

Fisheye Lenses:

A fisheye lens is an extremely wide angle camera lens that captures more image than the human eye can see. The resulting image appears curved and distorted. Images taken with fisheye lenses are used in Virtual Reality photography to capture a complete 360° view with as few images as possible.

The number of images that you need to shoot is determined by how much data is captured with your camera and lens combination. The VR BAR allows you to flip your camera up which enables you to take an additional top or “zenith” shot. I recommend taking this extra shot whenever there is detail that you wish to capture. The zenith shot eliminates distortion in the area of your virtual tour that the viewer sees when they look straight up.

The following chart is meant to be used as a guide and is believed to be accurate. It is not meant to be all inclusive. I have attempted to list some of the more common fisheye lenses available at the time of this writing. Lists such as these become obsolete whenever equipment is modified or introduced. Beware, there are lenses available on auction sites such as eBay that claim to be fish-eye lenses. In fact, they are wide-angled lenses and are of no use in quality VR photography.

Fisheye Lens	Camera	# of Images Recommended	Top / “Zenith” Shot
Sigma 8mm	Non-full-frame sensor	4	Recommended
Sigma 8mm	Full-frame sensor	4	Recommended
Peleng 8mm*	Non-full-frame sensor	4	Recommended
Peleng 8mm*	Full-frame sensor	4	Recommended
Olympus 8mm	Non-full-frame sensor	4	Recommended
Olympus 8mm	Full-frame sensor	4	Recommended
Nikon 10.5	Non-full-frame sensor	6	Required
Nikon 10.5	Full-frame sensor	6	Required
Sigma 15mm	Full-frame sensor only	6	Required

** The Peleng 8mm is a manual fisheye lens. I recommend that only experienced photographers use this lens. There are no automatic features at all including focus. At this point in time, the manual is written in Russian.*

TIP – Using the Sigma 8mm Fisheye Lens

Be sure to remove not only the lens cap but also the *ring* that retains the lens cap. You will not get a full 180° view if you leave this ring on your lens.

