



In a nutshell, PlaneCam360 will turn the airplane into a flying 360-degree camera and the passengers on board through VR headsets may experience take-off, the flight itself and landing in a never-before-seen way and in unprecedented image quality. That is, 8K in 360 degrees.

The basic idea here is that the pair of camera lenses will be installed on two distinct spots on the hull of the aircraft, thus a "pair of eyes" is created and whatever the aircraft "sees" will also be seen by those wearing the VR headsets on board.

The good news is that these headsets (we work with Oculus products) will not require any installation on board, they just need to be handed out to passengers and the show is on.

And PlaneCam360 will not only be nice and entertaining as it will be capable of displaying inflight information as well: speed, altitude, location, elapsed flight time, remaining flight time, points of interest and lots of other pieces of information we can't even think of can be there for the passengers, in VR. This is how inflight information becomes inflight infotainment and entertainment. How far this can go is up to the client, because there are many other ways to utilize VR imaging and technology during the inflight experience.

