How to start YouTube 360 degree live streaming with ORBIT360/4KVR360 camera.

Preparation for live streaming.

1. Windows / Mac PC (Recommend Window10 64bit or Mac OS 10.12.x.)
2. Google Chrome Web Browser
3. YouTube account (Your YouTube account must be authorized with your phone number.)
4. Live streaming software.
   There are some tools which can support YouTube live streaming. Please see the following page for reference.
   https://support.google.com/youtube/answer/2907883?hl=en
   We use "OBS Studio" at this time.
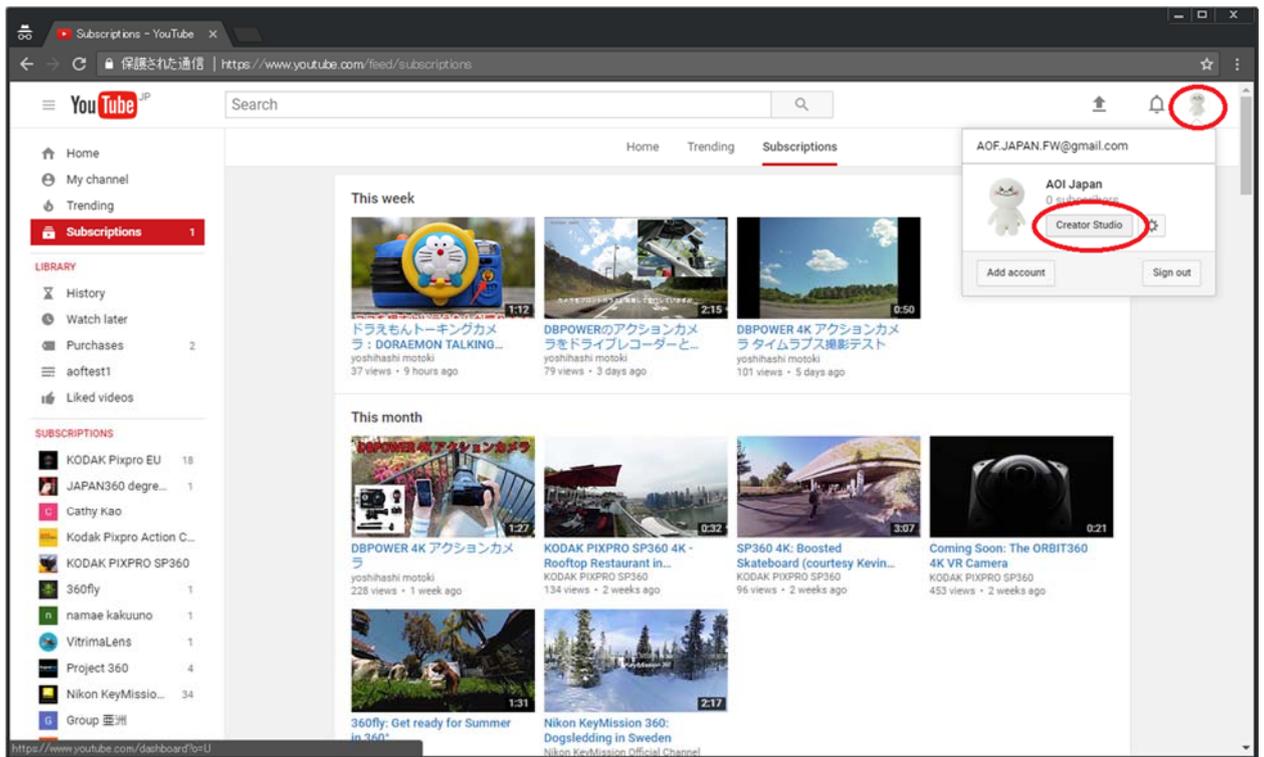   https://obsproject.com/download

Steps to start Facebook 360 live streaming.

1. Install "OBS Studio" to your PC.
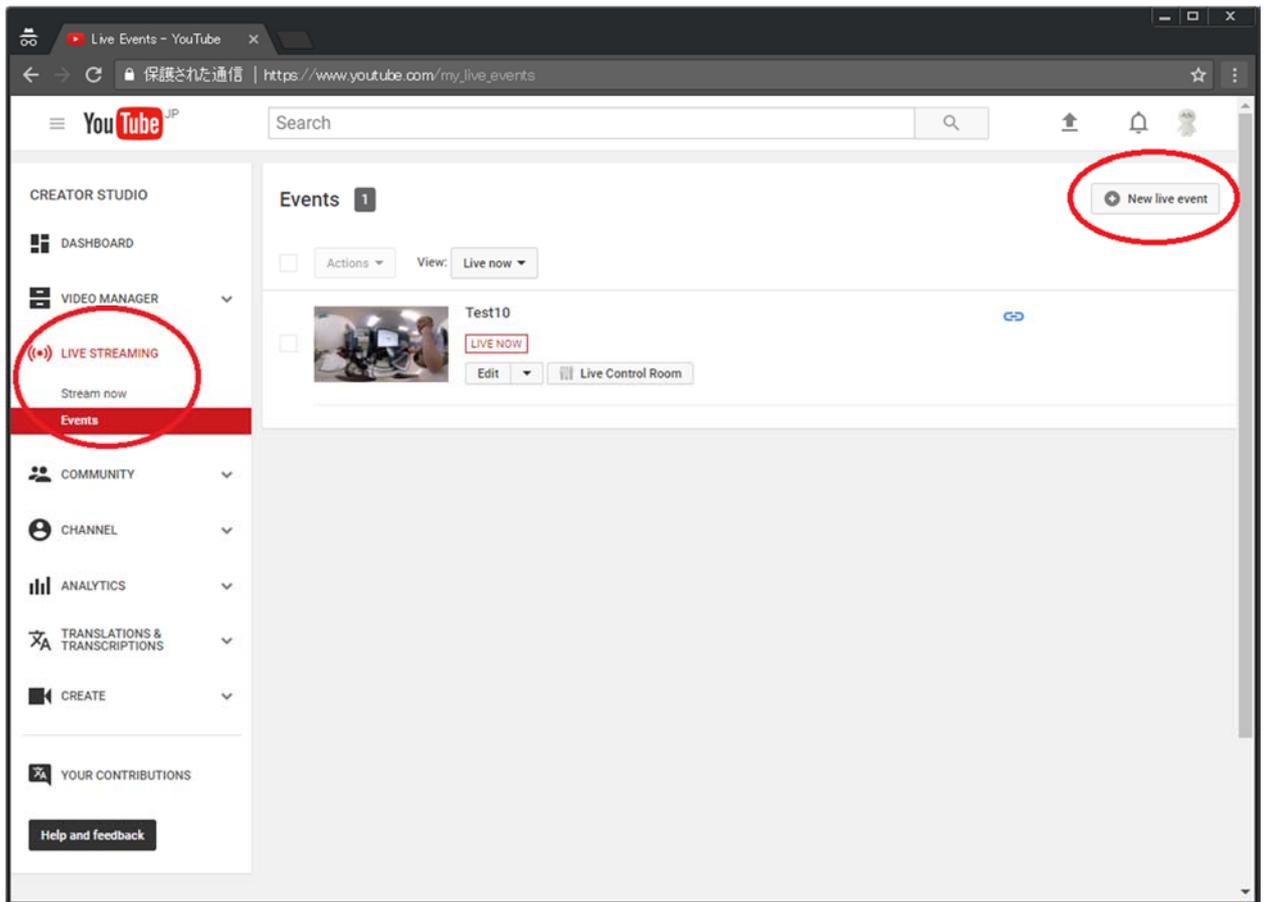2. Change DV's USB connection setting to Web Cam mode.
   Power on DV and connect USB cable with PC.
   Wait for some minutes until USB driver installation is completed. (Windows OS will install USB Camera driver automatically.)

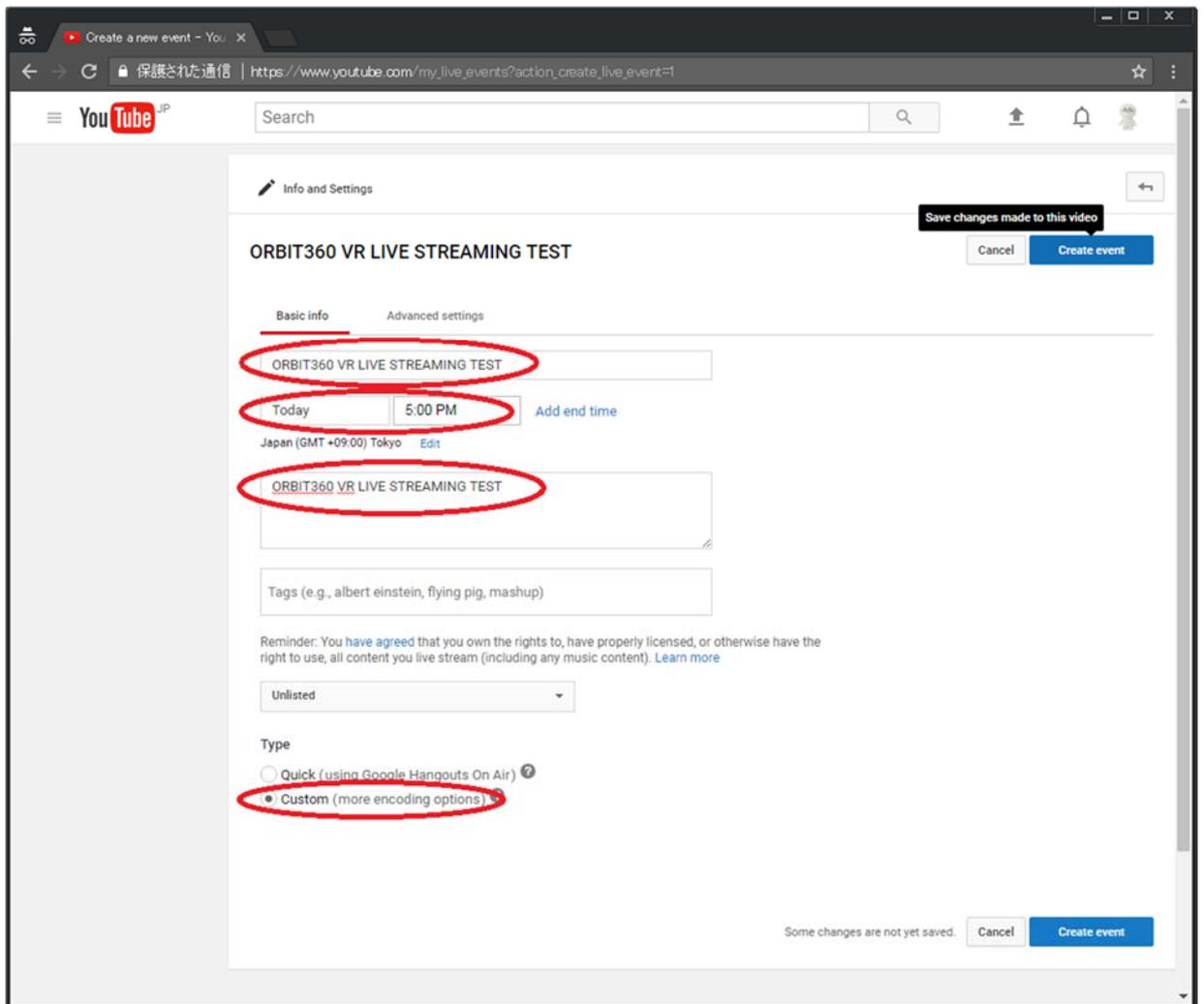3. Open YouTube web site and login with your account.

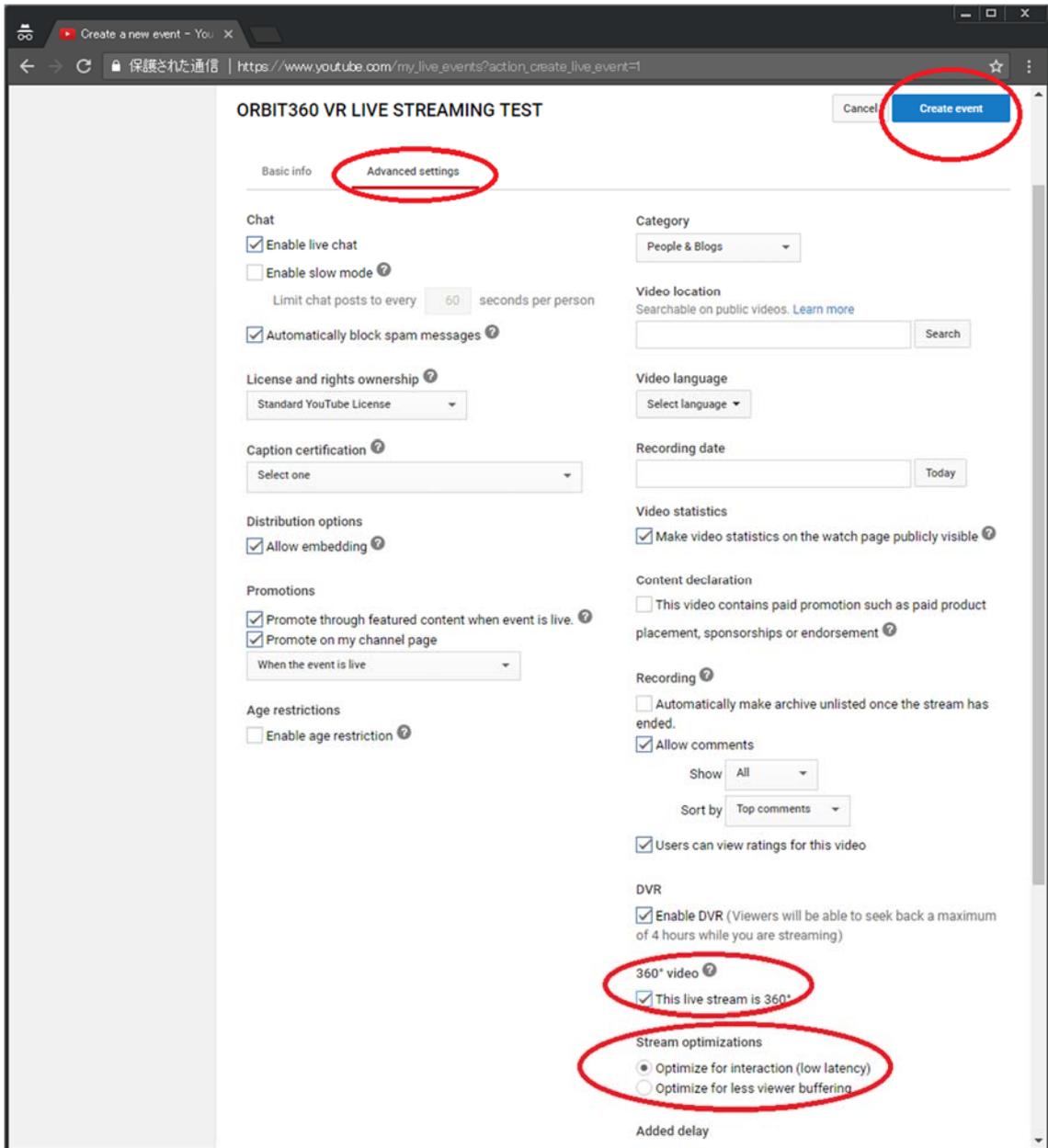Click your account icon and click "Creator Studio" button.

Select "LIVE STREAMING" & "Events" on CREATOR STUDIO menu.
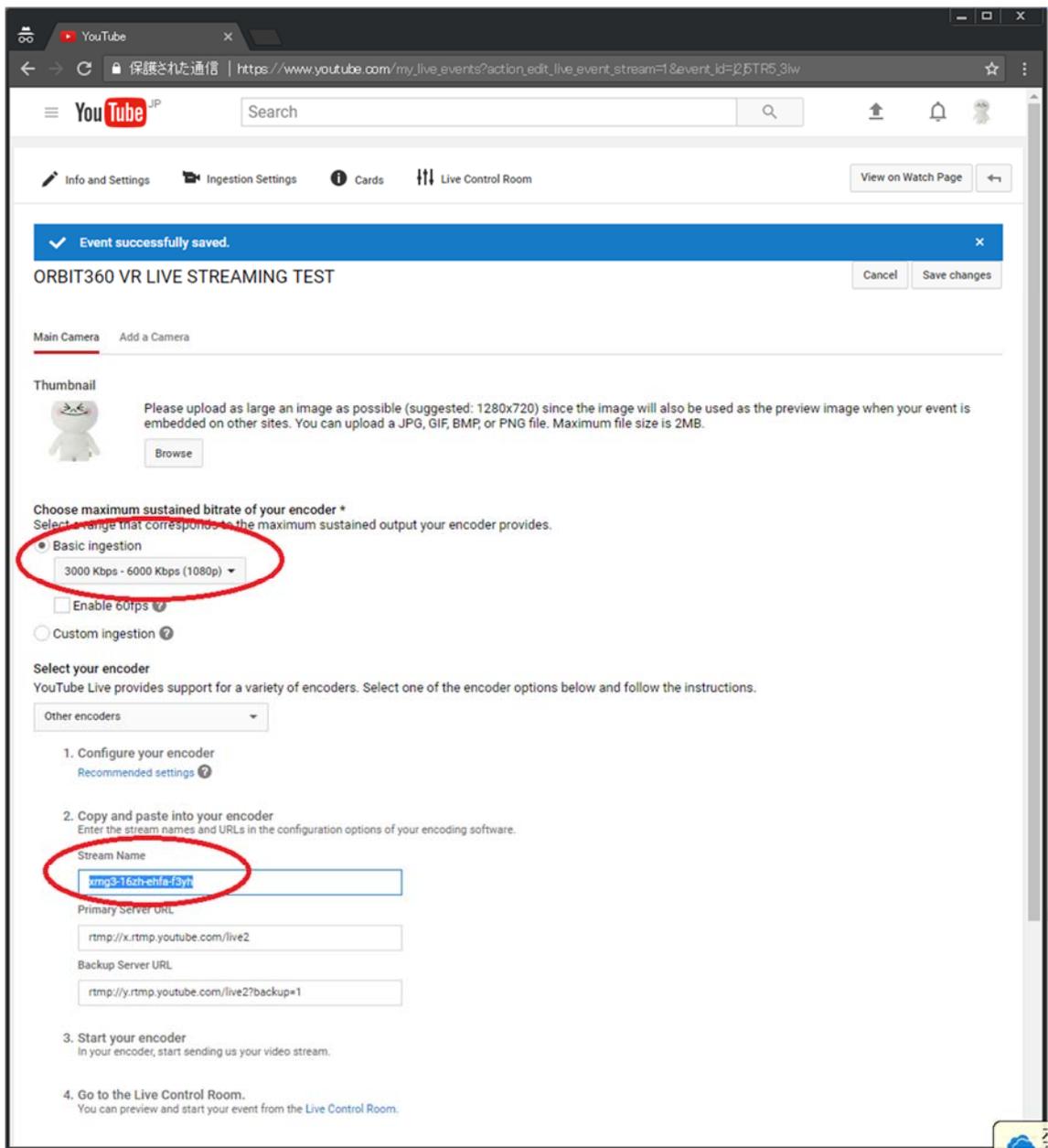
Click "New live event" button.

Enter title, event schedule and description.

Select "Custom" as encode type.

Click "Advanced settings" and select "360° video" and "low latency" option.
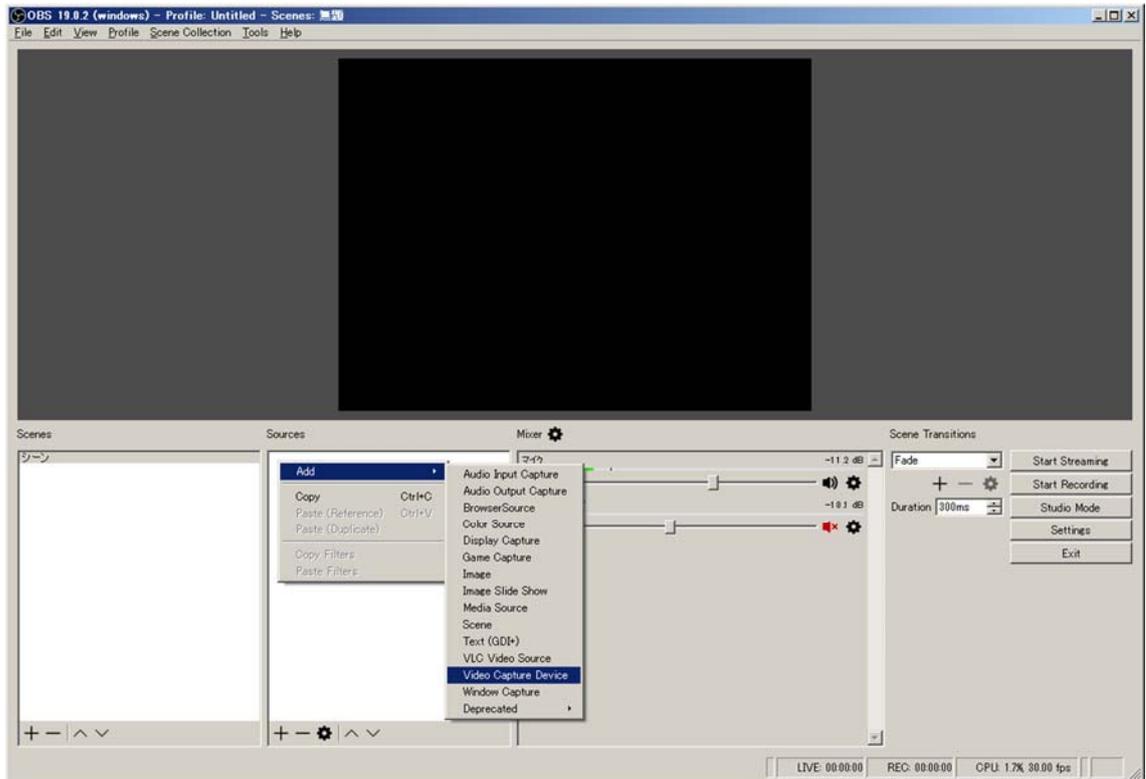
Click "Create event" button.

Select "Basic ingestion" and proper streaming data transfer bit rate. (1080p or upper settings is needed.)

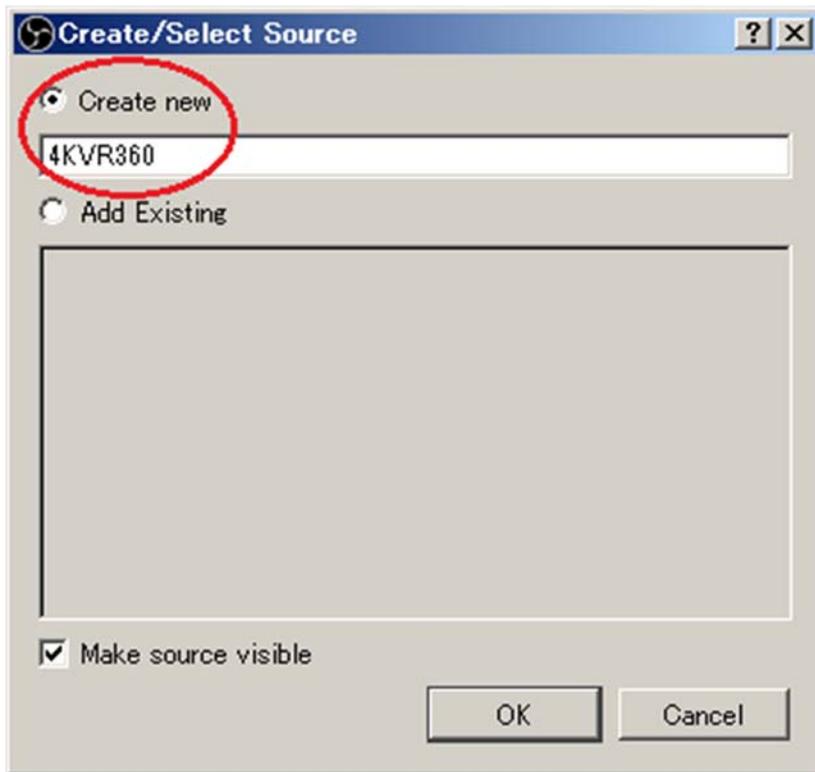Copy "Stream Name" stream key strings to your clip board.

This stream key is necessary in next step 4.
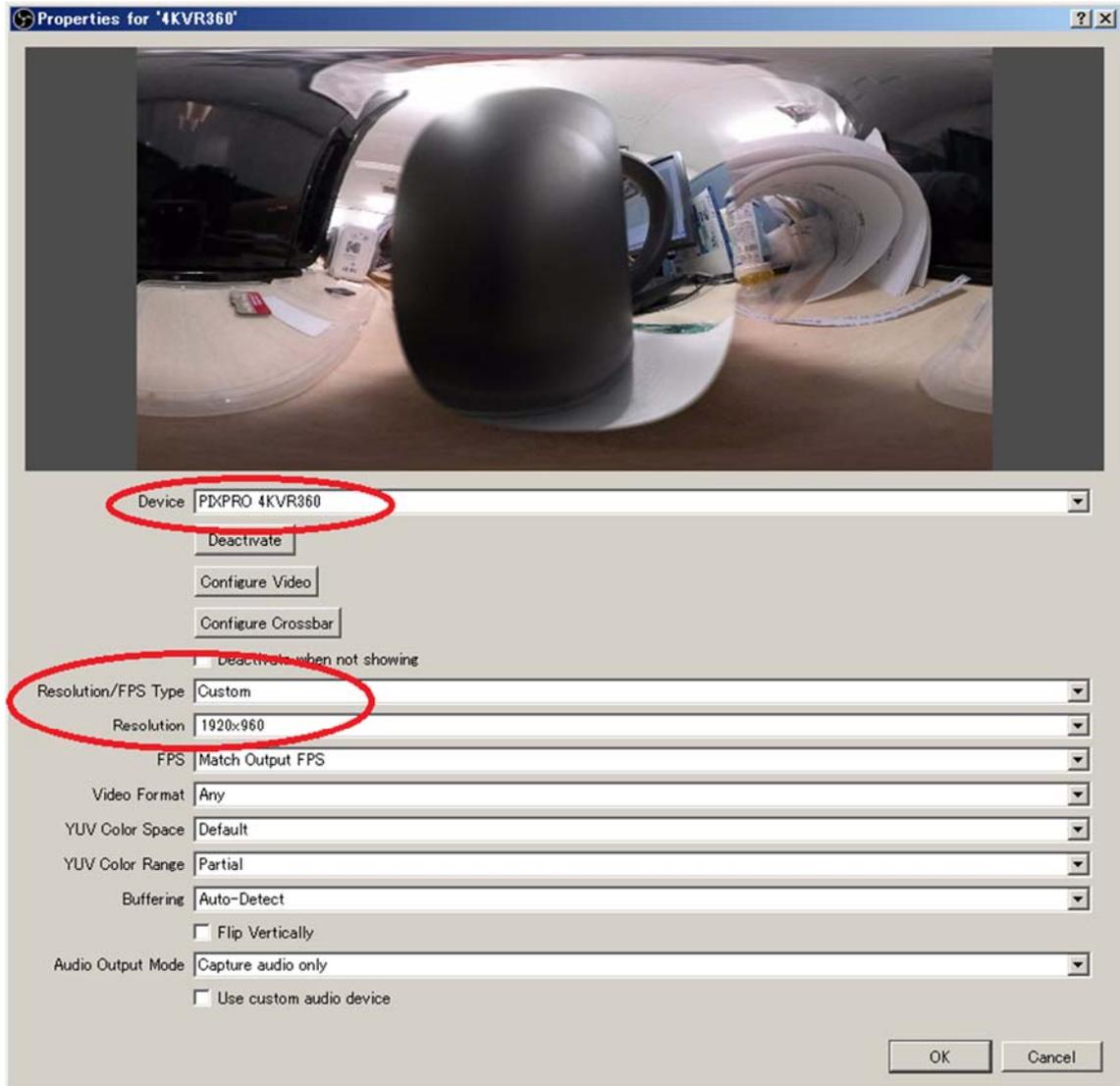
Don't close this YouTube page.

4. Launch "OBS Studio".

Select "Video Capture Device" from right click menu of source setting area.

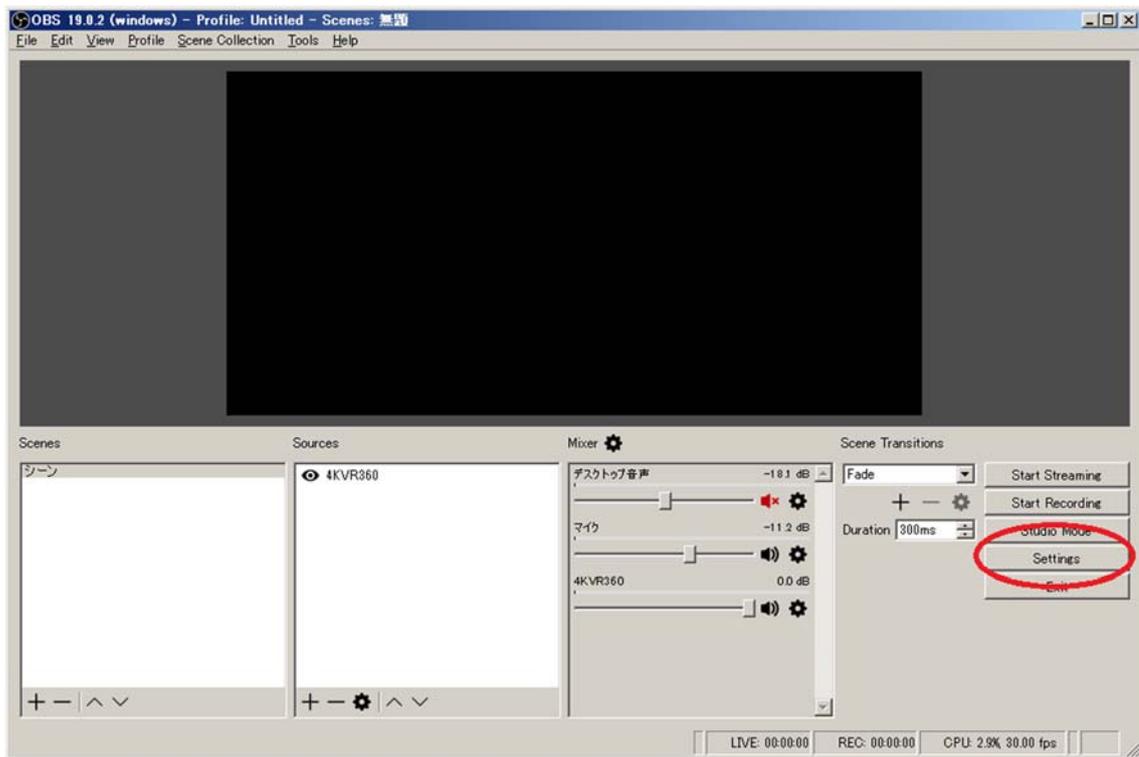Select "Create new" and enter source device title and click "OK" button.

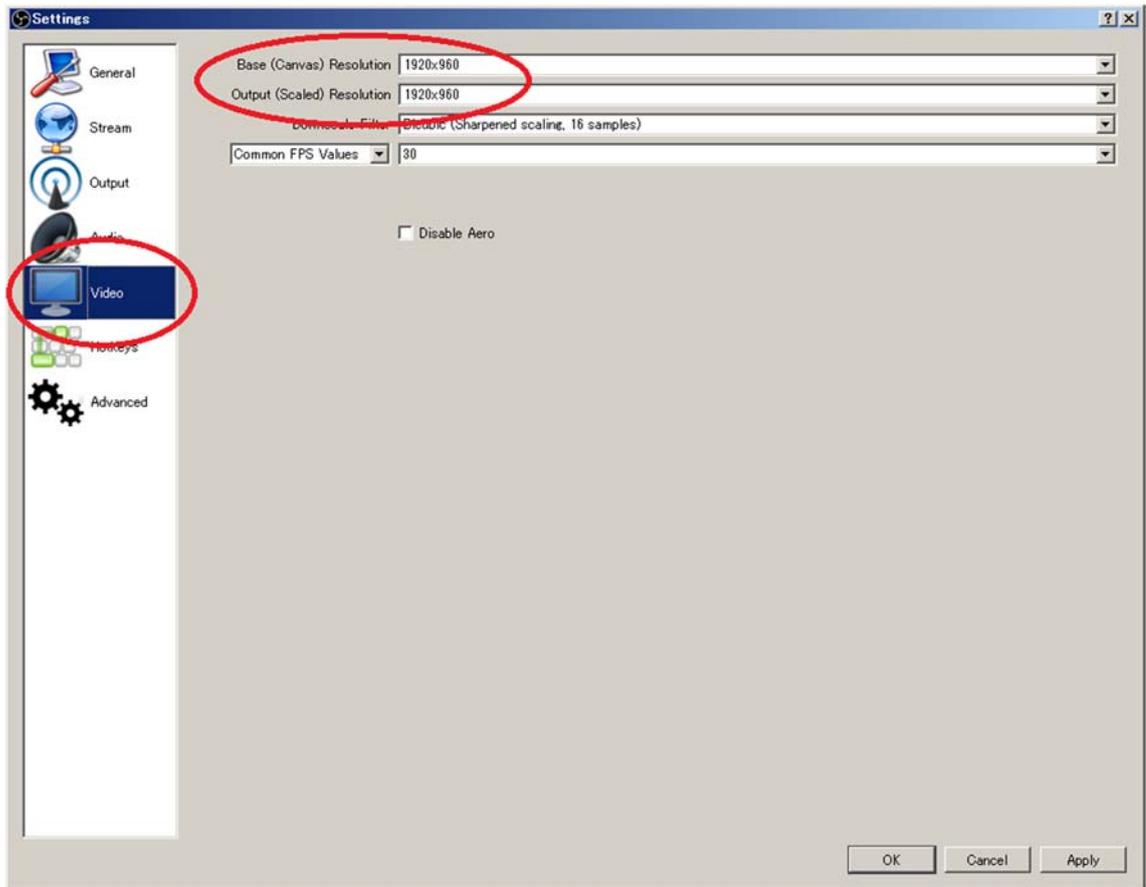Select "PIXPRO 4KVR360" or "PIXPRO ORBIT360" as Device setting.

Select "Custom" as Resolution/FPS Type setting.

Select "1920x960" as Resolution setting. (3840x1920 is available for 4K sized 360 live streaming, but very high performance PC and high speed network is necessary.)

Click "OK" button.

Click "Settings" button.

Select "Video" setting.

Enter "1920x960" in "Base (Canvas) Resolution" and "Output (Scaled) Resolution" setting. (Please enter "3840x1920" if you try 4K sized live streaming.)