

Nokia VR Product is... A Camera

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30 July 2015

Nokia unveils the [virtual reality product we reported on earlier last week](#) -- the Ozo, a spherical camera for the filming of virtual reality video designed for professional, not consumer, applications.



A creation of the Nokia Technologies division, the Ozo looks a bit like a Star Wars prop. It captures 360-degree video through 8 synchronised shutter sensors, and carries 8 integrated audio for the recording of surround audio. Meanwhile built-in software allows real-time viewing of shot footage through regular VR headsets, bypassing the need to pre-assemble panoramic images.

"Ozo aims to advance the next wave of innovation in VR by putting powerful tools in the hands of professionals who will create amazing experiences for people around the world," the company says. "We expect that VR experiences will soon radically enhance the way people communicate and connect to stories, entertainment, world events and each other."

Nokia adds the Ozo is but the first of "a planned portfolio of digital media solutions." Does this mean the former mobile giant is set to shift towards VR technologies? Then again the 150-year old Nokia started life as a paper mill, so stranger things have indeed happened...

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