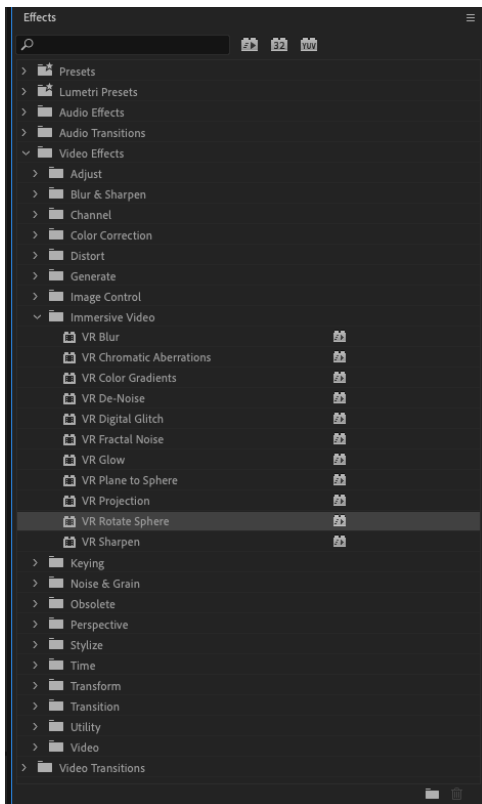
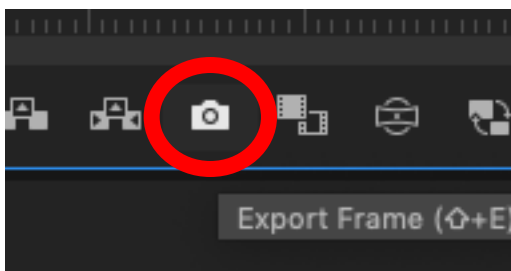


Removing Tripod from Shots in Adobe Premiere

1. Select the scene from which you would like to remove the tripod, and add the Effect **VR Rotate Sphere** onto the clip. It is in the Immersive Video folder



2. Change the **Tilt (X axis)** to **-90**
3. Choose the camera icon in your Project window

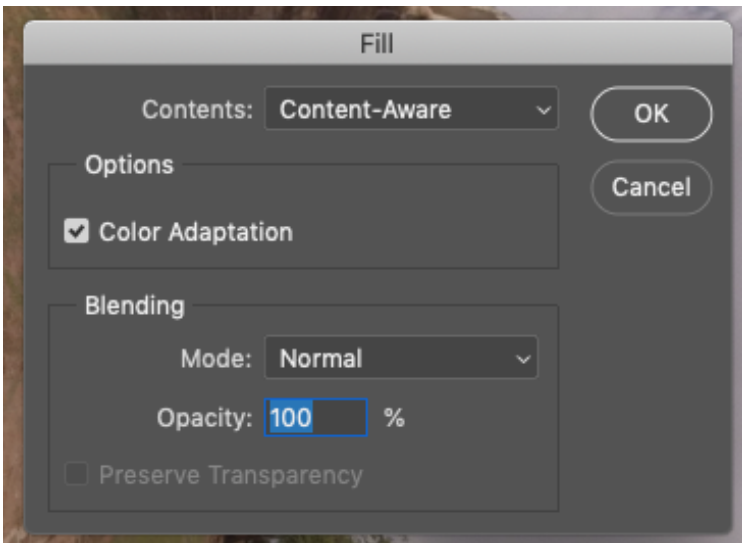


4. Choose the .JPG file format. Choose the "Browse" button to determine the place the image will export to. Choose the Desktop or a folder you are working in
5. Open your new photo in Photoshop

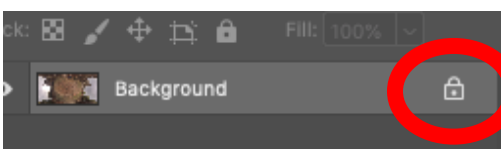
- Using the Lasso tool (third from the top), do your best to outline the tripod. When you are finished, there should be a moving dotted line around your shape (dancing ants)



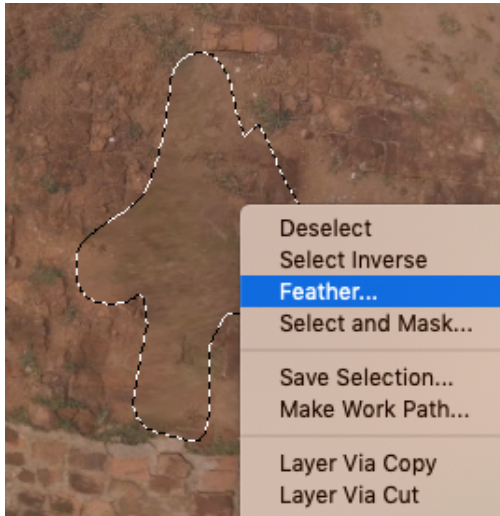
- Press Shift + F5, and you should get a message like so:



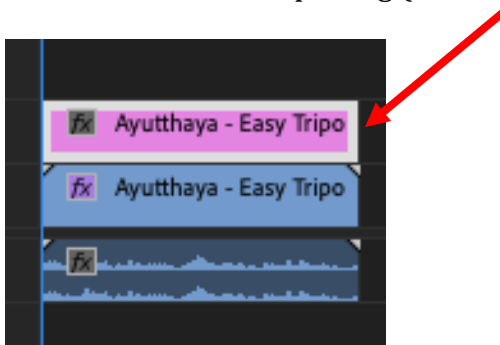
- Press OK, and the tripod should automatically disappear.
- Unlock your Background by pressing the Lock icon on the far right of the layer.



10. With the “dancing ants” still marching, right-click inside your Lasso shape and choose Feather... Choose a Feather Radius of **5px**, and select OK.



11. Invert the selection by going to Select / Inverse, and on your keyboard, press DELETE. You should now have only the feathered selection without the tripod.
12. Go to File...Save As... and choose the file format PNG. Save it as “Tripod Removed” or something similar, so you can keep it separate from the original, and save it in a relevant place
13. Import this new image into your Premiere Project bin, and drag it into your timeline over the scene it is replacing (it should be in the layer directly above the video layer)



14. Apply the **VR Rotate Sphere** video effect to the newly created layer, and give it a Tilt (X axis) value of **-270**.
15. Go back to your video layer, and reset its Tilt (X axis) back to 0