

**bold: our recommendation** LR = left/right TB = top/bottom H = horizontal V = vertical F = full (vs. half-resolution), but we always assume full P = picture, but we always assume picture All values case-insensitive

<b>VR180 stereo left/right equirect</b>	<b>180_LR</b>	180_3DHF	180_3DPHF	180_3DH	180_LRF	180x180_3DHF	180x180_3DPHF	180x180_3DH	180x180_LRF	180x180_LR	SBS_180	3DH_180	LR_180			
<b>VR180 stereo top/bottom equirect</b>	<b>180_TB</b>	180_3DVF	180_3DPVF	180_3DV	180_TBF	180x180_3DVF	180x180_3DPVF	180x180_3DV	180x180_TBF	180x180_TB	OverUnder_180	3DV_180	TB_180			
<b>VR180 stereo left/right fisheye</b>	<b>180F_LR</b>	180F_3DHF	180F_3DPHF	180F_3DH	180F_LRF	180x180F_3DHF	180x180F_3DPHF	180x180F_3DH	180x180F_LRF	180x180F_LR	SBS_180F	3DH_180F	LR_180F	SBS_fisheye	3DH_fisheye	LR_fisheye
<b>VR180 stereo top/bottom fisheye</b>	<b>180F_TB</b>	180F_3DVF	180F_3DPVF	180F_3DV	180F_TBF	180x180F_3DVF	180x180F_3DPVF	180x180F_3DV	180x180F_TBF	180x180F_TB	OverUnder_180F	3DV_180F	TB_180F	OverUnder_fisheye	3DV_fisheye	TB_fisheye
<b>VR180 mono equirect</b>	<b>180</b>	180x180														
<b>VR180 mono fisheye</b>	<b>180F</b>	180x180F	fisheye													
<b>VR360 stereo left/right</b>	<b>360_LR</b>	360_3DHF	360_3DPHF	360_3DH	360_LRF	SBS_360	3DH_360	LR_360								
<b>VR360 stereo top/bottom</b>	<b>360_TB</b>	360_3DVF	360_3DPVF	360_3DV	360_TBF	OverUnder_360	3DV_360	TB_360								
<b>VR360 mono equirect</b>	<b>360</b>	MONO360														
<b>Low-FOV 3D left/right</b>	<b>LR</b>	3DH	3DHF	3DPHF	3DPH	LRF	-LR	SBS								
<b>Low-FOV 2D (regular image)</b>	<b>2DP</b>															
<b>VR180 stereo left/right equirect Canon RF 5.2mm</b>	<b>_rf52</b>															

2022-05-15, <https://immerVR.com>, suffixes for image format selection picked up by immerGallery 1.0.5 or higher