

Questions and Answers

1. How do we achieve “Fly-Through” Experience?

Let's take an example of a square spaceship with each corner having a sensor outside to capture tensors of what is observed outside and an associated speaker inside.

Observation Outside Space -----> **Outer Sensor** -----> Tensor of N Dimensions
Tensor of N Dimensions -----> **My CLI App** -----> Sound.wav
Sound.wav -----> **Speaker** -----> Audio

This is how passengers will experience objects passing by in real time. As most of the space is empty so most speakers will not produce sound as shown in the video example.

2. How will sound enhance the experience?

Size of Object directly changes the duration of which a sound is played. For smaller objects a sound of small duration and longer sound for large.

With more data the amplitude of sound varies, with constant data like color or texture of a constant sound. shown in the video example.

Also by adding the Doppler effect that sound will be played in opposite speakers.

3. How is this 3D Data?

3D or 360 Degree Data is a combination of knitting 2D plates in such a manner that it surrounds.

So the sound will be produced for each patch played in corners speakers to make it also 3D/360.

4. How many Instruments are there in your lib?

Following are the instruments

Piano, Violin, Guitar, Flute, Trumpet, Saxophone, Drum Kit, Clarinet, Cello, Harp, Trombone, Accordion, Electric Bass Guitar, Xylophone, French Horn, Bagpipes, Banjo, Marimba, Organ, Theremin etc.