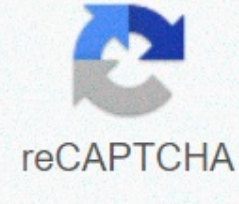




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Samsung 360 live stream

Samsung Galaxy Unpacked 2016 is just around the corner, and for the first time the event will feature 360 live streaming. Even if you can't make it to Barcelona for a big event, you can still enjoy the excitement of being the first to see Samsung's newest Galaxy devices, but this time with the added benefit of seeing them unveiled through this innovative and exciting platform. In addition, during Galaxy Unpacked you will get four options where to watch - from the auditorium, the scene on the left, on the stage on the right or from the center stage. Choose which location is right for you, and then use live streaming 360 to get a full view of the event from all angles. To learn how to watch the Galaxy Unpacked on a PC, mobile device or in the exciting world of Gear VR, read on. Looking at PC 1. Go to the Galaxy Unpacked page on Samsung's website when the event starts. 2. Choose one of the four viewing positions for the event. Looking at the mobile one. Go to the Google Play Store (for Android devices) or the App Store (for iOS devices) and search for a free unpacked 360 Browsing app. 2. Download the app and install it. 3. As soon as the event starts, start the app and you can choose from four viewing angles. Watching with Gear VR 1. Go to the Oculus store and look for the unpacked 360 View app. 2. Download and install it. 3. Launch the app with the Gear VR headset. 4. When the event starts, select one of the four viewing angles. The Galaxy Unpacked event will begin on February 21 at 19:00m (CET). For more information, please visit How to Watch Samsung Galaxy Unboxed 2016. Four allocated allotted. Click Delete App and then head to the App Store to pump it. Dedicated Highlighted Highlighted Les Shu/Digital Trends Les Shu/Digital Trends Les Shu/Digital Trends Les Shu/Digital Trends Les Shu/Digital Trends Les Shu/Digital Trends Les Shu/Digital Trends Les Shu/Digital Trends Les Shus which includes a phone, camera and headset, Samsung has updated its new 360-degree camera with improved resolution, streaming to Facebook and YouTube, as well as compatibility with a large number of devices. April 17, 2017 Update: The new Gear 360 app is now available for download from both Google Play stores and Apple iTunes stores. This story has been updated to reflect new information. Familiar design, but a completely different new camera retains the funky, eyeball-shaped design of its predecessor, which has two wide-angle (195 degrees), f/2.2 lenses on both sides to capture 360 degrees (there is one function). In our our We thought the original form factor was hefty and clunky, but the new camera is smaller and lighter (100.6 x 46.3 x 45.1 mm; 130 grams vs. 152). It's still dust and waterproof, but not waterproof. We think it's still hard when it's held in his hand, but it's solidly built and fits well. Samsung also redesigned how it held. Gone is the tripod that's attached to the camera: Instead of a small, tapered tripod that's hard to hold, the new Gear 360 now has a handle that is part of the form factor, making it easier to hold. There is a small display on the handle (moved from above, as in the previous camera), as well as a shutter/record button to facilitate access. The memory card tray and USB port are also on the handle, and there is a screw mount at the bottom for tripods. It's definitely smaller and periscope-like design also looks like a cute little robot from a sci-fi movie. Video resolution has increased, from 3840 x 1920 to 4096 x 2048 - Samsung is officially marketing it as a 4K, though don't expect it to be comparable to higher-end 4K cameras. However, the frame rate decreased from 30 frames per second to 24 frames per second. We can't say if a lower frame rate will have any detrimental effect on the viewing experience, especially when using a VR headset until we test it. Overall, higher frame rates reduce unwanted artifacts in videos, but we doubt that most users will notice the difference between 30 fps and 24 fps, especially in a consumer camera like this. In single-lens mode, the camera is capable of shooting Full HD 1,920 x 1080 at 60 fps. Another specification downgrade (on paper, at least), Samsung uses two 8.4-megapixel CMOS sensors instead of the two 15-megapixel sensors used in the original. This affects the images, as it can only produce 15-megapixel JPEGs, not 30-megapixel. Samsung tells us that the new sensor is better for shooting in dark conditions. Frankly, for casual users, the 15-megapixel image is a lot, but it would be interesting to see if the lower resolution will have any noticeable effect on the 360-degree panorama - something we'll be looking at when we get a chance to review one. Megapixel is less of a concern when it comes to video. Read more: Everything we've seen at Samsung's Big Galaxy S8 Unpacked Event Going Live Samsung says the new camera has been designed to improve portability, which is probably important because it now supports 360-degree live streaming on Facebook, YouTube and Samsung VR (Twitter's Periscope platform will be determined, Samsung tells us). Due to bandwidth problems, the Gear 360 only broadcasts in Full HD, not 4K, but Samsung promises an improved experience, what consumers have become accustomed to in the past with other products. This is in line with what Samsung describes at its Unpacked 2017 event as breaking down barriers to share Experience. With Wi-Fi Direct, the camera can be paired with a compatible phone without losing your Wi-Fi connection, making downloading content more seamless. Stitching is processed by the app over the phone. Since the camera case is already there, Samsung says there are fewer dark areas where the two images meet - an issue that we don't like with the original camera - and it's a better stitch. As for the app, it has also been redesigned: Now you can browse immediately, zoom in and out, invite friends live via text, and generally easier to use. Read more: Samsung Gear 360 (first generation) review Support more devices (yes, iPhone too) Another big improvement is that the camera now supports non-Samsung devices. Previously, the Gear 360 only worked with some Samsung devices - one of our complaints. In addition to the new Galaxy S8 and S8 Plus, the new Gear 360 is also compatible with iPhone (6S, 6S Plus, 7, 7 Plus and SE running iOS 10), as well as Windows and MacOS. According to Samsung, the Mac and PC apps will be adapted for consumers, but the PC version will also have editing features and an improved user experience. The camera is also compatible with large Samsung devices - Galaxy S7, S7 Edge, S6, S6 Edge, S6 Edge Plus, Note 5, running Android 5.0 - as well as budget Galaxy A5, and A7. Missing are still other Android devices, but extended support opens the camera to more users. Samsung says live streaming on iOS will come later. Editors' Note: As of March 29, 2017, the app is only available for the aforementioned Samsung Android phones. We will update this story if more Android devices are supported. The new Gear 360 now supports microSD cards up to 256GB. To charge and transmit data, Samsung has switched from Micro USB to a USB Type-C port (according to the new S8 series devices), but it's a slower version of USB 2.0. Unfortunately, the lithium-ion battery was downgraded from 1350 mAh in the original to 1160 mAh; The battery is now immovable. Whether this will affect battery life remains to be seen. Samsung officially bets recording time on 130 minutes of continuous 2K recording - less if live streaming, paired with a phone for live viewing, or 4K shooting. As for shooting modes, Samsung has added HDR Landscape to options (video, photo, slow-motion video, and video loop). The connection remains the same: the new Gear 360 uses Wi-Fi (802.11a, b, g, n, ac; 2.4/5GHz), the aforementioned Wi-Fi Direct and Bluetooth (4.1). However, the NFC has been removed - the original camera uses NFC for a quick pair with the phone. Prices or availability has not been set, but Samsung told us that it will be cheaper than the original, which started with a price of \$350. Editors' Recommendations New Exciting Feature on Gear 360 is the ability to live Can stream videos to your friends, family and followers on social media in real time! Note: The information provided relates to a camera sold in Canada. Available settings and options may differ from those sold in other countries. Set up a live broadcast Note: To set up a live broadcast, you need to log into an account for one of these social media platforms: Facebook, YouTube or Samsung VR. 1. On your mobile device, go to the Samsung Gear 360 apps. 2. Tap live. 3. Touch the social media platform you want to use. In this example, tap Facebook. Note: The following screens will vary depending on your choice. 4. Enter your account information and then tap login to System 5. Tap Continue. 6. Choose who can view messages made by Samsung Gear 360 (New) and then touch OK. 7. Review the reservation, agree to it, and then tap THE CONFIRM. 8. Now you're ready to start live streaming! Live Streaming Note: Before you start, take a

moment to learn the different settings and options for live streaming. Important: The next guide uses Facebook as a social media platform. Screens and settings can vary depending on the platform you're using. 1. To set up a live stream by entering the name, selecting the lens and then touching the settings. 2. Settings are available: Facebook account: Login to another account. Privacy: Choose who can watch your broadcast: Only me, friends or the public. Main lens in preview: Choose which lens to show in the preview center. Video Size (Single Lens): Choose the size of videos recorded with a single camera. Social networking settings: Choose which social networks you want to share with your live streams. Tilt correction: If you turn on the tilt of the camera in your live broadcasts, you'll be corrected. 3. Adjust the settings to your liking and then tap Back. 4. To start a live broadcast, tap Live. 5. On the right side of the screen, you can see how many viewers are watching as well as their reactions. On the left side of the screen you can watch the chat live, touching the chat. 6. To finish the broadcast, tap Stop. A brief summary of the broadcast will be displayed. Displays.

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