METTLE
SKYBOX 360|VR TOOLS

FOR PREMIERE PRO

| ROTATE SPHERE | PROJECT 2D | POST FX

METTLE
SKYBOX 360|VR TOOLS

User Manual

Mettle 360/VR plugins for Adobe Software include:
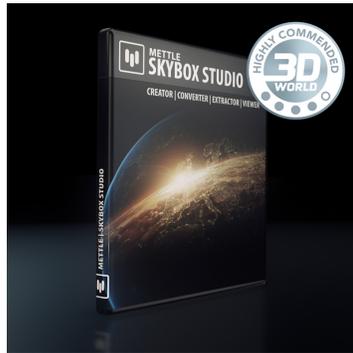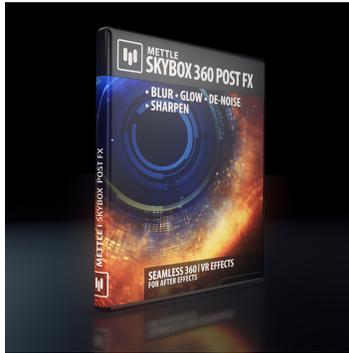
| **SkyBox 360/VR Tools** | **SkyBox Studio** | **SkyBox 360 Post FX** | **SkyBox VR Player** |
| for Premiere Pro | for After Effects | for After Effects | for Premiere Pro + After Effects |

Get the Bundle! Mettle SkyBox Suite: All of our 360/VR plugins for only $399.

SkyBox 360/VR Tools For Adobe Premiere Pro

Manual

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SkyBox 360/VR Tools

SkyBox 360/VR Tools are made for cinematic 360|VR Production in Premiere Pro. Effects can be applied directly on equirectangular footage or on an Adjustment layer. We currently support Equirectangular format. It can be either mono 2:1 or Stereo 1:1 over-under.

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Installation

Use the Mettle Product installer to install the SkyBox 360/VR Tools. Please make sure that you have not renamed or moved your Adobe product folders from their default install locations. This will cause installer errors.

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How To Register

Enter the exact license info you received when you purchased SkyBox 360/VR Tools, as it was sent by email or as it appears in your account on our site. You can enter this info in any of the SkyBox 360/VR Tools Register Windows. Enter the license info once for all effects to be active.

To make sure the information is entered properly, Mouse -> Right Click -> Copy the info we send you for Username and License key, then Mouse -> Right Click -> Paste into the appropriate fields in the Register Window. If this is not working for you then take a screen capture of the Register Window and send that to us via our Technical Support form on our site.

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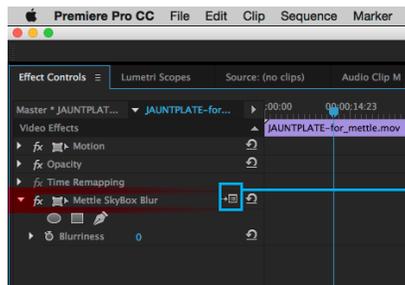
To Get To the Register Window: click on this icon.

Register Window:
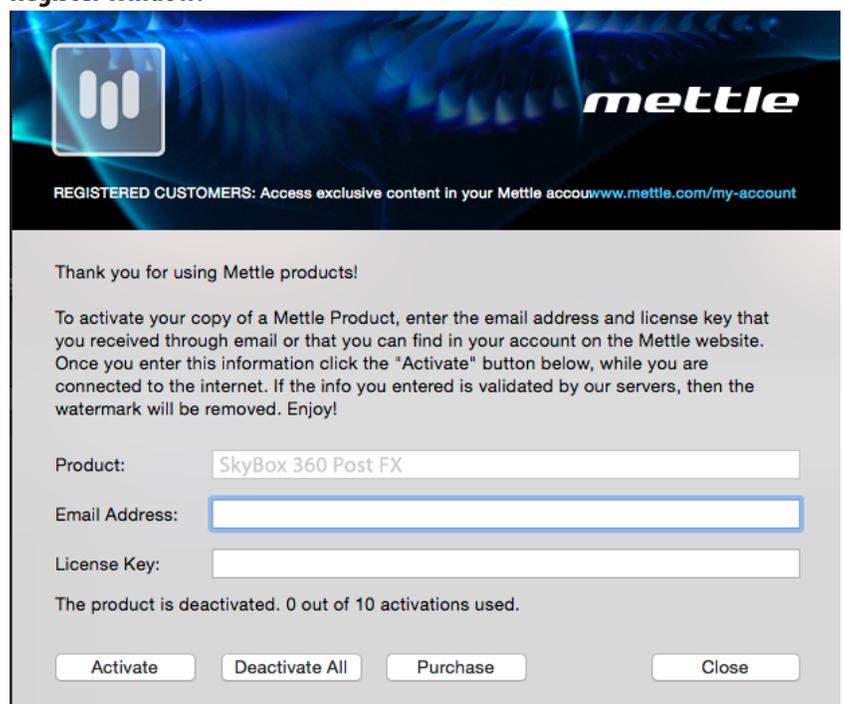
**How To Deactivate Your license Key On One Computer And Activate On Another**

REGISTERED CUSTOMERS: Access exclusive content in your Mettle accou www.mettle.com/my-account

Thank you for using Mettle products!

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

Product: SkyBox 360 Post FX

Email Address:

License Key:

The product is deactivated. 0 out of 10 activations used.

Activate   Deactivate All   Purchase   Close

Simply click on "Deactivate All" in the Register Window on one computer, then enter your info on the other computer in the Register Window and then click on Activate.

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Mettle SkyBox Blur

- Blurriness - represents convolution kernel radius.
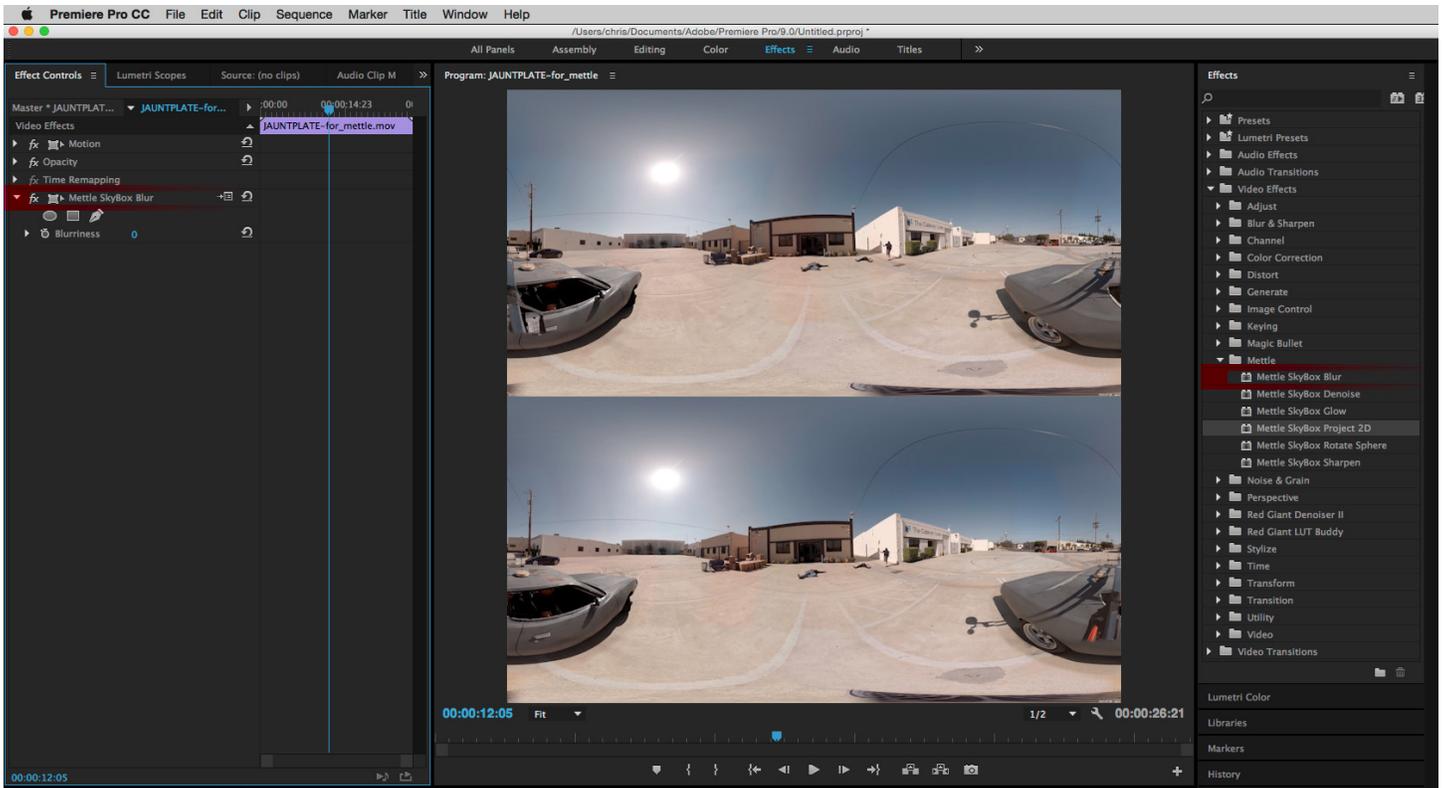
Mettle SkyBox Denoise

- Noise Type - choose noise type to suppress: Random Valued or Salt-and-Pepper (black and/or white speckles).
- Noise Level - adjust hypothetical input noise level until best output result is found.
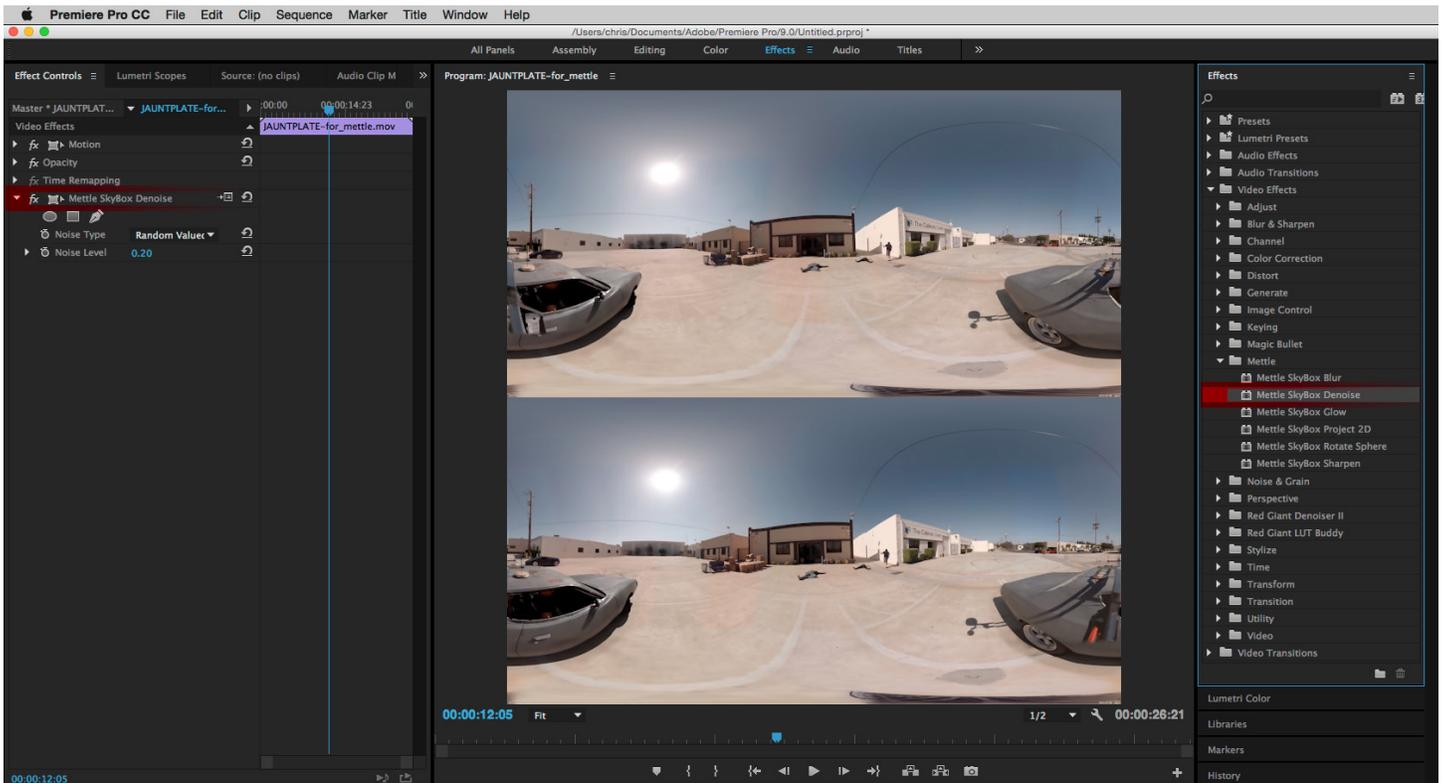
SkyBox 360/VR Tools - Glow

- Luma Threshold - defines image region that will glow, i.e. regions where luma (brightness) is more than a threshold, between 0.0 (black) and 1.0 (white).
- Glow Radius - defines radius of glowing halo, in pixels.
- Glow Brightness - multiplier for glow brightness intensity, default is 1.0.
- Glow Saturation - multiplier for glow saturation (color) intensity, default is 1.0.
- Use Tint Color - when checked, Tint Color will be blended to the resulting glow color.
- Tint Color - choose tint color, which has effect only when Use Tint Color is checked.
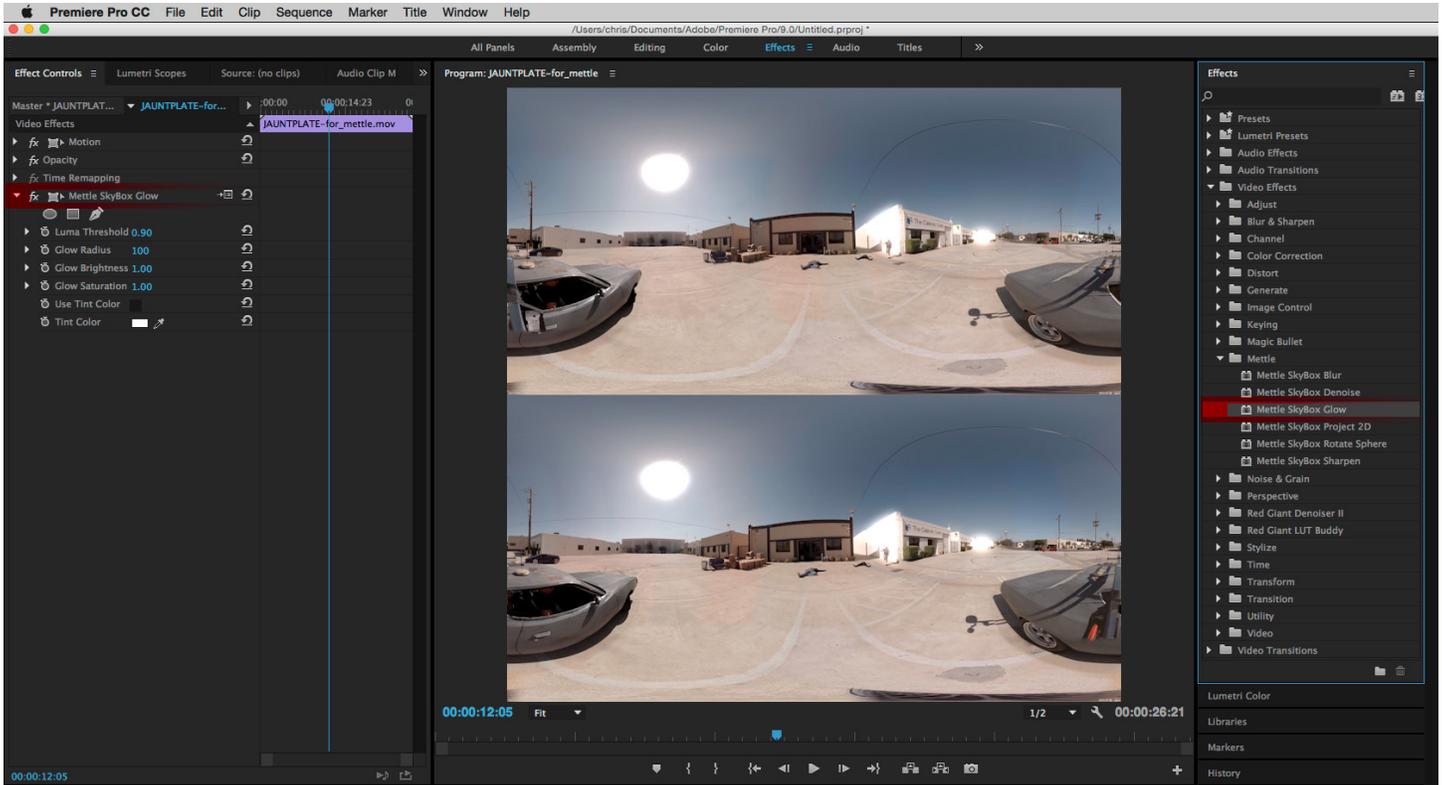
Mettle SkyBox Project 2D
**Allows you to easily add text, logo and 2D footage onto your 360° footage.**
Apply it directly on a layer that contains text, still or 2D source footage.
Scale - defines how much of the output field of view 2D source will take, in degrees.
You can simulate Z position animation with this feature.
Stereo Disparity (only enabled when you use 1:1, Over-Under Streoe footage) - defines disparity between left- and right-eye projections, affecting depth perception, expressed in degrees of an angle between rays from the object to each eye.
Rotate Source - Offers X ,Y & Z Rotation. These controls affect the rotation of the text, still or footage. You can simulate X,Y,Z rotation animation with this feature.
Rotate Projection - Offers X ,Y & Z Projection. These controls affect the projection of the text, still or footage.
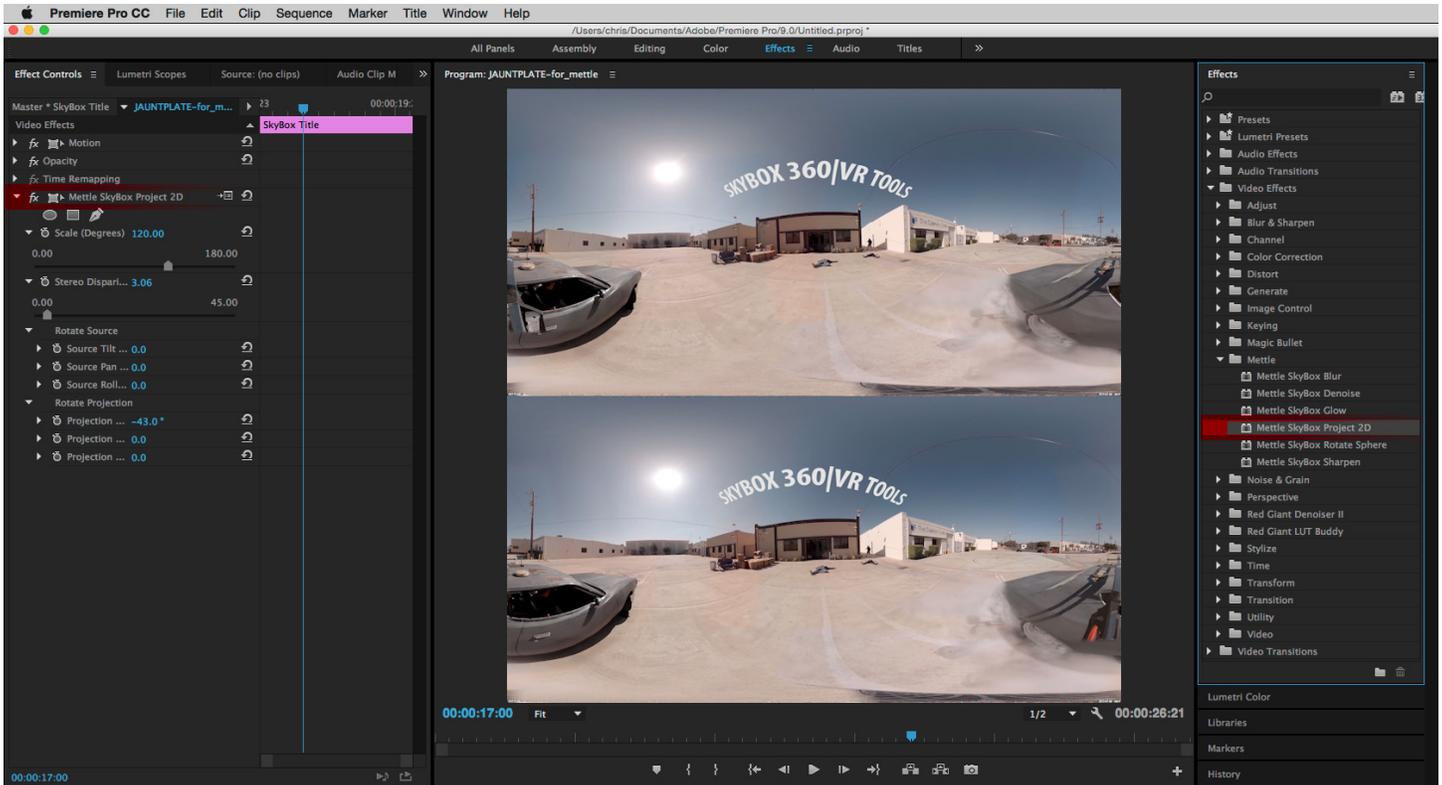
Mettle SkyBox Rotate Sphere - Tilt (X-axis), Pan (Y-axis), Roll (Z-axis).
Great to correct horizon line, or to recentre the focal point of your footage.
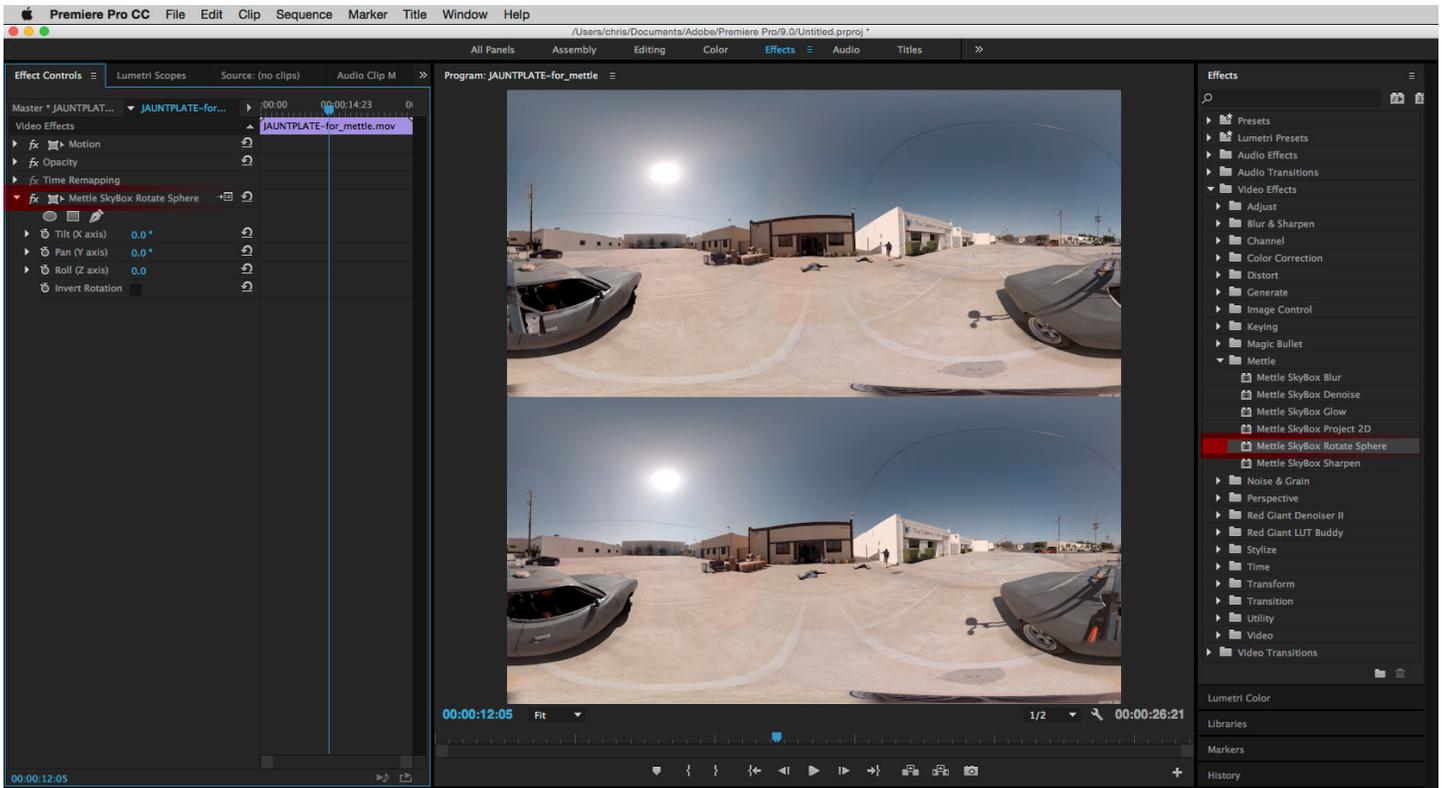
Mettle SkyBox Sharpen -
- Sharpen Amount - adjusts relative sharpen amount between 0 and 100 (max)