

Soul Link

A VIRTUAL REALITY EXPERIENCE
WITH CUSTOM VOICE
INTEGRATION

D. K. Charan Raj 221701011

Adhithya P. G. 221701005

Abstract

- This project aims to address loneliness and emotional isolation by creating a Virtual Reality (VR) chatbot that brings the essence of loved ones to life . The platform features a lifelike 3D character capable of engaging in natural conversations through text and custom voice synthesis . By leveraging advanced conversational AI and VR technology, users can relive meaningful interactions and experience a sense of connection with those they hold dear .
- The chatbot bridges the gap between virtual presence and emotional engagement, providing comfort and companionship in a deeply personal way . Through real - time voice responses, and immersive VR environments, this project offers a unique solution for individuals seeking solace and connection in moments of loneliness .

Introduction

- Problem

Loneliness and grief are major concerns in today's fast-paced world. Many individuals struggle with the absence of their loved ones, leading to emotional distress. Our project leverages VR and AI technology to create a meaningful experience where users can see, hear, and interact with a virtual representation of their loved ones, helping them find solace and connection.

- Key Features :

- * Lifelike 3D character with animations
- * Custom voice synthesis
- * Voice and text communication

Objective

- Primary Objective :
Develop an interactive VR chatbot combining conversational AI with immersive VR environments .
- Specific Goals :
 - 1.Create a lifelike 3D character .
 - 2.Enable voice synthesis with customization options .
 - 3.Provide seamless interaction via voice and text .
 - 4.Enhance user engagement through personalization .
 - 5.Build an intuitive VR environment .

Literature Survey

ChatGPT

1

No custom Voice support, Doesn't have a 3D character.

ElevenLabs

2

No Realtime text or voice interaction, Doesn't have a chatbot like feature.

Happy Tears VR

3

No text or voice communication. No interaction.

Methodology and Progress

- Completed Tasks:

- 3D Modeling of the person.
- Environment setup for immersive experience.

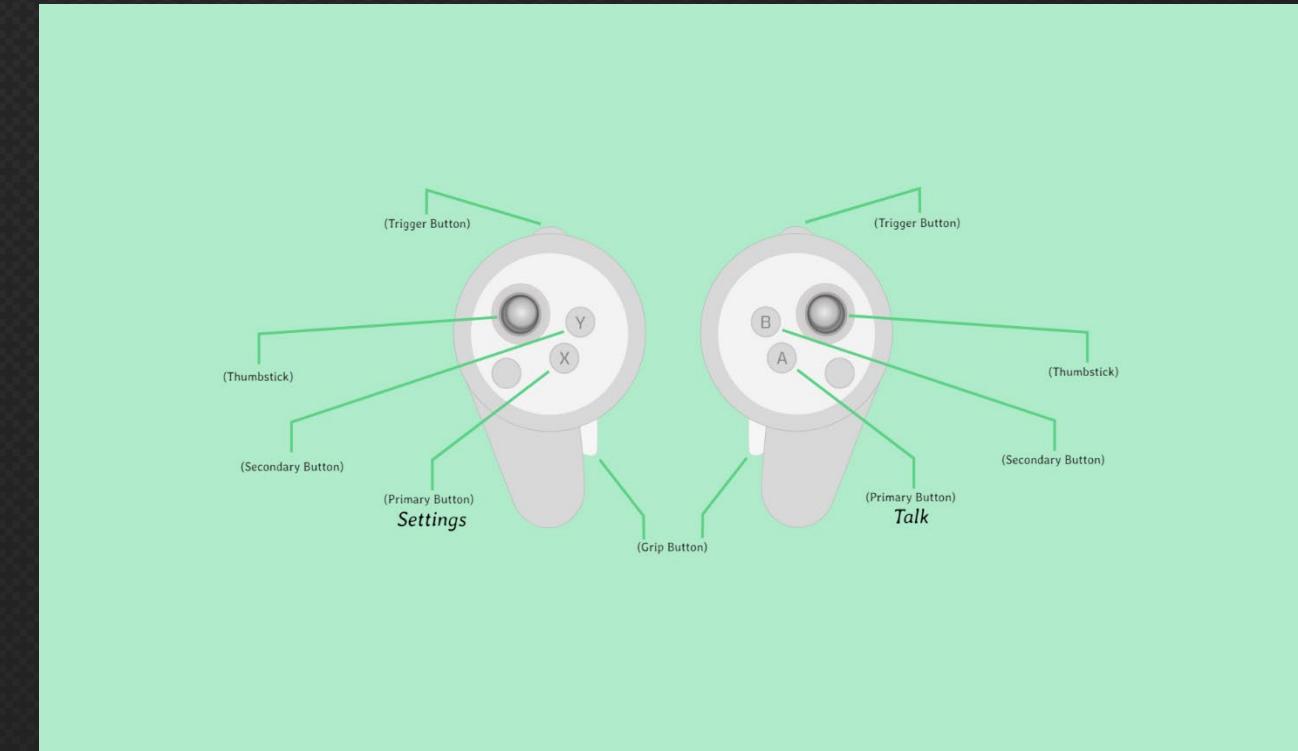
- Next Steps:

- Implement conversation system.
- Optimize user interaction for emotional engagement

Expected Impact

- Helps individuals cope with loss and loneliness .
- Provides a safe and controlled emotional support system .
- Enhances mental well-being through immersive interactions .
- Pioneers a new way of using AI and VR for emotional healing .

Output



Thank You