Peter Bodnar: "360 video stabilization"

**Abstract:** Production and sharing of 360 degree videos is getting more popular in everyday life, thanks to the decreasing prices for acquisition and playback devices. Hand-held cameras usually offer video stabilization, however, those algorithms are far from being perfect, and many videos still suffer from camera rotation and shaking, which can cause Virtual Reality sickness during playback. Some solutions are introduced to overcome this, one of them is proposed by Facebook. It offers a robust, hybrid stabilization algorithm and a hyperlapse algorithm to make 360 videos smoother and more comfortable to watch. In my presentation, I briefly introduce the concept and pipeline of video stabilization, relying mostly on the Facebook solution.