360Heros Debuts New Bullet360 Control Board for Multi-Camera Virtual Reality 360 Video Rigs at CES 2016

360Heros, a virtual reality 360 video technology company, debuted its Bullet360 control board system for interlocking multiple GoPro™ cameras in 360Heros VR rigs at the 2016 Consumer Electronics Show. This new technology integrates to 360Heros entire product line and gives users simultaneous control over all the cameras to improve 360 video workflow.

Las Vegas, Nevada (PRWEB) January 07, 2016 -- 360Heros, a virtual reality 360 video technology company, debuted its Bullet360 control board system for interlocking multiple GoPro™ cameras in 360Heros VR rigs at the 2016 Consumer Electronics Show. This new technology integrates to 360Heros entire product line and gives users simultaneous control over the cameras to improve 360 video workflow.

The Bullet360 technology is on display at the 360Heros 360RV tour bus at CES booth 26417.

360Heros' Bullet360 control board system enables users to simultaneously operate multiple GoPro™ cameras by plugging them into an internal wired interface. The system is triggered via a simple remote and features controls for turning cameras on and off and firing the camera shutter buttons simultaneously for both video and photos.

The system debuted with 360Heros' recent release of the 360Abyss V4, an electronic underwater dive housing for filming spherical video. The 360Abyss features the same Bullet360 control board system and is triggered magnetically for full multi-camera control underwater.

This technology will now be incorporated into 360Heros' new modular Pro6, Pro7 and Pro10 products as well as the soon to be released Pro16 stereoscopic VR rig. The Bullet360 system integrates into 360Heros 8K and 12K 360 video camera systems and is compatible with 360CamMan™ media management software to optimize high resolution workflow.

The Bullet360 control board system includes dedicated input, output and USB ports for multi-camera configurations that can control up to 50 or more cameras simultaneously.

The system features an on-board buzzer set to go off three seconds into recording to provide a clap sync signal to aid in audio and video sync for multiple cameras.

"We are listening to our content creators and always seeking to improve upon our premier solutions for VR filming," Michael Kintner, CEO and founder of 360Heros, said. "The Bullet360 technology solves many of the challenges VR content creators face when working with multi-camera rigs such as conserving battery supply and triggering cameras simultaneously for video and audio sync."

This low power communication board system is compatible with GoPro™ HERO3+ Black, HERO4 Black and HERO4 Silver cameras.

This technology will also be incorporated into future products for filming 3D 360 video underwater and integrated with new products that utilize existing professional grade cameras later in 2016.
Bullet360 Features
-Bullet360 electronic boards connect to multiple GoPro™ cameras for simultaneous camera control
-Remote trigger for turning cameras on/off and firing camera shutters simultaneously
-Controllable audio sync buzzer to aid in frame sync in post production
-Can be used to control 50 or more cameras simultaneously
-Integrated into 6, 7 and 10 360Heros rigs for filming VR content
-Integrated into 360Heros 360Abyss v4 for underwater spherical video multi-camera control

About 360Heros:
360Heros Inc., a company specializing in virtual reality 360 video technology, creates camera systems that capture 12K resolution spherical VR content. 360Heros also develops 360 video workflow solutions such as 360CamMan™, the world’s first VR media management software. Through years of research and innovation, 360Heros is empowering content creators to push the limits of this emerging technology and our ability to create immersive content. 360Heros, Inc. is not an affiliate of GOPRO® or Woodman Labs, Inc. 360Heros is a very proud user of GOPRO® cameras.
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