

Creating 360 photos with the Insta360 X3 camera

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Creating 360 photos with the Insta360 X3 camera

This guide aims to help the reader through the entire process of taking 360 photos to be used in other tools that support using 360 photos (a photo that “wraps” around, showing content in all directions). These tools include the project tools such as ThingLink or Fectar.

More detailed information can found from [Insta360 online guides](#).

You will need:

- An Insta360 X3 camera and accompanying USB cable.
- A microSD memory card (128GB or larger) that you have put into the camera already.
- An Android or Apple mobile device.

Optional:

- A Windows / Mac device with the Insta360 application installed.

Installing the free Insta360 mobile application

The free Insta360 mobile application will make it possible to:

- Take photos without having to be in the photos.
- Preview photos.
- Download photos to your mobile device.

1. Install the free Insta360 mobile application from your device’s store.
 - a. For Android devices, from the [Google Play -store](#).
 - b. For Apple devices, from the [AppStore](#).

Connecting the Insta360 X3 camera to the mobile device

1. Turn on the Insta360 x3 camera by pushing the physical Power -button



a.

2. Open the Insta360 mobile application.



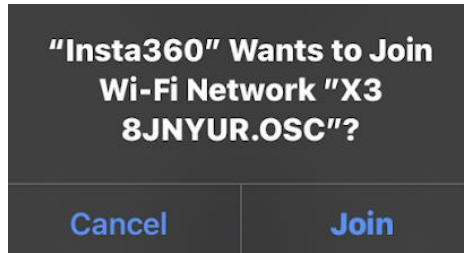
a.



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- The camera will be found automatically and you will be asked to join the Wifi network created by the camera. Tap the Join-button.



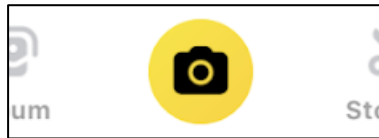
a.

A small notification will appear to confirm the connection.



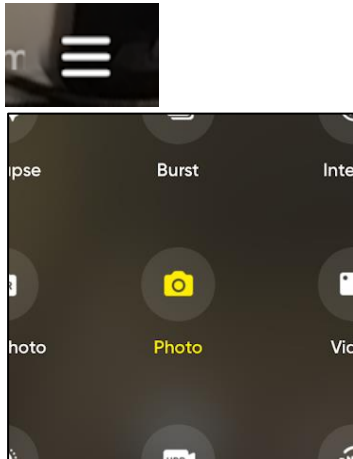
Taking 360 photos

- Connect the Insta360 x3 camera to the mobile device.
- In the mobile application, tap the camera-button.
 - Note that the preview is of a lower quality than in the final photo file.



b.

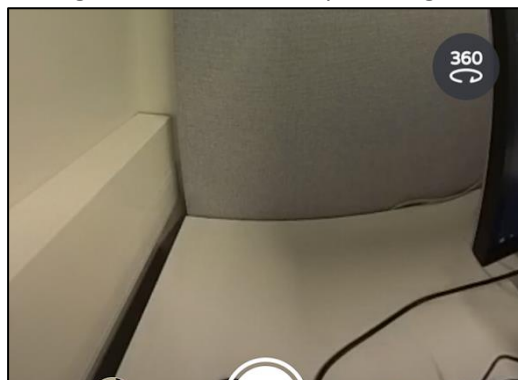
- On the screen, tap the menu -button, then tap the Photo -button.



a.

b.

- Ensure the angle is "360". If not, tap the angle -button until it is 360.



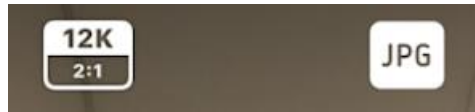
a.



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5. Ensure the resolution is the highest possible (in this camera “72MP(12K)”) and the export format is JPG.



- a.
6. Place the camera in the desired location. Swipe the preview to see all angles of what will be captured in the photo.
 7. Move outside of the camera view if you don't want be visible in the photo and then push shutter-button to take the photo.
 - a. **Note! Many tools like ThingLink and Fectar will first show users the part of the 360 photo that is seen first in the preview. When taking photos, make sure what the preview first show, is showing what you want users to see first.**

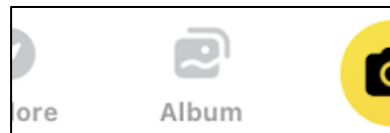


b.

A “capturing” notification appears. Once the notification disappears, the photo is taken.

Previewing 360 photos

1. Connect the Insta360 x3 camera to the mobile device.
2. In the mobile application, tap the Album-button.



a.

3. Tap on the photo you want to preview.

The photo can be previewed and swiped around to see all angles.

Exporting photos to your mobile device (recommended)

Transferring photos to your mobile device will not give the highest possible resolution (more resolution = clearer details), but it will still be good, and give you the photo in the correct format (.jpg) for other tools.

Some tools like ThingLink have maximum limits of 25MB per photo, so exporting via mobile is the preferred option.

1. Connect the Insta360 x3 camera to the mobile device.
2. Preview the photo you want to export.
3. Tap the Export-button.



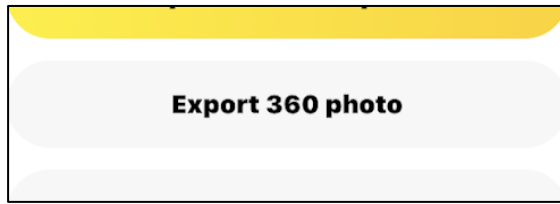
a.

4. Tap the Export 360 photo -button.



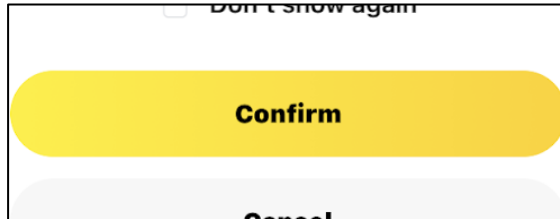
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a.

5. Tap the Confirm-button.



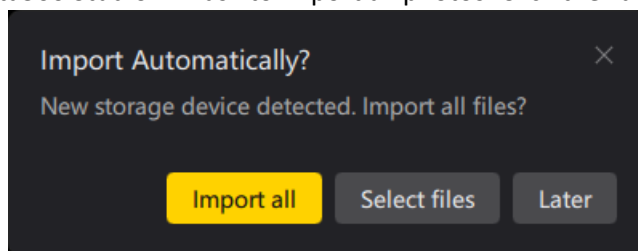
a.

The Exporting progress will appear and afterwards the photo will be on your mobile devices' photos app.

Exporting photos to your desktop / laptop

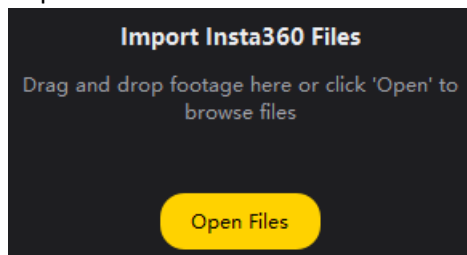
Transferring photos to your desktop / laptop device will give the highest possible resolution, but it will not give you the photo in the correct format (.jpg) to be used in other tools. The image may also be too big to be used in tools like ThingLink (max. 25MB). The image will be in Insta360's custom image format (.insp) and must be converted into .jpg using Insta360 STUDIO application.

1. [Download](#) and install the Insta360 STUDIO.
2. Open the Insta360 STUDIO application.
3. Connect the Insta360 camera to the desktop / laptop device using the accompanying USB cable.
4. The Insta360 Studio will ask to import all photos. Click the Later-button.



a.

5. Click the Open Files -button.



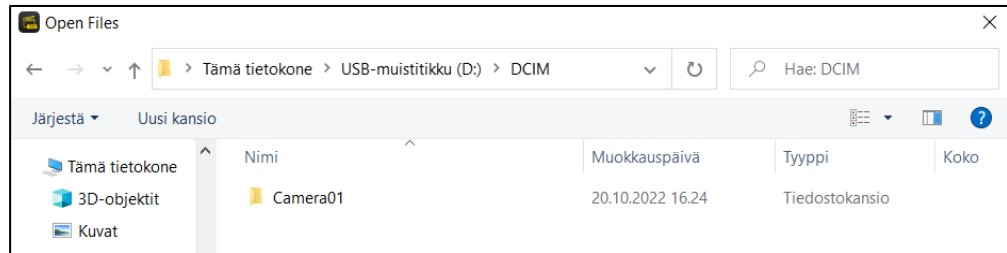
a.

6. Navigate to the photos (typically My Computer > USB device > DCIM > Camera01



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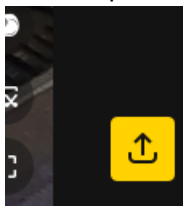
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- a.
7. Select the image(s) you want to open.
 - a. This can be tricky as there are no previews of the images. Use the file dates to help you find the correct image.
8. If you opened multiple files, double click on the image you want to view.



- a.
9. Click the Start Export -button.

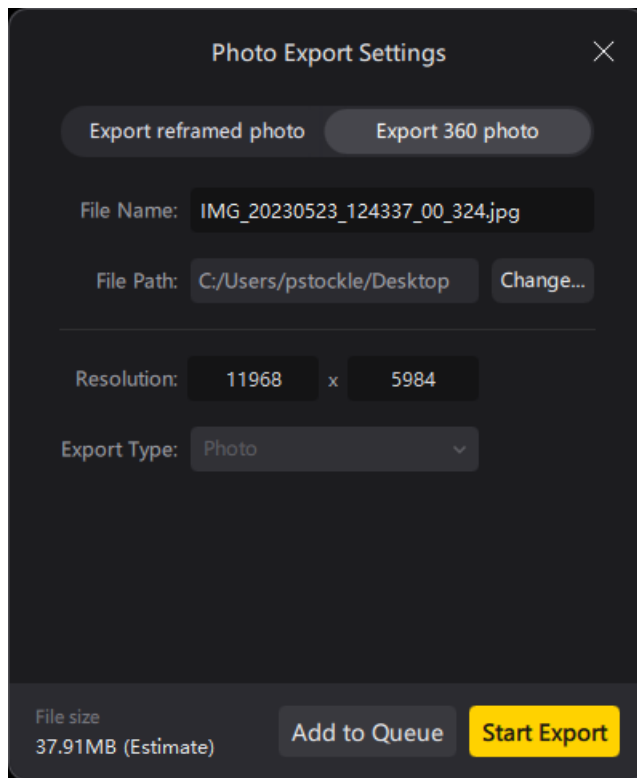


- a.
10. Click Export 360 photo, provide a name and location for the photo and then click the Start Export -button.



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a.

11. The export will begin and a chime will sound once completed.

12. The 360 photo can be found in the location you selected.