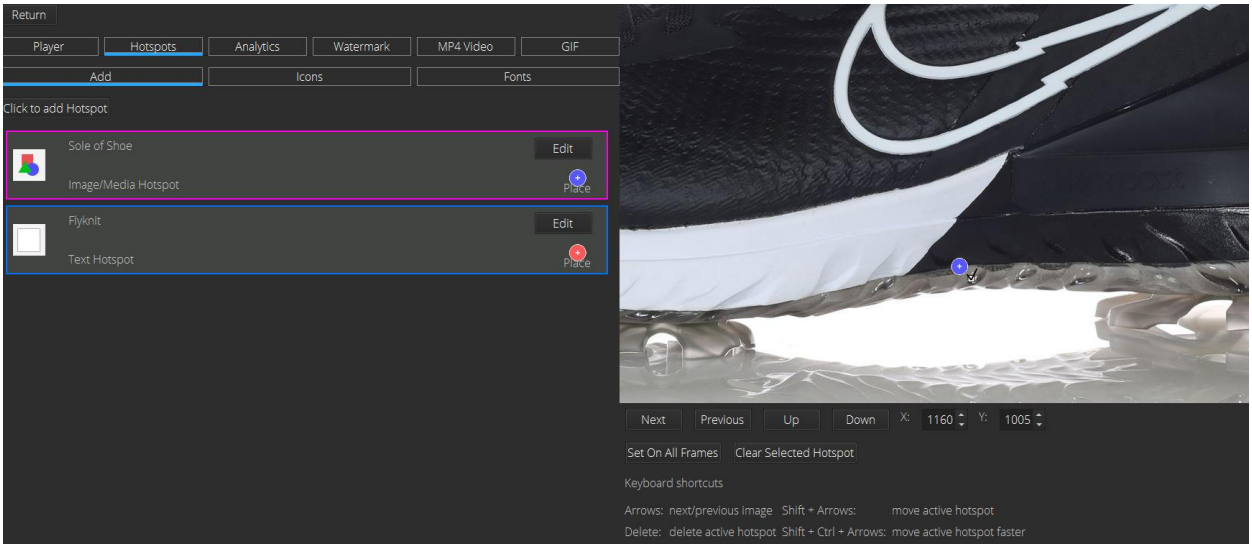


To remove a Hotspot, use the Next and Previous buttons to choose the frame you wish to remove the Hotspot from, then click on the Hotspot (it will be displayed with a checkbox when selected). After selecting the Hotspot click Clear Selected Hotspot button – this will delete the hotspot from the frame. Alternatively, users can delete the hotspot by selecting the Hotspot Template using the panel on the right side of the screen then clicking Edit button, then Delete this Template. This will remove the hotspot from all frames.

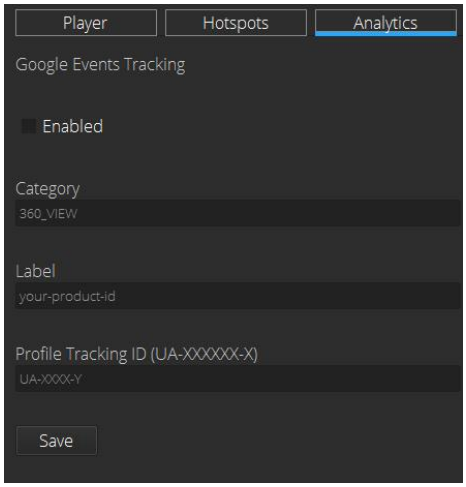
When completed, click the Return button in the top left and the hotspot(s) will be retained.

Custom Hotpot Icon: Users can create and upload their own custom hotspot icons. This can be done in the Hotpots -> **Icons** Window and clicking 'Add New Hotspot Icon' button. Users will be required to upload a PNG image (transparent background). Suggested dimensions 200 x 200 px.

Fonts: This area displays a preview of available fonts used with hotspots.

Analytics:

Designed for advanced users, Analytics allows users to enter their Google analytics information to gain performance data on their 360 view



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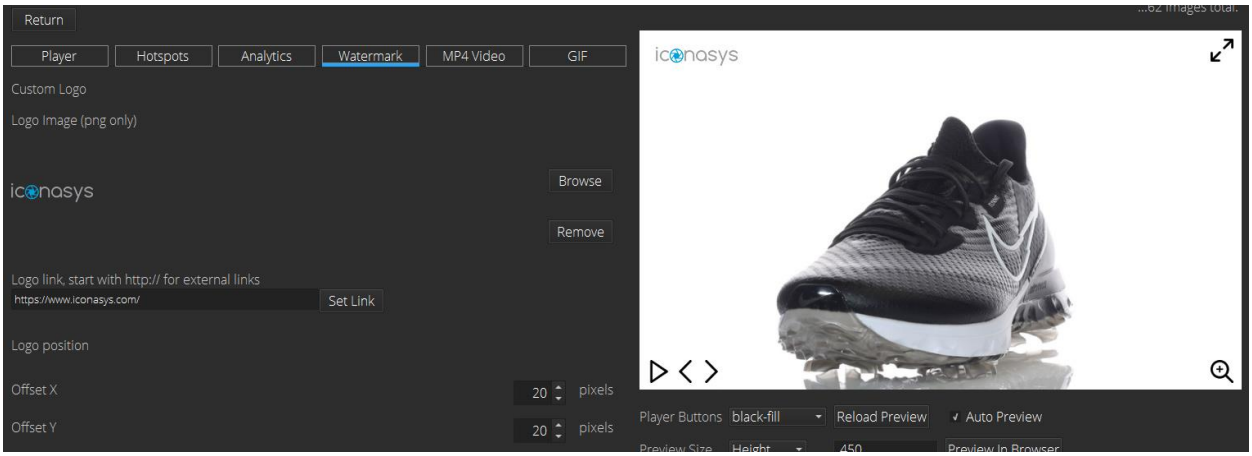
Watermark:
Watermark will allow users to add a watermark to their 360 view. Image must be in PNG format and should be sized accordingly. Use the Browse button to navigate and select the image to be used for watermark Placement of logo can be set using Offset X and Y options (values displayed in pixels and starts in the top left corner).



MP4 Video:
Users can adjust the Video Bitrate. This is designed to enhance video output quality (for both Interactive MP4 and MP4 Video output options). The higher the Bitrate value, the better quality the output.

GIF:
Users can define a GIF image repeat rotation. Some applications/viewers will auto loop GIF files (in this case there is no need to repeat the gif). If defining Repeat Count, this will be the number of times it will rotate. For example if user sets repeat count 2, it will rotate 2 full turns twice.

Saving a 360 Product View

Users can output the 360 Product View by clicking the Export button (in the master UI – if in the Advanced settings area click the Return button (top left) to revert back to the master UI).

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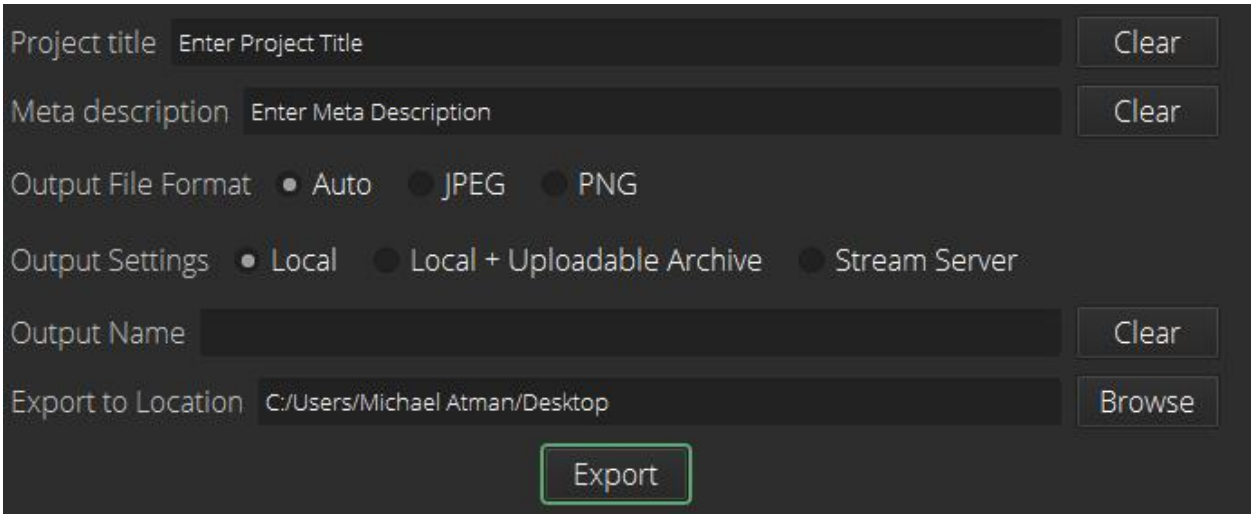

Project Title:
This is the 'title tag' that will be used in the 360 product view output.

Meta Description:
This is the 'meta description' that will be used in the 360 product view output.

Output File Format: For the HTML5 and Interactive MP4 output options, users have the ability to output their 360 product view using JPG or PNG images. The 'Auto' option will utilize the current format of the image.

Be sure the desired Output Type(s) are selected before saving (see info above. Options include: HTML5, Animated GIF, Interactive MP4, MP4 Video

Output Settings:
Chose the location where to output the 360 View file:
Local – Output the 360 View in as a local file that can be viewed locally and/or uploaded to your own server for hosting. This is the only option that will work with the 'Multiple Output' functionality.
Local + *Uploadable Archive – Output the 360 View as a local file in addition to a proprietary encoded file format (.ivcs) file that can be uploaded to our 360 Image Hosting Server (https://stream.iconasys.com/).
***Stream Server** - Uploads the output directly to our 360 Image Hosting Server. Should you wish to use this option, please go to https://stream.iconasys.com/ and create an account.
**After upload to https://stream.iconasys.com/, users can access iframe embed code for the hosted 360 views to easily embed into their own websites and marketplaces. Only 'HTML5' & 'MP4 Video with Controls' can be uploaded to the 360 View Server.*

Output Name:
Provide a name for the 360 View file

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Export to Location:
Define a save to location by clicking the Browse button and choosing a save to folder.

Export:
This will save the 360 view file to the defined export location.

After the users has defined 360 Product View settings and customization, these will be retained inside the software. So when creating your next 360 Product View, it will be as simple as importing a set of images and clicking '**Save**'.

Creating your Next 360 View:

When ready to start your next project, users can either:
A. Click the X button (top right of UI) to close the 360 Creator window – then proceed to Delete the current image set, and upload a new image set using Image Import tool
OR
B. Click the Project button (top left of UI) and select New. This will remove all images from the current project and be ready to import a new set of images get started with a new project. Users can now drag and drop a new set of images into the 360 Creator Thumbnail Gallery or click on the Thumbnail Gallery to browse for a folder with the desired image set to be imported.

Viewing the 360 File Locally

HTML5 / Interactive MP4:
Open the output folder. On the first layer you will see two files with the extension .html. You will simply want to open these in a web-browser:

index.html (will display at whatever output size specified when creating the 360 view)
OR **iframe.html** (will dynamically fit to viewing screen).

*Note Google Chrome browser does not support LOCAL viewing of Interactive MP4 output (will work fine with Interactive MP4 file is hosted).

Animated GIF: Click to open file – viewing application should auto play GIF with animated properties.

MP4 Video: Click to open file – view in any video player application.

Hosting your 360 Product View

This area is specific to the HTML5 & Interactive MP4 Video. Now you are ready to host your 360 Product View. Simply upload the entire folder to your server, copy the path and (then if required embed the link into the webpage OR hyperlink the file to corresponding link).

The 360 player files are in the first row of the 360

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The **index.html** file (will display at whatever output size specified when creating the 360 view) The **iframe.html** file will be the file used to embed into your website and will be responsive to fit into any placeholder (will dynamically fit to viewing screen).

If you are placing this into your site in an HTML editor, you may require an iframe wrapper for the URL to display correctly.

For ex: <iframe width="600" height="600" src="YOURURLANDHOSTINGPATH/iframe.html" marginheight="0" marginwidth="0" scrolling="no" style="border: 1px solid silver;"></iframe>

*note width and height values can be modified to constrain display size.

Help

Clicking the Help icon will populate a drop down menu in which users can select to view the User Guide, access the Knowledge Base (FAQ's / quick help), enter the Technical Support Portal or view the Release Notes.

Options

New Project: Shutter Stream Software allows users to create Projects. These are used to save and store sets of image that can be accessed at a later time by loading the project back into the Shutter Stream Software. Using projects is optional (the software will still retain all captured and/or imported images until deleted). Should a user wish to create a New Project, select New Project from the options area, create a new folder and choose a location for the working directory.

Open Project: Users can import a previously created project. Click the Open Project option in the Options area and then browse local folders to access the previously created Project folder.

Open Default Project: This option will open the Default Project folder and import all images.

Show Originals Folder: This option will display the original images as they were captured, before any image processing was applied (ex. before edits).

Search Cameras: This option allows users to display a list of all cameras connected to the computer and allows users to select the camera to be controlled for image capture.

Select Turntable: This option allows users to set the Turntable type they are working with. Options include Motorized, Manual, Shutter Release and Iconasys Turntable options. If using an Iconasys Turntable option, please ensure it is connect via USB and powered on before selecting the turntable type.

Pipeline Processing: This option allows users to automate workflows. Users can define to auto process images by selecting previously created profiles and ordering these. Users first need to create profile(s) in their respective area. For example, a user can create an Editing Profile in the Editing area or a Dynamic Save profile in the Dynamic Save area. All available profiles can select a single or multiple profile(s). Under Section 1, click Add New Profile. This will display a list of all

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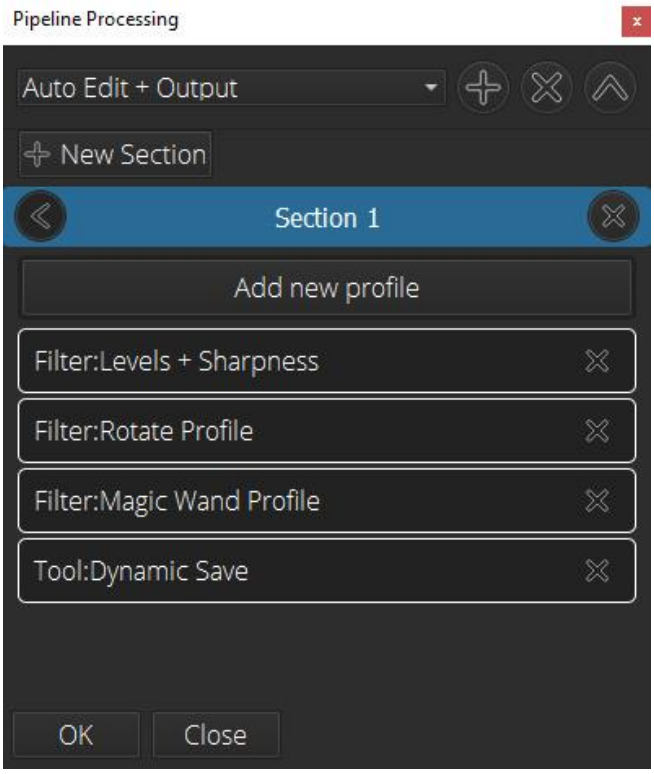
the Edit and Tool Profiles that have previously been created. Select from the list of profiles, adding one at a time. Users can adjust the order of the profiles by clicking and dragging the profile up or down in the UI. Should it be required, users can add multiple sections. To add a new Section click the + New Section button, this will create Section 2. Add New Profiles in here as need be.



Pipeline Processing Profile: After the Profile has been created, this can be Saved as a Profile – which can then be Auto-applied after image capture. To save a Pipeline Processing profile, click the + button at the top of the UI, give the profile a name and hit Enter. This will save the profile. To delete a profile, click the X button and to update a profile, make changes to a selected profile and click the ^ button.

Apply the Pipeline Processing Profile: By clicking OK, the Pipeline Processing will be applied to all selected image(s) in the Thumbnail Gallery. If you create a new profile and do not wish to apply it to selected image(s), click the Close button.

Reset All Settings: This option will reset the software to its original settings.

Check for New Updates: This option allows users to search for New Software Updates. Note, users are notified within the software when a new release is available for download.

View Serial Number: This will display a windows showing the Software Serial Number and provide a registration page (should user have overlooked registering software – in this case, please be sure to select the correct 'License Type'). It is also in this area where users will Import their License File to activate the software so that it won't expire.

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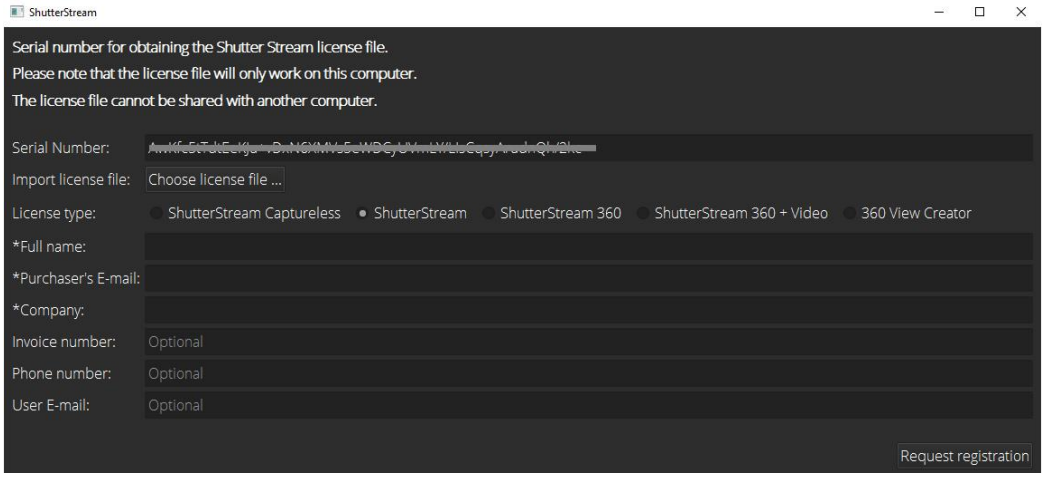

About: This will provide information about the Version number of the software being used and the License Type. Users also have the ability to install compatible 3rd party plugins into the software using the Plug-ins folder button.

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