

# VR Techno Room

\* Multi device support → Desktop, laptop, mobile

• WebXR → VR/AR web support

• Three.js → Web 3D framework in javascript

✓ Lightweight

✓ Immersive

✓ Musical experience

? Interactive

? Collaborative

## \* Visual references

### Geometric shapes

Bright colours



Neon lights



Movement



Grids

Patterns



## 3D Static Experience

- 1 stage → Evolving  
Transforming  
Changing

- Changes guided by the music.

↳ Cue points (DJing):

- "Mark different parts of your song"
- Set manually

## 3D On Rails Experience

- Traveling to different stages

---

EQing → "An equalizer is simply a volume control which only affects certain frequencies"

Low



Mid



High

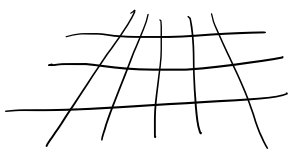


- They are located on different parts of the sound spectrum.
- Some of the sounds share or are located on multiple bands of the spectrum.

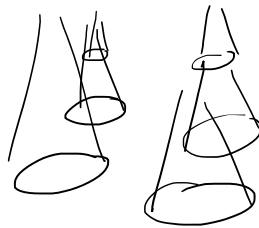
# Visual representation

Low / Bass → This sounds are perceived as softer by the human ear.

- It might be represented by the floor in the room



Neon grid



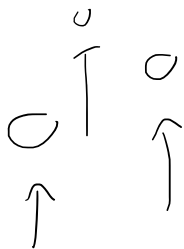
Spotlights



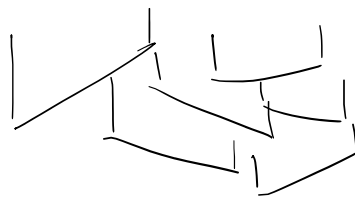
Geometric waves

Mids → "Often contains large parts of the songs melodic and vocal elements"

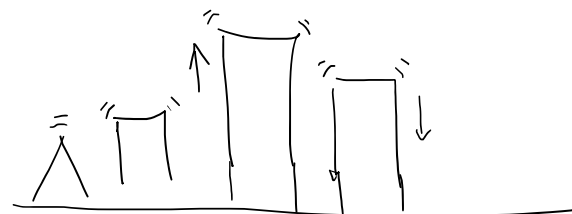
- Might be represented by the middle space of the room.



Floating elements



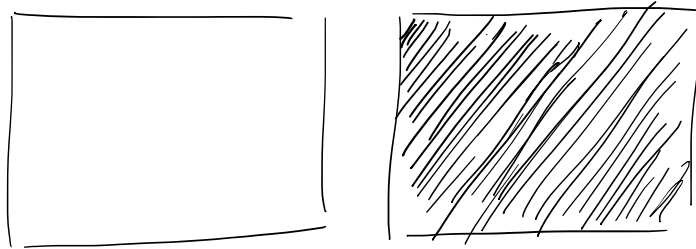
Floating neon elements



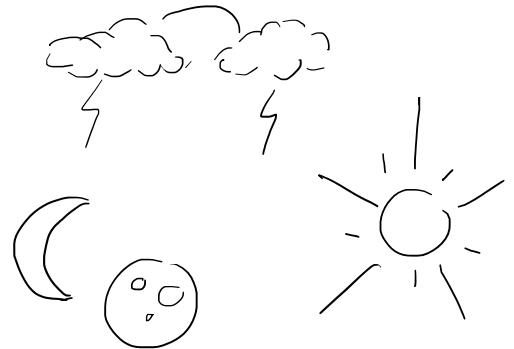
Reacting 3D elements

Highs → Hi hats, snares, higher frequencies melodies and vocals

\* Manipulate the sky of the room



Different backgrounds



Different scenery