



Manuals & Guides

360 PHOTOGRAPHY

How to Build a Manual Turntable

- A step-by-step guide to the most important piece of equipment in any 360 studio

Building a 360 Hanging Frame

- Construct an inexpensive hanging frame to spin suspended products such as bicycles, musical instruments, etc.

Finding the Centre of a Turntable

- How to accurately find the centre of circular and non-circular turntable tops

Interval Timer Shooting

- Step-by-step instructions for the Nikon D300

How to Create Glove Animations

- Useful techniques for producing natural looking 360 glove animations

Positioning a Live Model

- A useful hint when shooting people

Shooting Bicycles in 360 Degrees

- The techniques involved in shooting bicycles

Studio Essentials - Fishing Line

- Includes diagrams of how to tie an adjustable knot to makes using fishing line a lot easier

Studio Essentials - Poly Boards

- Learn how to control light and soften reflections in your 360 spins

How to Build a Poly Board Stand

- Instructions for building a flexible support to hold poly boards

Photographing Rings in 360 Degrees

- Two suggested techniques for photographing rings leaving as little post-production as possible

360 Lighting Guide

- Basic lighting for Reflective electronic items

360 Lighting Guide

- Basic lighting for Footwear

360 PROCESSING

Making the Turntable White

- If you want your product on white here's a Photoshop technique to help remove unwanted shadow from the turntable

Smoothing Jumpy Joins

- A quick Photoshop technique to smooth out joins in a jumpy spin. Especially useful for live models

Sharpening 360 Product Spins

- Unsharp Mask settings to get the best out of your Swiftspins

Colour Profiles

- How to set up Photoshop to ensure colour consistency when saving your images for animation

Accurate Cropping in Photoshop

- Eliminate wasted white space with our in-depth tutorial on how to accurately crop as close to your products as possible

Centering a Product in Photoshop

- If your product wasn't accurately positioned on the turntable, here's a tip for rectifying it in Photoshop

Pixel Dimensions for Swiftspins

- A brief guide to dimensions and recommended file sizes

360 TECHNICAL

Animating Spins in ImageReady

- Quickly animate your own 360 spins with basic ImageReady techniques

Animating Swiftspins in QuickTime Pro

- Test your spins in QuickTime or output them for video

Creating Rollover Swiftspins in Flash

- A guide to creating 360 spins with rollover functionality. Use in conjunction with the Adobe Flash 8 or CS3 templates in the Technical downloads section

Creating iPhone/iPad Animations

- Instructions for making your images spin on iPhones and iPads. Use in conjunction with the code supplied in the Technical/Software download section

Embedding Swiftspins in HTML Pages

- Learn how to embed your Swiftspins into your or your client's websites. Simply cut and paste our html code from the manual

Supplying Files for Animation

- Detailed instructions for file naming, sizing and supplying your files in order to use our animation service

Adding Swiftspins to a PDF Document

- Swiftspins don't just have to work online, they can be used in presentations too. Find out how to embed them here

Software Downloads

Standard Flash 'Rollover' Template

- This download enables photographers who have a copy of Flash, the chance to create their own Swiftspins. The template enables you to import your images, and use the mouse to rollover your product to rotate it. Templates come in both Flash 8 and CS3 format

Standard Flash 'Click and Drag' Template

- Similar to the Rollover template, this allows the user to click and drag the image to spin the product

Swiftspin for iPhone/iPad Code

- We provide all the code to our members, for free, for anyone who would like to make their Swiftspins iPhone or iPad compatible

Marketing Resources

Referral Scheme

- Enquiries for 360 product spins received by the Swiftspin studio are passed on to members via Twitter

Directory Listing

- Advertise your services for free in our online 360 product photographer search facility

Brand Guidelines

- The corporate identity manual gives instructions for using logos, typefaces, images and wording in all Swiftspin® promotional material

Feature Samples

- These can be used to show what features are available within the Swiftspin® Software.

Includes: STANDARD ; SINGLE ZOOM ; SINGLE MAGNIFY ; FULL ZOOM ; FULL MAGNIFY

Product Samples

- We appreciate that most members will not have their own samples when they first start learning the skills of 360 spins. Therefore, we provide samples to show what products you are able to shoot in 360. Includes: FOOTWEAR ; HANDBAGS ; FIGURINES ; JEWELLERY ; WATCHES ; MODELS

Accredited Logo

- Promote the fact that you are part of the world's largest collection of independent professional 360 product photographers

Enquiry Pad

- There is a lot to remember when taking a brief for 360 spins. This useful resource will help you collect every detail you need from potential clients