

Asset Sheet

Hatsune Miku Avatar (Main Performer)

The main 3D asset will be a highly detailed, real-time-rendered avatar of Hatsune Miku. The avatar should include dynamic expressions, hair, and clothing that respond to the rhythm of the music, as well as lighting effects that sync with the music. Miku's design would incorporate futuristic elements, consistent with her virtual persona, with possible clothing changes and effects such as neon lighting.

By making her highly interactive and responsive to the concert environment, she becomes a central point for the audience, keeping them engaged. In VR, Miku's performance can respond to users' actions and movements, which enhances the overall immersion for the virtual concert attendees.

Link to 3D Asset: <https://sketchfab.com/tags/miku>

Virtual Stage and Environment

The stage design will feature a futuristic space that includes both digital and natural aesthetics. Similar to a transparent, holographic stage with floating platforms that change colours and morph in sync with the music. There will be neon and particle effects with lighting and visuals that shift according to the song's tempo and mood. This stage design ensures the stage does not feel static, enhancing the feeling of a live concert within virtual reality.

By combining elements from physical concert stages and virtual, abstract spaces, the environment gives users the sensation of being immersed in a game. The dynamic nature of the stage will make users feel like they are in a constantly evolving concert, keeping them engaged throughout the performance. The mixed reality aspect would benefit from physical gestures tracked and reflected on the virtual stage, creating an interactive experience that matches the crowd.

Link to 3D Asset:

<https://sketchfab.com/3d-models/concert-stage-e76209e5f0224c95b36a12fd5593ed7e>

Audience Avatars

To improve the social aspect of the concert, the virtual crowd will have customizable avatars of the crowd, which will be highly reactive to the performance. These avatars can include animations such as clapping and cheering, or synchronized movements such as waving glowing sticks that respond to Miku's cues and the music. The avatars can also be programmed to react to user inputs such as hand gestures or voice commands, creating an engaging crowd experience.

Integrating interactive avatars allows the crowd to feel alive and connected to Miku. This creates a sense of social presence, improving the immersive experience by making the user feel as if they are part of a live audience. By having the crowd react in real-time, they immerse the user, allowing for a greater VR experience.

Link to 3D Asset:

<https://sketchfab.com/apo11o/collections/crowd-4ed1c0ad5720496998b5a708aafddee9>