

**bold: our recommendation** LR = left/right TB = top/bottom H = horizontal V = vertical F = full (vs. half-resolution), but we always assume full, except Low-Fov 3D l/r half P = picture, but we always assume picture 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								
Low-FOV 3D left/right half width	<b>LRH</b>	3DH	3DPH													
Low-FOV 3D top/bottom	<b>TB</b>	FULLTB	FULL_TB													
Low-FOV 3D top/bottom half height	<b>TBH</b>															
Low-FOV 3D red/blue anaglyph	<b>ANA</b>	ANAGLYPH														
Low-FOV 2D (regular image)	<b>_2DP</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>															

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