

# Cyclops Downloading Photos & Videos

Updated Apr 2022



Cyclops allows you to take photos and videos of the AR scene. Cyclops features it's own photos and videos gallery. These are instructions to download those images & videos to your PC or Mac

## Summary

1. Connect the device to your Mac or PC
2. On PC use iTunes on Mac use the Finder
3. Access the files on the device and copy them to your local computer

## Connect iPad to your computer

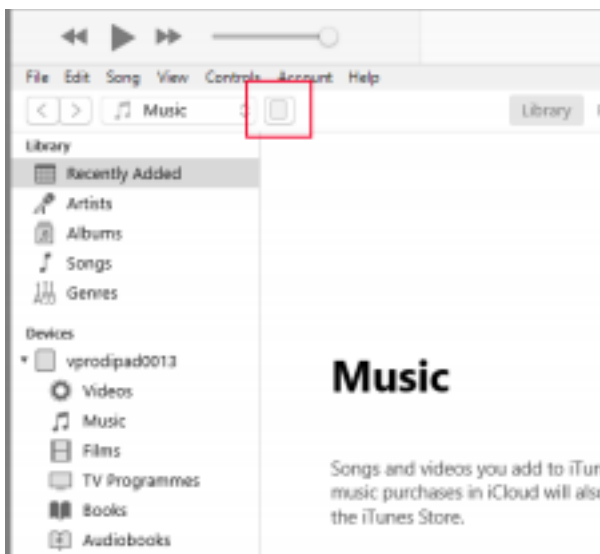
Make sure to quit the Cyclops app on your device. Connect the device to your computer using a standard USB to USB-C cable. If you are using an older device then you'll need a USB to Lightning cable. Make sure to unlock your device.

## Retrieve the Captures folder from the iPad

### For Windows

You'll need iTunes for Windows to do this. You can download iTunes at:

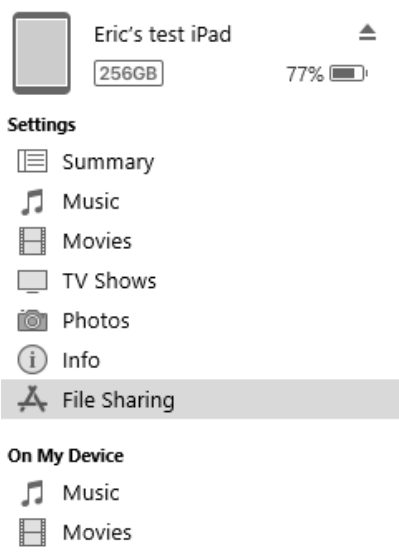
<https://support.apple.com/downloads/itunes>



Once you have iTunes downloaded and installed go ahead and launch iTunes. Once loaded, click on the device icon located to the right of the drop-down selection (highlighted in red in the screenshot) for the device you wish to load content.

(sometimes the device does not initially show up in iTunes. Try unplugging and plugging back in the USB cable)

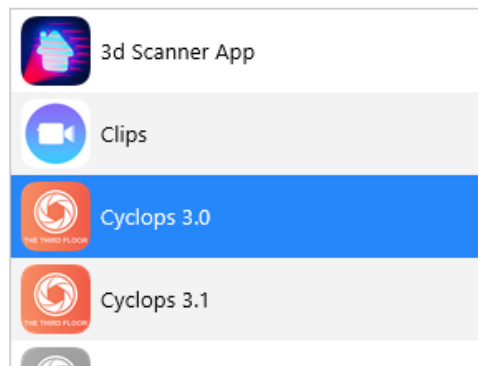
Displayed on the next screen is the summary of your device. Verify that you have chosen the correct device and click on [File Sharing](#) in the left panel.



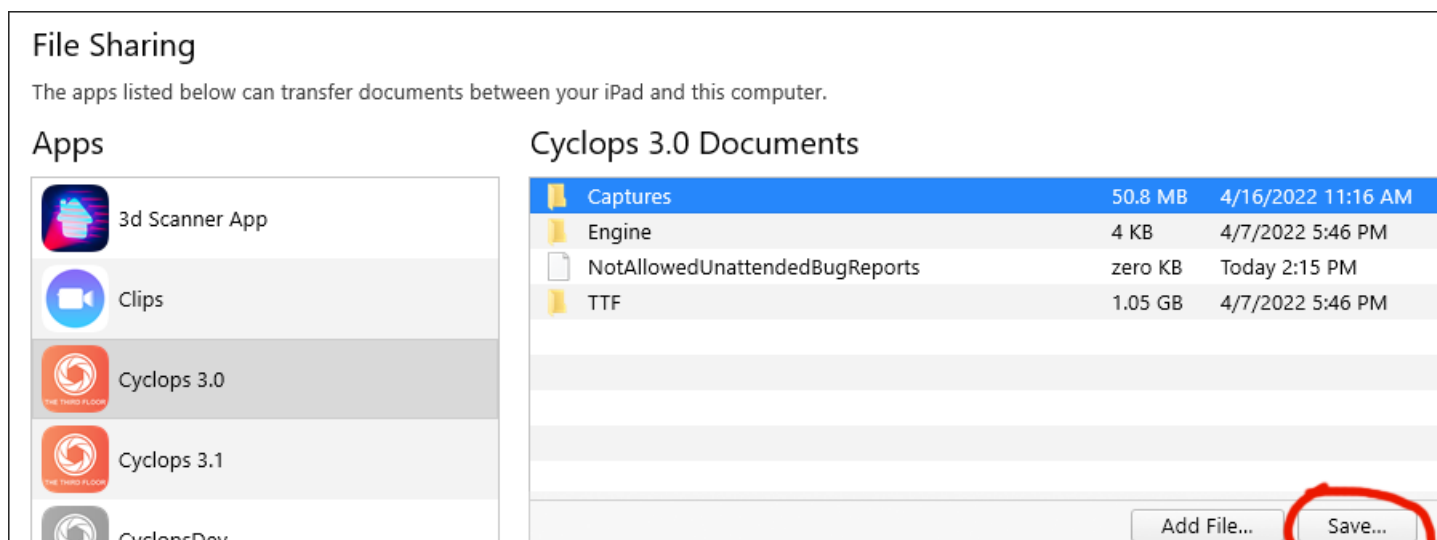
## File Sharing

The apps listed below can transfer documents be

### Apps



Select the correct Cyclops App that you are using. Select the Captures directory and click the Save button towards the bottom of the window. Place it someplace on your computer that you can easily access.



(If you have a lot of apps you might need to scroll down to see the “Save...” button)

## For Mac OSX

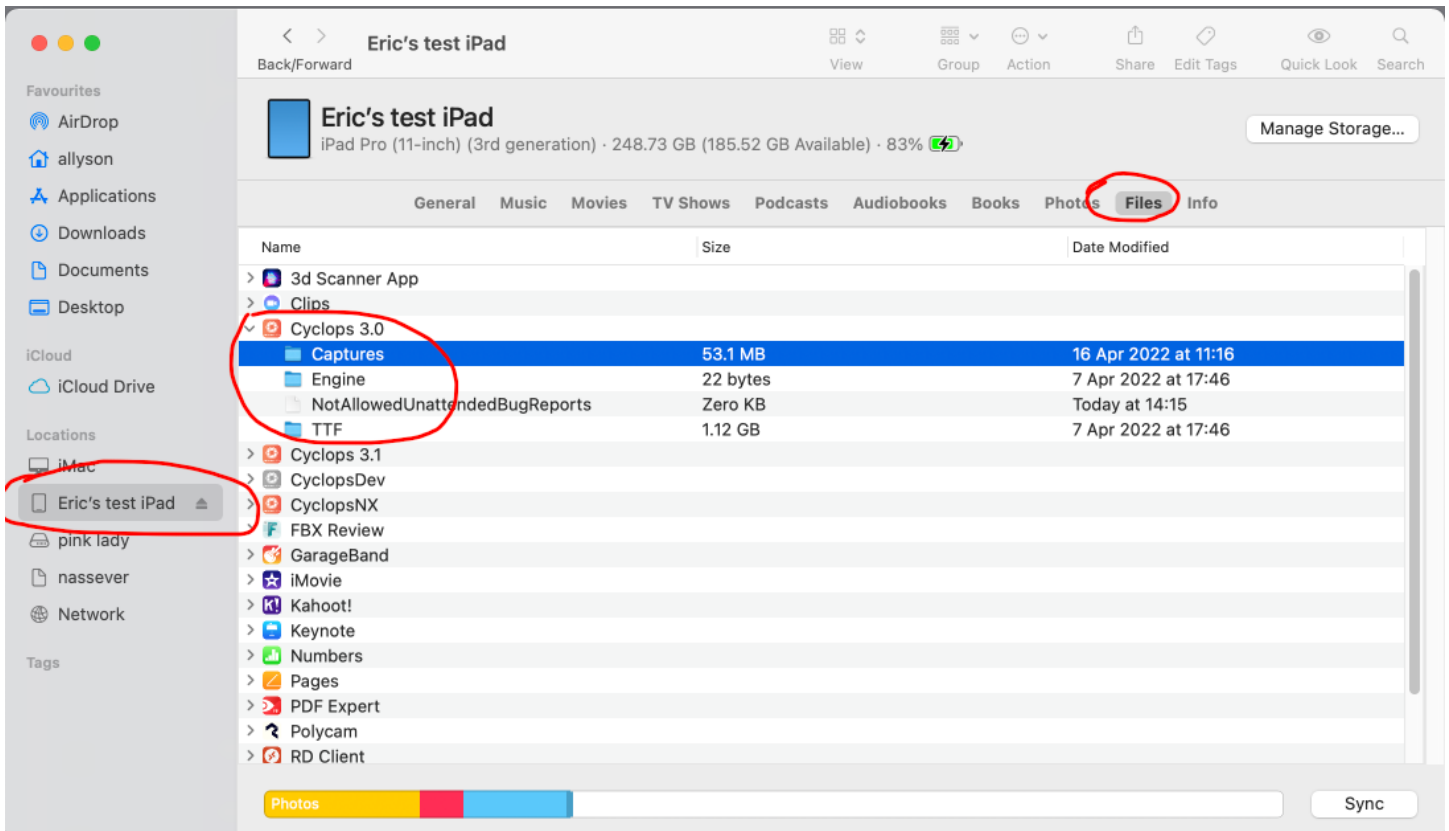
You can use any Finder window to access your connected device.

After you connect your device it should be shown in the “Locations” section on the Finder sidebar. Click on your device.

Then click “Files” from the top menu.

Click the triangle next to Cyclops to see the contents of the Cyclops App

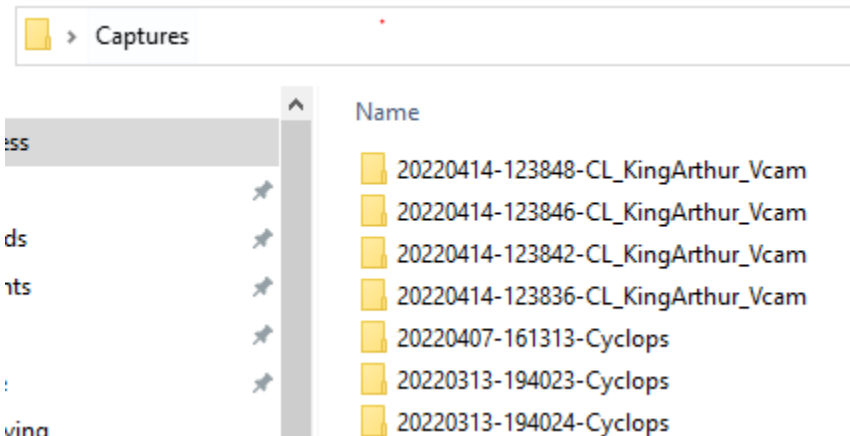
Drag and drop the “Captures” folders somewhere on your Mac.



## Photo & Video Folders

In the Captures folder, you just downloaded you'll see folders for each Photo & Video taken in Cyclops. The folders are named with the date and time the Photo or Video was taken. Additionally, the folder is suffixed with the Shot or Level that was loaded at the time.




(If the Photo or Video was taken in Asset Mode then it'll just have "Cyclops" as the suffix.



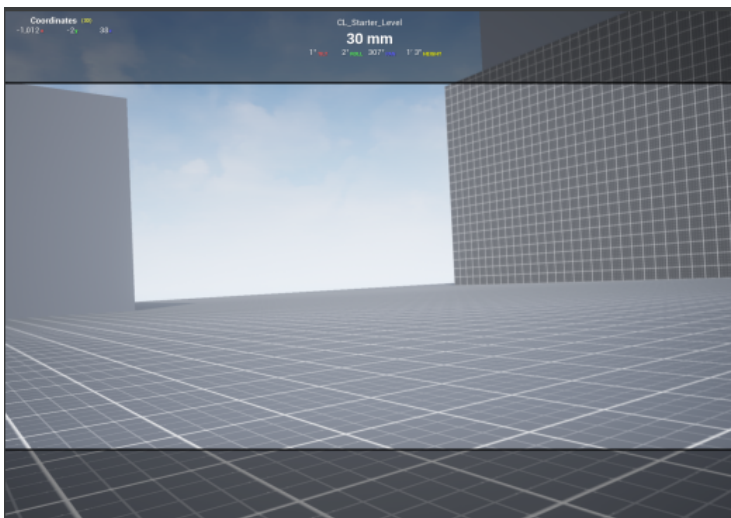
In each folder, you'll find a few files depending on if it was a Photo or a Video.

# Photo Files

Here is a typical folder for a Photo

Name	Date modified	Type	Size
 20220414-123846-CL_KingArthur_Vcam.json	4/14/2022 12:38 PM	Adobe After Effect...	1 KB
 20220414-123846-CL_KingArthur_Vcam.meta	4/14/2022 12:38 PM	META File	1 KB
 20220414-123846-CL_KingArthur_Vcam.png	4/14/2022 12:38 PM	ImageGlass PNG F...	3,149 KB

The Photo is in PNG format which can be easily opened in many different apps. Additionally, there is also a .json and .meta file. These files contain all the metadata collected for each photo. This contains info like the time/date of the photo, focal length, film back, GPS, and more.







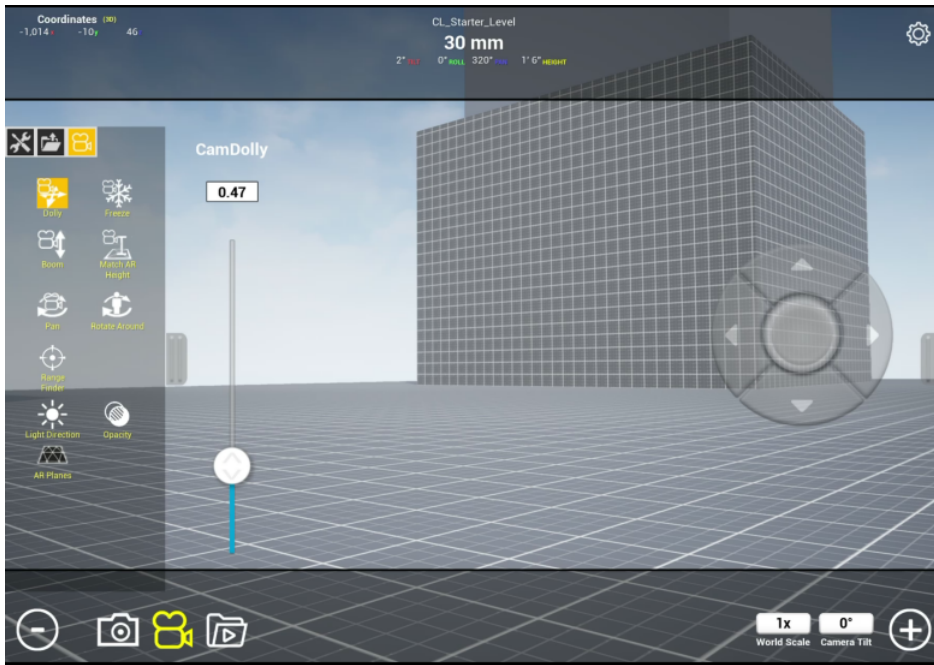
```
5 "date": "2021.09.22-16.06.16",
6 "camera":
7 {
8     "lens": 30,
9     "aspectratio": 2,
10    "filmback":
11    {
12        "name": "ARRI Alexa LF Op
13        "horizontal": 36.70000076:
14        "vertical": 25.5400009155:
```

If you are interested in using your Cyclops Photo as the basis for previs/techvis/postvis work we ask that you send us the entire Photo directory. With these files, we can quickly re-create your Photo in Maya or Unreal.

# Video Files

A folder for a Video contains 4 files. The videos are saved as h264 files which are easily opened in a wide variety of apps.

Name	Date modified	Type	Size
 20220414-123848-CL_KingArthur_Vcam.json	4/14/2022 12:38 PM	Adobe After Effect...	32 KB
 20220414-123848-CL_KingArthur_Vcam.meta	4/14/2022 12:38 PM	META File	1 KB
 20220414-123848-CL_KingArthur_Vcam.mp4	4/14/2022 12:38 PM	Keyframe MP me...	11,987 KB
 20220414-123848-CL_KingArthur_Vcam-still.png	4/14/2022 12:38 PM	ImageGlass PNG F...	3,180 KB



The videos have the following specs.

Size: 1790x1250  
Aspect Ratio: 4:3  
Codec: h264  
FPS: 59.94

Unfortunately, it is not possible to change these in Cyclops.

Note, that unlike with Photos, all the UI from Cyclops is included in the video

There is a png image thumbnail of the video that is used to display in Cyclops. Similarly to Photos there are the .json & .meta files.

The .json file stores the animation/movement data of the camera when the video was being recorded as well as the location of any placed assets. With this file we can exactly recreate the camera movement in your Video in Unreal.

If you want us to use your Cyclops shots as the basis for previs/techvis/postvis work we ask that you send us the entire Video folder. With these files, we can quickly re-create your Photo in Maya or Unreal.