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ART175

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5/17/18

Music Visualizer VR Experience

My final VR project is a music visualization experience. Inspired by a previous project in Art104, where I made an audio visualizer with Processing. I wanted to make an audio visualizer where you can stand inside to experience it. A lover of music and abstract visuals, especially with a lot of lights, I wanted to make something that I could enjoy outside of class. The final outcome of this project is somewhat satisfactory to me. There are a few more things I want to add in but I felt like this was a great start.

The music visualizer works by taking in audio data such as the intensity of the overall volume and calculating an average to produce a value. That value is then plugged into a parameter of an object such as scale and light color intensity. The objects visual's are affected depending on the music's volume.

The learning process of making this project was time consuming and a great experience. I got to learn how to script in C# and learn more about audio data. I was hoping and expecting the scripting would be similar to Processing but it was completely different but the idea is still the same. The overall aesthetic of this piece is based on my James Turrell's work. I was inspired by his pool installation and his use of neon lights. I always liked how water refracts and reflects light and wanted to incorporate a pool of water in my scene. The objects in the scene includes simple shapes such as boxes and plus signs. I wanted to have simple geometric shapes to give off a retro feel with simplicity. My color choices are based off on my favorite neon colors; blue, green, pink, and purple. I am satisfied with the outcome of this project but will continue to work on it in the future.

