



Iconasys Photography Turntable with Shutter Stream 360 Software

Full User Guides:

Shutter Stream 360 User Guide: <https://iconasys.com/Downloads/Shutter-Stream-360-User-Guide.pdf>

360 View Creator User Guide: <https://iconasys.com/Downloads/360-Product-View-Creator-User-Guide.pdf>

Additional Training Resources:

360 Shooting Workflow Video: https://youtu.be/Uly_g8stfVg?t=75

Shutter Stream Features Overview Video: https://youtu.be/_UeLsZyF2yg

360 Product View Composition Video: <https://youtu.be/dZej4oq0ZBI>

Technical Support: Please see all contact options [here](#)

Knowledge Base (FAQ's): <https://confluence.iconasys.com/display/SHSKB>

Installing Shutter Stream 360 Software:

Please revert to your post purchase email (the one which included shipment tracking info) to access software download links. Note, there is two separate applications you will need to install:

1. **Shutter Stream 360 Software:** Camera control, Image composition, Image capture, Image editing, Image Processing and Output (in JPG, PNG, TIFF and/or RAW format).
2. **360 Product View Creator Software:** Compose the set of images (JPG or PNG) into a 360 product view in HTML5, Interactive MP4, Animated GIF and/or MP4 Video.

After Software Install:

1. Launch & Register the Software:

After installing the software and at the time of first launch, users will be prompted with the option to register the Shutter Stream software. Please follow registration instructions [here](#).

2. Set up your Compatible Camera:

Please select your specific camera model from this page for the required settings: <https://www.iconasys.com/compatible-camera-settings/>

3. Connect Turntable & Camera to Computer:

1. Users will want to connect turntable to computer via included USB cord and power on (ensure it is plugged in via included AC Adaptor and the switch is in the on position).
2. Select the 360 button in the top right corner of the UI, if this opens with no error message, skip to step 3. If you receive the message 'The turntable cannot be opened. Device not found ', you will want to first attempt to reinstall the driver. This can be done directly in the software: Options (blue gear wheel top right of UI) -> About -> 'Install Iconasys Turntable Driver' (or view Driver Install Instructions with images [here](#)).

After reinstalling driver, relaunch the turntable controller (360 button) and if issues persist, please reach out to our support team (see support contact options [here](#)). And/or Mac OS X users can follow this [Knowledge Base Article](#) for additional steps to enable the driver.

- Next, users will be required to select the correct turntable option. Users should have '**Iconasys Turntable**' option selected then underneath select the correct 'Model' using the dropdown menu, (*click on any of the links below to see images of each turntable type*):

Standard USB ([Medium](#) / [Large](#)) – This is the option for both Medium and Large USB Turntable (plastic tables). These options were only sold prior to August 2019.

[Jewelry](#) - Smallest turntable, 4" diameter top)

[Sliver Series MID](#) - Plastic turntable with 4 legs -11.75" diameter platform

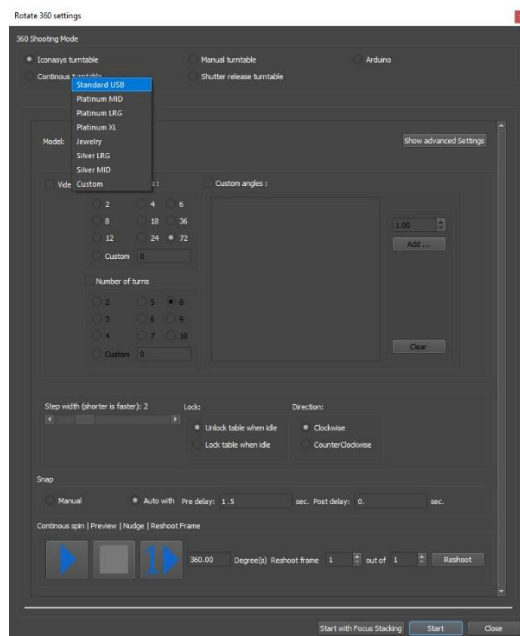
[Silver Series LRG](#) - Plastic turntable with 4 legs – 18" diameter platform

[Platinum Series MID](#) - Aluminum turntable with 4 legs

[Platinum Series LRG](#) - Aluminum turntable with 8 legs

[Platinum Series XL](#) - Aluminum with white body construction)

Custom – This option is only for custom manufactured turntables that use an Iconasys PC Board.



Click the blue play button – and the turntable will start turning. You are ready to get started with the 360 shooting process. Please proceed to Page 3 for the step by step instructions.

Overview - Shutter Stream UI

1. Image Capture Tools
2. Image Viewing Gallery
3. Image Processing Tools
4. Live View / Image Viewing Window
5. Camera Setting Taskbar
6. 360, Help and Options



***Make sure camera has been connected via USB to computer and powered on before launching software*

360 Product Photography Workflow:



Step 1 – Place an object in cameras field of view and click the ‘Live View’ button (top left corner of software):

‘Live View’ will stream the cameras live view to the monitor screen in real time so users can view the subject they wish to shoot before actually capturing the image.

[Feature Video](#)

Step 2 – Manually zoom in/out camera if required (by twisting lens left/right).

Step 3 – Adjust Camera Settings to Optimize for Lighting:

Users have the ability to adjust camera settings through mouse clicks in the ‘Camera Settings Taskbar’. Simply **left click** the drop down to select a new value or setting. [Feature Video](#)



Suggested settings for beginners:

ISO: 100

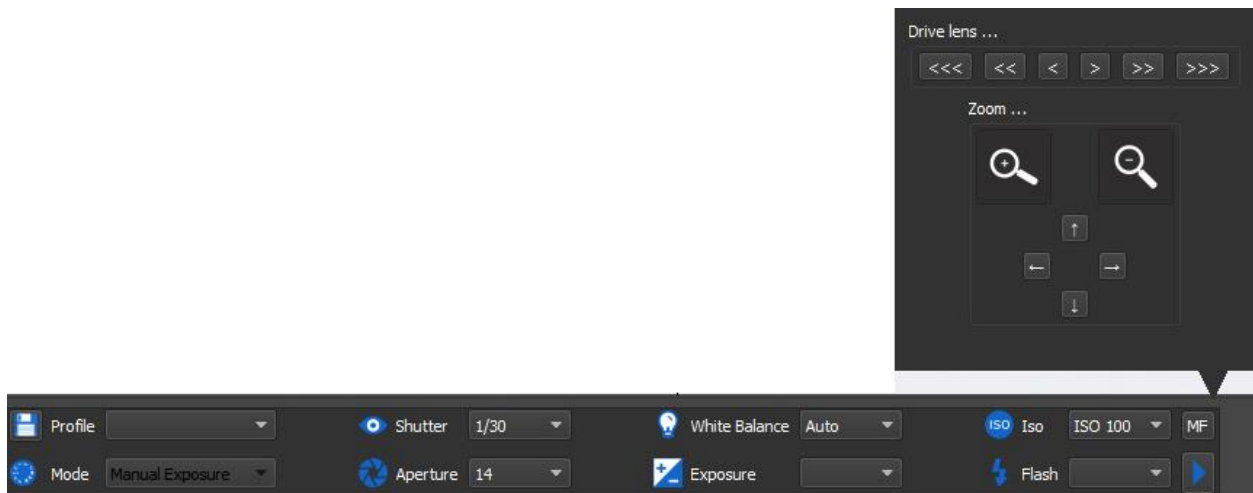
White Balance: Auto

Aperture: 14

Shutter: Start at 1/15th- and change accordingly – this will be your one variable setting that you will be responsible for changing. The Live View Window will simulate the exposure of the image in real time as settings are made so adjust until the product in the Live View Window looks color accurate. ‘Shutter Speed’ is the length of time a camera’s shutter is open (defined in seconds) when capturing an image. The slower the Shutter Speed, the brighter the resulting image. For ex. a Shutter Speed of 1/15 (that is 1/15th of a second) is slower than 1/30 – therefore the resulting image at 1/15 would be brighter than an image shot at 1/30.

Step 4 – Adjust and Set Focal Point:

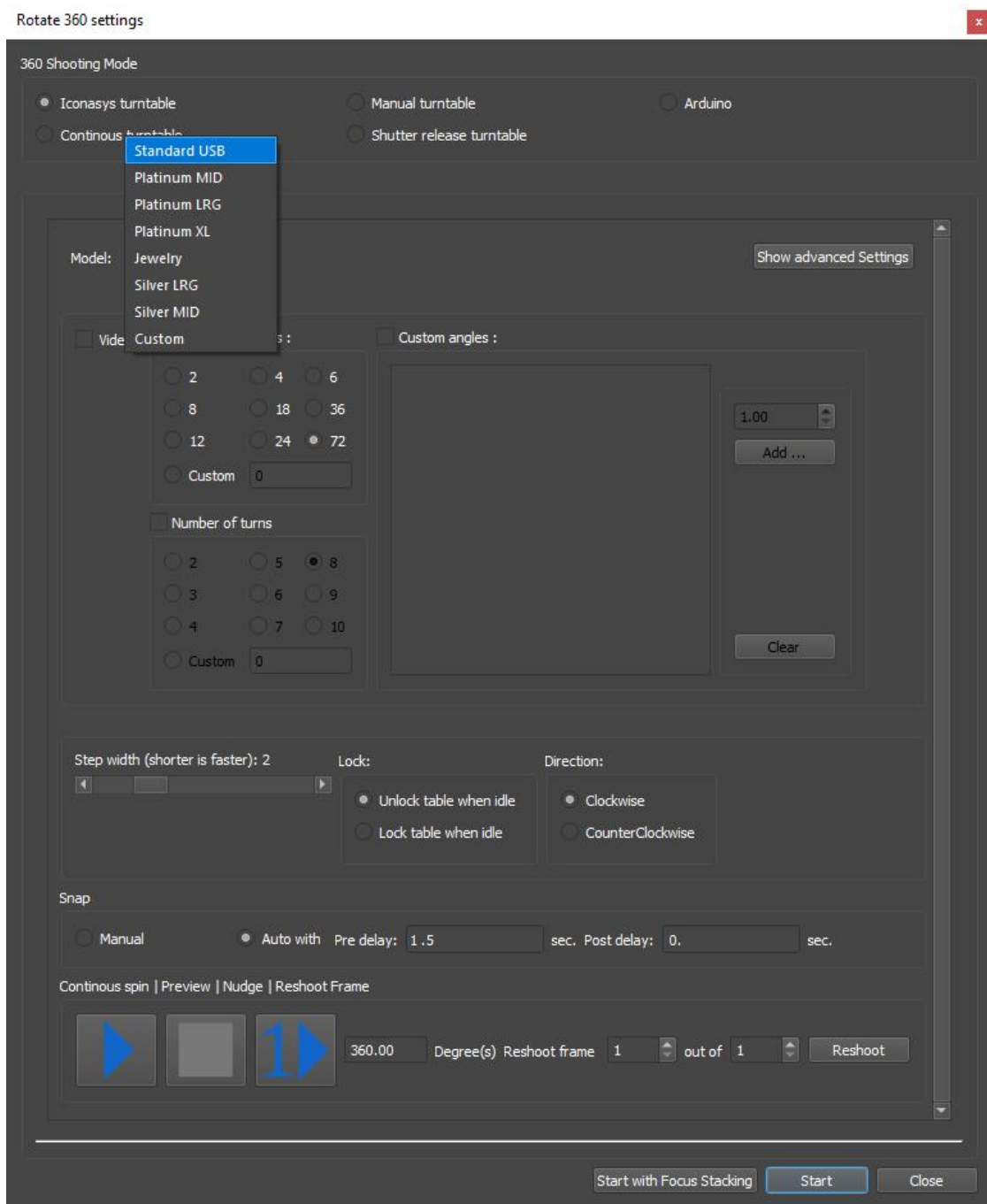
Shooting a 360 using Auto Focus will cause the camera to re-adjust the focal point at every frame. This can cause some strange effects when users compose and view the 360 output. It is suggested to Adjust the focal point manually through the software – and after this has been set – it will be fixed so every shot in the 360 imaging sequence will have the exact same focal point. To do so, users simply click the AF button in the top right corner of the Camera Settings Window. This will toggle the program into 'Manual Focus mode' where users can adjust focal point through mouse clicks by clicking the near and far arrows. To view 1:1 on the view finder – to see up close when adjusting focal point, click the 'Magnifier Glass +' icon. The 1:1 viewing area can be moved left, right, up and down using respective buttons. After Focal Point has been set, be sure to revert the Live View back to full screen viewing by clicking the 'Magnifier Glass –' icon. [Feature Video](#)



Step 5 – Enter into the 360 Shooting Workflow (click the 360 button in the top right corner of the UI)

Please select the 'Iconasys Turntable' option and the correct Turntable 'Model'. Next, users will want to define Number of Frames. If required to shoot multi-row 360 View (3D Product Photography), users can also select 'Number of turns'. This

will define number of shooting angles.



360 Settings:

Shooting Modes:

Video: This will integrate video record (start/stop record) with turntable movement to create 360 product videos.

Number of Frames: By selecting 'Number for Frames' option, this will default to 360 Product Photography. Under Number of Frames, users can choose number of frames to shoot per 360 rotation. Ex. 36 frames will capture 1 image every 10-degree. We do offer default, pre-programmed options however users can input any custom number of frames/360 by selecting 'Custom' then entering a value for frame count (ex. 180).

Custom Angles: This will enable custom defined shooting mode. Designed for still imaging automation at pre-defined angles (ex. 0, 76, 127, 180 and 270 degrees).

[Video Overview.](#)

Turntable Control:

Step Width: This will define turntable rotation speed. Users have 10 different speed settings from 0-9 – 0 being the fastest and 9 being the slowest.

Lock: This will lock the turntable position between shots. It is strongly suggested to use the 'Lock table while idle' setting.

Direction: Users can choose between clockwise and counterclockwise spin direction.

Snap Modes:

Manual: This option will require users to manually select the 'Snap' button each time the turntable stops.

Auto with: Auto mode is suggested and will automatically capture a frame at each turntable stop and automate the entire 360 shooting sequence. Users can also define:

'Pre-delay': This option will delay camera snap for XX.XX seconds after turntable stop.

'Post-delay': This option will delay turntable movement to the next position for XX.XX seconds after camera snap.

Turntable Play Modes:

Continuous Spin (right arrow button): This will start turntable movement (at speed defined by step width and direction (defined by clockwise or counterclockwise). This option allows turntable to continuously spin.

Stop (square button): This will stop turntable movement

Nudge (1+right arrow button): Users can define a preview spin rate in degrees

(enter a value) and when this button is clicked, it will spin that amount. For ex. if a user enters 180 and selects this button, the turntable will spin 180-degrees then stop.



Step 6 – Preview Turntable Rotation (optional):

During this step, users can pre-rotate the turntable to ensure object is positioned in the center of the turntable device. To do so, users can click the ‘Continuous Spin’ ‘Nudge’ option. The nudge option is also a great tool for helping to position items in the center of the turntable ([see video explainer](#)).

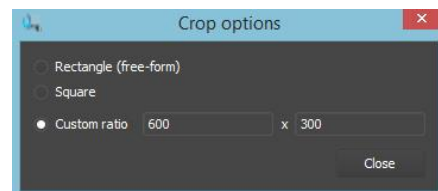


Step 7 – Pre-Crop Object (2nd button from bottom on left hand side):

Enable the Crop by **left clicking** on the ‘Crop’ button then simply **click and drag** the mouse cursor over the subject in the ‘Live View Window’. [Feature Video](#)

While cropping the object, users will want to continue to rotate the object on the turntable (using either of the Play buttons to ensure it does not fall outside of the cropped area as it rotates).

To define Crop in a ‘square’ or ‘custom ratio’ simply click the Crop Options in the Options drop down in the top right of the UI and select Crop option accordingly. If defining crop in a custom ration, please define this ratio (width by height). This will have to be done before entering the 360 Image Shooting Mode.



To achieve the highest resolution images from your camera – please be sure to zoom in as close as possible on your object so that it fills the Live View frame – then crop.

Step 9 – Image Capture

It's now time to start shooting. Click the 'Start' button (bottom right corner) to start the process. This will automate the image capture workflow in a turn, stop, snap workflow.

Step 10 – Selecting Image's for Editing/Processing



Viewing an Image: Simply click on the thumbnail to view the image in the 'Image Viewing Window'.

Selecting an Image(s): Simply **left click** the small box to the left of the image. Once selected it will be noted by an '✓' in the box. To **select all images** in the thumbnail gallery, click the check box in the bottom right corner of the Thumbnail Gallery Window. It is suggested to select all images captured over the 360 rotation. Users can also select the first image in the 360 set, hold 'Shift' then select the last, all images in between will be selected. [Feature Video](#)

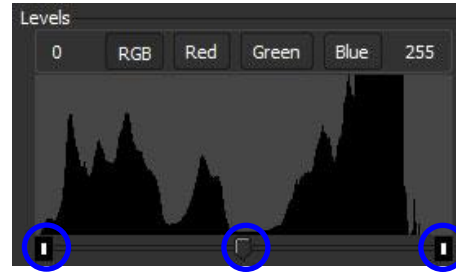


Step 11 – Editing (Third button down under Image Processing Tools)

There is a wide variety of editing tools for background removal, color adjustments & image quality changes. It is suggested to review the [User Guide](#) to get a complete understanding of the entire Image Editing features and functionality. For ex. a popular tool for 360 product photography batch image editing/background color adjustment is our Levels tool:

Levels: The graphic with the mountain looking shapes is called the Histogram - this describes the color values in the selected image. The left side is the very dark (black) colors in the image, on the right the very bright (white) colors in the image. The higher the mountain – the more a specific color is in

the image. To adjust levels value, users will see three 'reference points' immediately below the histogram that are adjustable by **clicking and dragging**. Provided you have sufficient lighting, you will want to drag the right reference point to the left – this will turn all colors to the right of the repositioned reference point white.



'reference points' highlighted by blue circles

All edits can be applied to a single image (using 'Apply' button) or the entire set of images (using 'Apply to All' button).



Step 12 – Output and Resize (2nd button in from the left in top left of Editing Window)

Multiple product images can be saved with one click to a specific directory (local or network). Included in the 'Batch Save' feature is batch image resizing, resolution adjustment (web or print) renaming and watermarking. Please be sure to include a placeholder after name (ex. Filename- or Filename_), use '01' or '001' sequential naming options and output JPG format if using the Iconasys 360 View Creator Software for 360 image composition.

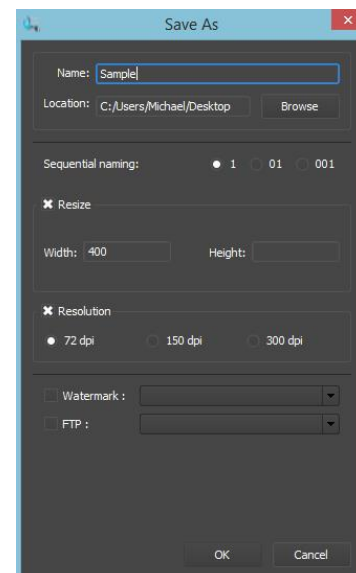
Name: The field which the user will enter the desired image name. It is important to put a '-' or '_' after the name.

Location: This will be the Save To Directory. Users can change this by **clicking** the 'Browse' button to the right and locating/selecting the desired output folder.

Sequential Naming: Multiple images will be named sequentially in a numerical format. Users can define their numerical preference - 1, 01 or 001. **Please be sure to use sequential naming in '01' or '001' format.**

Resize: To enable resizing, **click** the 'x' box to the left of Resize text then specify a pixel width or height.

Resolution: To enable resolution, **click** the 'x' box to the left of Resolution text then specify a DPI.



Users can chose to auto apply a previously saved **Editing** Profile and/or transfer images to their **FTP** site and/or add a previously saved **Watermark** by **clicking** the 'x' box and selecting a profile option in the drop down. [Feature Video](#)

Users can also use the Dynamic Saving tool to save an image or set of images at multiple different size, resolutions, formats etc... [Feature Video](#)

Step 12 (Optional) - Removing Images from the program

After images have been exported to a local or network folder, they can be deleted from the program. To do so, select the images you wish to remove by clicking check box to the left of the thumbnail then click the 'X' box in the top right of the thumbnail viewing gallery window.

Return to Step 1 to capture next set of images....

Note, the [Image Overlay Feature](#) can help with object positioning in the center of the turntable and to ensure an object is placed at the exact same angle for the first shot.

Shutter Stream 360 includes many advanced features above and beyond the 'standard workflow features'. To find out more about these and how they will fit your specific requirements, please refer to [user guide](#) and other training documents on page 1 of User Guide.

Composing a 360 Image

Please see the Iconasys 360 Product View Creator User Guide for instructions on composing a 360 product view: <http://iconasys.com/Downloads/360-Product-View-Creator-User-Guide.pdf>

360 Product View Creator Overview Video: <https://youtu.be/dZej4oq0ZBI>