**Project Brief**

The music industry is always looking for ways to connect fans and artists together and innovating to bring more engaging experiences in live events. It is also always looking for ways to create different types of music that appeal to different audiences, such as virtual singers and idols. Recent innovations in AR, VR and mixed reality in general can be used to enhance and improve the live music experience, especially those not able to attend real life events, and creating new experiences to entice fans. The main aim of this project is to create a virtual environment for live music and concerts that is engaging and immersive to the viewer.

Our proposed solution is to build a virtual environment in VR that replicates a real-life concert hall. This environment would consist of a stage where the artist in question would perform, as well as seating on the floor for concertgoers and on a higher level using three separate platforms. As this is a virtual environment, we also have more flexibility and freedom over what and how lighting and special effects are used, as well as the option to change the size of the environment if needed. This allows us to put a twist on the traditional concert setting which are limited by what is possible in the real world compared to our solution which allows us to design environments that cannot be easily replicated in reality, in turn, achieving our aim of creating an engaging and immersive experience for music fans.