

**bold: our recommendation** LR = left/right TB = top/bottom H = horizontal V = vertical F = full (vs. half-resolution)

All: case-insensitive

|   |                  |           |            |          |          |               |                |              |              |             |                |          |         |                   |             |            |
|---|------------------|-----------|------------|----------|----------|---------------|----------------|--------------|--------------|-------------|----------------|----------|---------|-------------------|-------------|------------|
| VR180 stereo left/right equirect                | <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  |                   |             |            |
| VR180 stereo top/bottom equirect                | <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  |                   |             |            |
| VR180 stereo left/right fisheye                 | <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 |
| VR180 stereo top/bottom fisheye                 | <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 |
| VR180 mono equirect                             | <b>180</b>       | 180x180   |            |          |          |               |                |              |              |             |                |          |         |                   |             |            |
| VR180 mono fisheye                              | <b>180F</b>      | 180x180F  | fisheye    |          |          |               |                |              |              |             |                |          |         |                   |             |            |
| VR360 stereo left/right                         | <b>360_LR</b>    | 360_3DHF  | 360_3DPHF  | 360_3DH  | 360_LRF  | SBS_360       | 3DH_360        | LR_360       |              |             |                |          |         |                   |             |            |
| VR360 stereo top/bottom                         | <b>360_TB</b>    | 360_3DVF  | 360_3DPVF  | 360_3DV  | 360_TBF  | OverUnder_360 | 3DV_360        | TB_360       |              |             |                |          |         |                   |             |            |
| VR360 mono equirect                             | <b>360</b>       | MONO360   |            |          |          |               |                |              |              |             |                |          |         |                   |             |            |
| Low-FOV 3D left/right                           | <b>LR</b>        | 3DHF      | 3DPHF      | LRF      | -LR      | SBS           | FULLSBS        | FULL_SBS     | FSBS         |             |                |          |         |                   |             |            |
| Low-FOV 3D left/right half width                | <b>LRH</b>       | 3DH       | 3DPH       | HALF_SBS | HALFSBS  | HSBS          |                |              |              |             |                |          |         |                   |             |            |
| Low-FOV 3D top/bottom                           | <b>TB</b>        | FULLTB    | FULL_TB    | OU       |          |               |                |              |              |             |                |          |         |                   |             |            |
| Low-FOV 3D top/bottom half height               | <b>TBH</b>       | HOU       | OUH        | HALF_OU  |          |               |                |              |              |             |                |          |         |                   |             |            |
| Low-FOV 3D red/blue anaglyph                    | <b>ANA</b>       | ANAGLYPH  |            |          |          |               |                |              |              |             |                |          |         |                   |             |            |
| Low-FOV 2D (regular image)                      | <b>ZDP</b>       | 2D_SCREEN |            |          |          |               |                |              |              |             |                |          |         |                   |             |            |
| VR180 stereo left/right equirect Canon RF 5.2mm | <b>r152</b>      |           |            |          |          |               |                |              |              |             |                |          |         |                   |             |            |
| Cylinder mono                                   | <b>CYL2D</b>     |           |            |          |          |               |                |              |              |             |                |          |         |                   |             |            |
| Cylinder stereo left/right                      | <b>CYL3D_LR</b>  |           |            |          |          |               |                |              |              |             |                |          |         |                   |             |            |
| Cylinder stereo left/right half width           | <b>CYL3D_LRH</b> |           |            |          |          |               |                |              |              |             |                |          |         |                   |             |            |
| Cylinder stereo top/bottom                      | <b>CYL3D_TB</b>  |           |            |          |          |               |                |              |              |             |                |          |         |                   |             |            |
| Cylinder stereo top/bottom half height          | <b>CYL3D_TBH</b> |           |            |          |          |               |                |              |              |             |                |          |         |                   |             |            |

2024-10-16, <https://immerVR.com>, suffixes for image format selection picked up by immerGallery 1.3.0 or higher