

GAMES IN CONCERT

Collaborative Music Making in VR



ABOUT

The Games in Concert Project explores the possibilities and possible implications of collaborative artistic creation of music in virtual reality.

Therefore a VR environment and three virtual instruments have been designed to create and shape sound in various ways.

INSTRUMENTS

PAINT The artist can literally paint music in the 3d space. Parameters such as position, size, color and materiality of the strokes are translated into sound.

TREES The artist can add and sculpt sounding objects in the 3d space. Parameters such as position, shape, size, color and materiality of the objects are translated into sound.

SEABOARD An external input device was used to explore the possibility of non VR instruments being incorporated and visualized in the VR space.

SCENE

For presenting the spectacle in a more classical manner we introduced the "Game Jockey", Acting as the link between artists and public, his view and hearing are rendered on a

large screen and multiple speakers, providing a visual experience with surround sound.



STAGE

Additionally, a stage setup has been implemented to explore the impact of a VR Concert to an Audience. As the artistic content is localized in the virtual space, the

spectator can freely explore the VR environment and the artwork from his/her own perspective, or directly observe what the artists are creating.



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