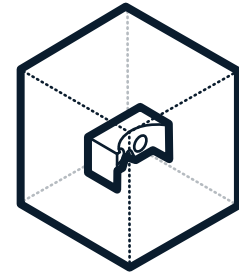


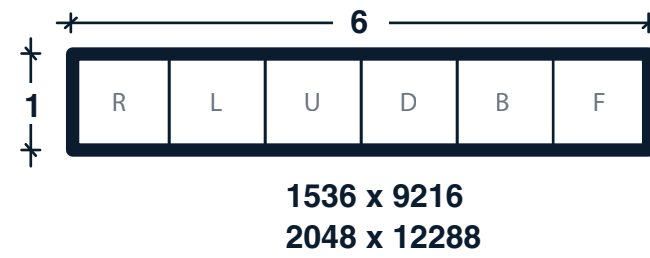
Cube Map

Simple to add 2D elements.
More pixels in render.
Easy to understand distortion.

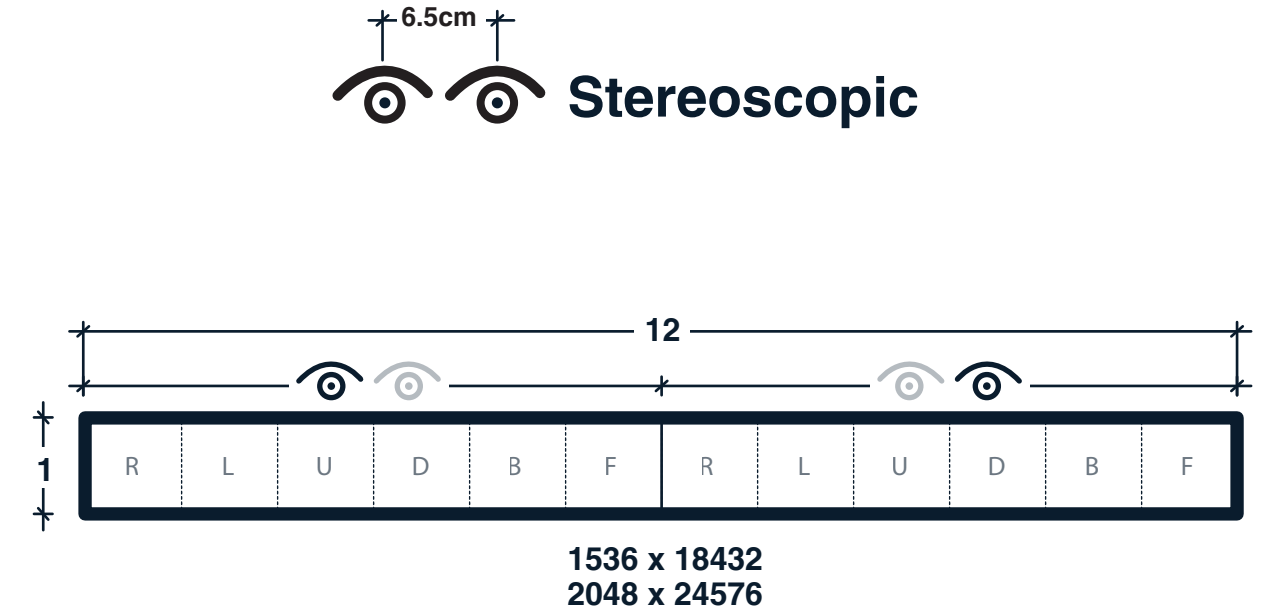


Difficult to post process in Photoshop
Difficult to play with distortion
More issues with seams (12)

Monoscopic



Stereoscopic



Equirectangular (Spherical)

Easier to post process the composition.
Can only have one seam.
Easier to play with distortion.



Take up more memory while in headset.
VERY difficult to add 2D elements.
Distortion in poles is possible.

