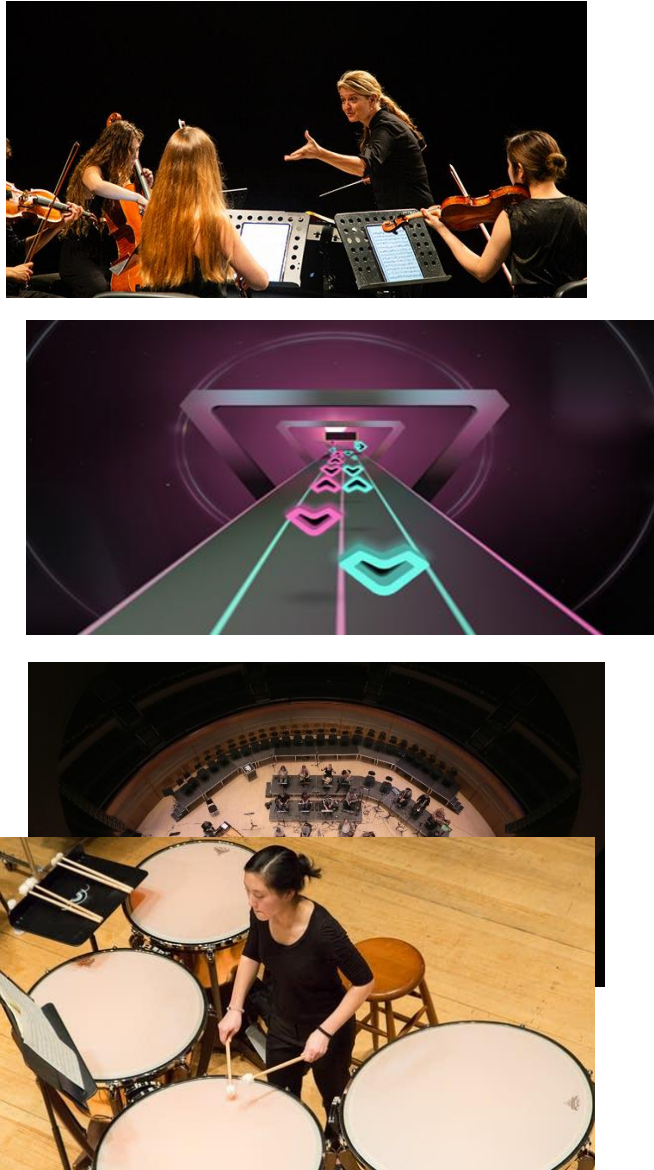


**WEB BASED AND MOBILE VIRTUAL AND AUGMENTED REALITY SOLUTIONS
2026**

Project Name	Symphonic Hero
Your Name	Oto Jauja
Goal	"Feel the beat of the symphonic stage!" Play the Timpani drums with the symphonic orchestra.
Target Hardware	Meta Quest 2 / 3
Visual & Audio Design	
Environment Description	Concert hall stage, a part of the symphonic orchestra, Timpani drums in front lights on stage, people in the crowd
Reference Images, Mood Board	

User Experience	
User Persona, target audience.	Practicing drum students, Timpani players, students, anyone
User Journey	Step 1 -> Spawn infront of the timpani; Step 2 -> Picks up the timpani drumsticks; Step 3 -> Starts the experience and the symphonic music starts; Step 4 -> Visuals appear infront when the player should hit the timpani (Idea 2 – no visuals, just REAL notes infront of the player); Step 5 -> User gains score based on how accurate they were (Idea 2 - User has to follow the conductor and the notes to hit the timpani at the right places)
Interaction Model:	Movement: Stationary Interaction: Gaze cursor, grabbable with hands or controller
Technical Implementation	
Tech Stack	<i>Visual Studio Code, WebGL, Blender, A-frame, JavaScript, A-frame components, Meta Quest 2</i>
Assets List	<i>Visuals: 3D models, textures, UI elements Sound: Ambient orchestra music, ambient sounds, sound effects Tools/code: scripts, shaders</i>
Calendar (Reached specific goals at the end of day)	10.01.2026 Early Alpha Rough prototype 15.01.2026 Prototype 16.01.2026 Finished Prototype 22.01.2026 Finalized project demonstration.