## Adding Titles to $\mathbf{3 6 0}$ Video in Adobe Premiere:

1. Go File...New...Legacy Title
2. Give your title a name, and press OK
3. Just like Photoshop or other Adobe products, you can add Text, Shapes and other elements onto your new title canvas. Note that this is just a window, so you can minimize or close it out whenever you are done. This means that wherever your cursor is on the Premiere timeline below is what you will see in the background of your text.
4. To add text, choose the "T" type tool and draw a box in the center of your screen. Modify the Font Size, so it is appropriate for your project. You can change this on the right panel like so:


You can also change font style, color, etc. on the right panel. Always test in the VR Viewer to make sure your font is not too large, too small or distorted.
5. Because we are working with busy backgrounds, we will also have to add a semitransparent background so we can see the text. To do so, select the Square shape tool and then draw a box around the text you just added. It will lay overtop the text, so we need to send it to the back. To do this, right-click on the box, and choose Arrange / Send to Back. Make the box semi-transparent by choosing Opacity and setting it to around $90 \%$ or so. Also, change the color, so it is the reverse color of your type.
6. To center your textbox horizontally or vertically, choose the small Center icons on the left of your window like so:

7. Once you are finished adding text, close out the window. You will then find it in your Media Bin in the bottom left of Premiere. To add it to your scene, simply drag it from the media bin to an upper layer of the video timeline.
8. If your text box is above or below the horizon line, you can add a special video effect so it will not appear distorted in $360^{\circ}$. Open the Video Effects / Immersive Video folder and add the effect VR Plane to Sphere. Then, in Effect Controls you can modify the Scale, Rotate Source, Rotate Projection, so it will appear flattened.

```
fx VR Plane to Sphere
    O
    OFrame Layout
> © Scale (Degrees)
        Monoscopic
130.00
`` Stereo Disparity (Degrees) 0.00
>O Feather 10.00
        Rotate Source
        Rotate Projection
```

