

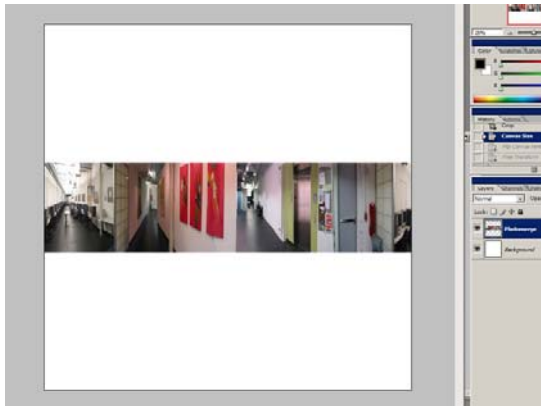


Making Your Very Own Polar Panorama



may use software of your choice.

1-Shoot your pictures. You need a series of images that you can use to form a cylindrical panorama, where one side meets the other to form a seamless image. You can do this easily with a tripod, or you can hold your camera steady, turn around in a circle and hope for the best. The individual pictures can then be assembled in Photoshop using the Photomerge tool (File, Automate, Photomerge), or you

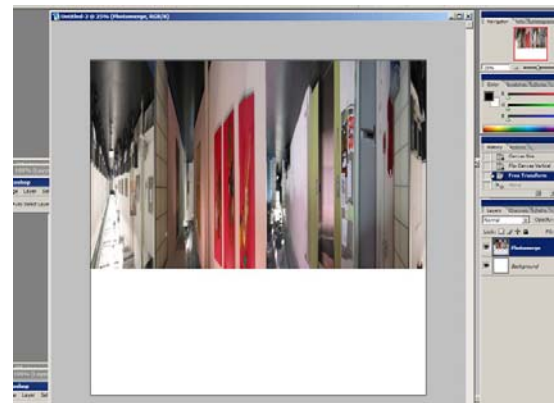


2. Using Photoshop's *Distort-Polar Coordinates* filter.

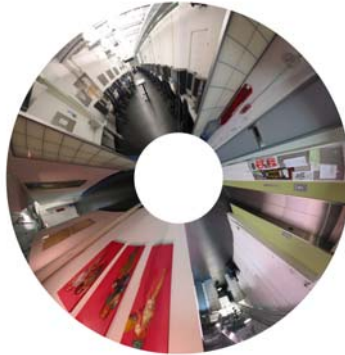
- i. First adjust your canvas size so that you have a perfect square around your image. Your panorama may be huge (mine was 16614 pixels by 16614 pixels,) so consider scaling everything down to save processing time.
- ii. Make sure that your image is

at the top of your square. If you want the ground to be the center of your image, flip it upside down.

- iii. Go to filter, distort, polar coordinates.
- iv. If you are unsatisfied, consider adjusting the scale of you panorama. Making it larger on the vertical axis will give you a larger circle.



- v. Also, if you move your panorama down so there is a white stripe at the top of your square, you will get a polar panorama with a white circle in the middle.



- vi. Using a seamless cylindrical panorama may crop out the bottom of your image, leaving you with a distorted final image. You have to go back in and touch up with the clone tool to replace anything that was cropped out.

- vii. If you use a spherical lat long file, instead of a cylinder, you will have a much better shot, and probably won't need to do any touch ups.



See Jeremy Birn's website for more details-

<http://www.3drender.com/light/PolarPan/>