

VR Livestreaming via Orah 4i

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VideoStitch, developer of the 360-degree video software of the same name, presents a 360-degree camera solution-- the Orah 4i, a small device promising to make shooting and broadcasting VR-ready video easier.



A number of VR video recording solutions already exist on the market, but these tend to be either multi-camera rigs or lower-end devices unable to offer livestreaming. The Orah 4i, on the other hand, is a simpler webcam-style solution with broadcasting capabilities. It consists of 2 parts, a small camera unit featuring 4 stabilised fisheye lenses, 4 microphones (for "ambisoic" 3D audio) and sensors, and a "stitching box" handling all live footage stitching and processing duties.

Inside the stitching box are an unspecified Intel CPU, Nvidia GeForce GPU and a 120GB SSD. Connectivity comes through 4 USB 3.0 ports, 2 USB 2.0 ports, dual-gigabit LAN, wifi and Bluetooth 4.0. The camera connects to the stitching box via single ethernet cable for both data transmission and power, and while the box requires connection to a power source it still makes for a fairly simple VR broadcast solution.

Orah 4i preorders are already open, with shipments to take place later on 2016.

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