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## Creating a Custom VR Room in Samsung XR

### About Cubemaps

A cubemap is an equirectangular image (a single, stitched image of 360° horizontally and 180° vertically) that’s mapped out into a collection of six square images. As a collection, the six images are stitched into a 360° skin, or VR Room. You can find general information about cubemaps here ([https://en.wikipedia.org/wiki/Cube\\_mapping](https://en.wikipedia.org/wiki/Cube_mapping)).

**NOTE:** This background visual is different than your channel banner image that displays on the website and mobile apps.

### Creating your first Cubemap

1. First, you’ll need a **360 panoramic picture**. (The picture has to be in equi-rectangular format, 2:1 aspect ratio.) You can use your own asset, or source one online.

2. Next, you’ll need to use software to split the image into a cubemap. Here’s a free option: <https://jaxry.github.io/panorama-to-cubemap/> (<https://jaxry.github.io/panorama-to-cubemap/>). Upload the panorama, allow a few minutes for processing, and await the 6 tiles of a cubemap which appear laid out like a cross. (If you were print it out, you could fold it into a neat little cube. Hence its name – “cubemap”.)

3. After the image has been converted into a cubemap, save the images according to the naming convention as shown in the image: Up, Down, Left, Right, Front, Back.

Upload a panoramic image:  26038409867...1d0f\_o.jpg

- The image should be formatted with the equirectangular projection.
- The image should have an aspect ratio of 2:1 (the width must be exactly twice the height).

A cubemap will be generated from your image.

**Settings**

Cube Rotation: °

Interpolation type

Lanczos (best but slower)  Cubic (sharper details)  Linear (softer details)

Output format

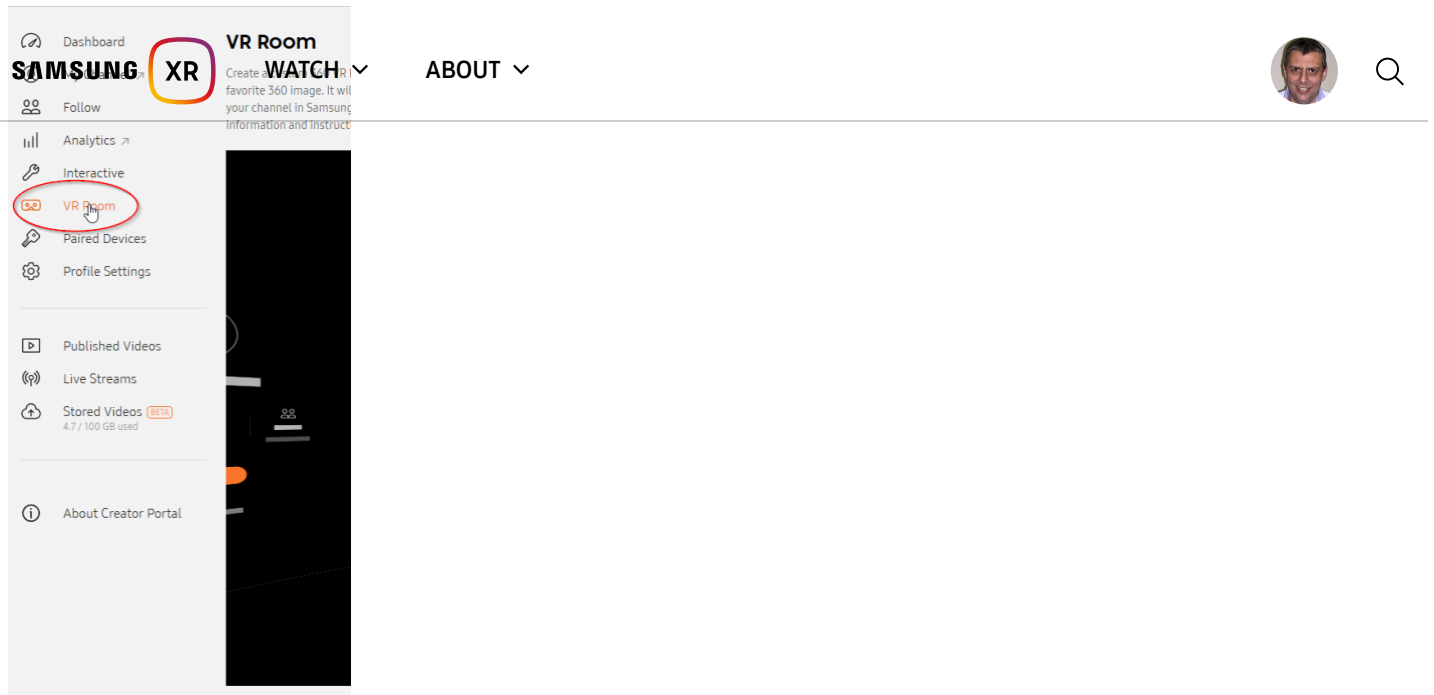
PNG  JPEG

**Output**

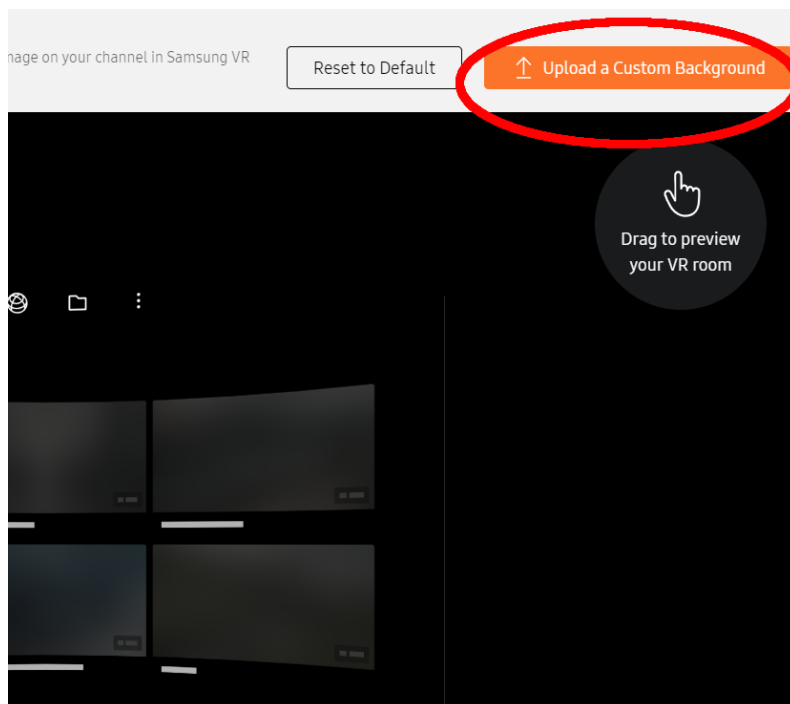
Click each cube face to save it to your computer.

### Uploading to Samsung XR

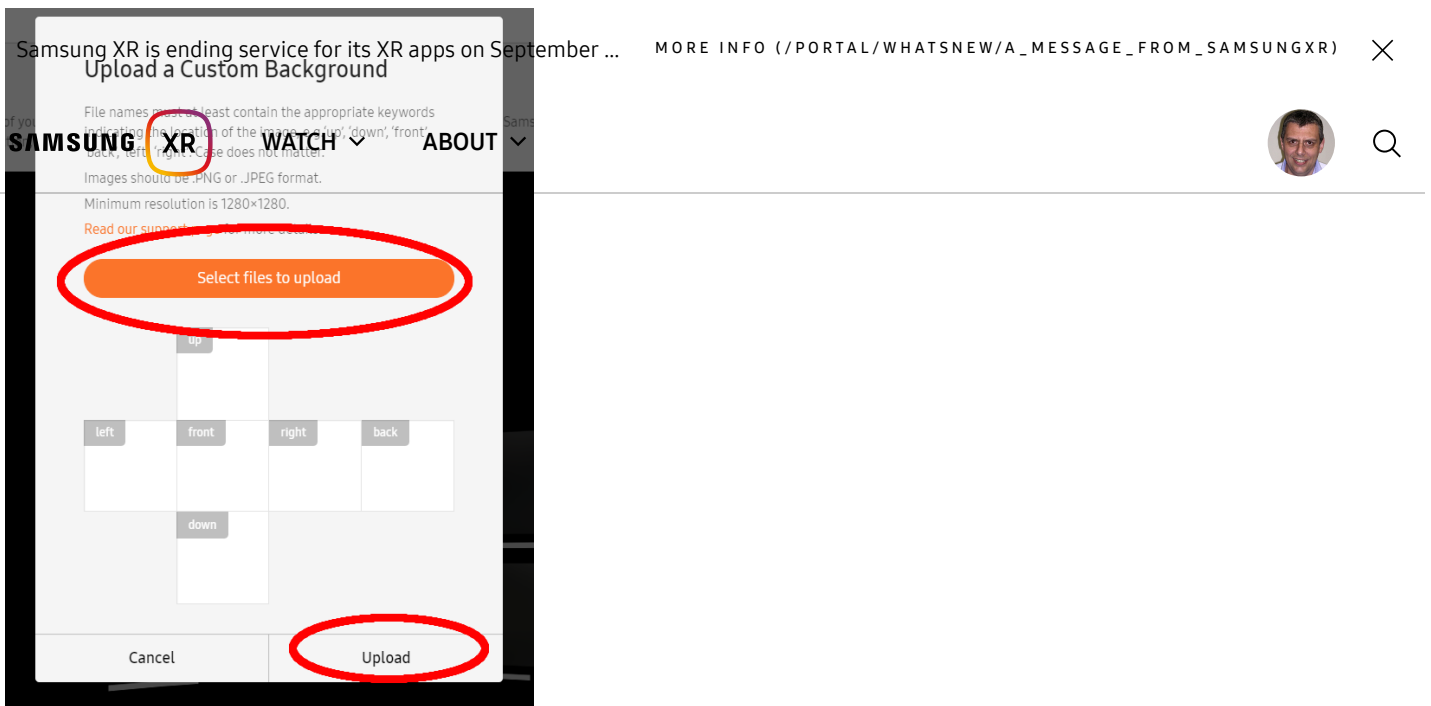
4. Log into your account and navigate to the Creator Portal. You will find the VR Room option on the left side menu. Click on **VR Room**.  
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5. You'll be taken to the VR Room preview screen— click **Upload a Custom Background**, located in the upper right side of the screen.



6. In the pop-up, click **Select files to upload**— be sure file naming convention is: **up, down, left, right, back, front**— then click **Upload**.



7. Give the system a few minutes, then refresh your browser to see a visual representation of your newly created VR Room!

8. Grab your VR Goggles to check it out in the Samsung XR headset app. You'll need to be logged into your account. Tap **More Options**. Tap **My Channel**. Wait a few seconds to see the room update with your custom image.

## Troubleshooting

If your custom VR room is not displaying:

- Refresh your browser. Your custom VR room may take a minute to update.
- Make sure all six images are uploaded. The default background will display unless all of the cubemap images are uploaded.

If your images are not displaying in the cubemap:

- Check the files' format & resolution: Images should be **.PNG or .JPG** with a minimum resolution of **1280 × 1280**.
- Double check naming convention: **up, down, left, right, front, back**

If your images are misplaced in the cubemap:

- Triple check the proper name is on the correct image. For example, if the **left** image is incorrectly named "up", then the VR Room will place the **left** image at the top of the VR Room.
- If you previously uploaded a custom VR room, make sure you have updated all six images with the new cubemap image, otherwise your VR Room will display inaccurately.

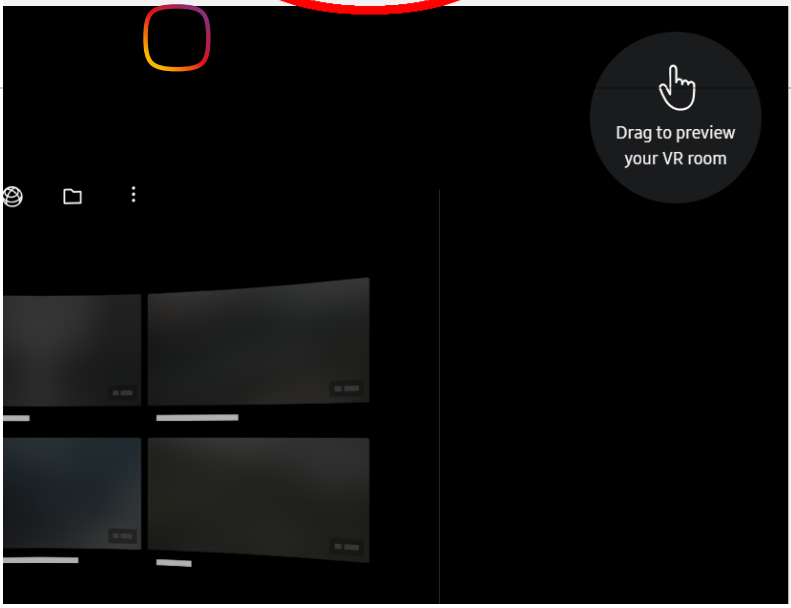
If you do not want your custom VR room to display anymore:

- Click **Reset to Default**, located in the upper right side of the screen on the main **VR Room** dashboard in the Creator Portal. Your channel skin will then default to our service UI.

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Reset to Default

Upload a Custom Background



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