

CHROMESTHESIA

**<IntroFilm>**

# **Like a child exploring a new world for the first time ...**

**... did I have many first times while developing:**

- FFT and Spectral Flux Analysis**
- Building a world based on frequencies' amplitudes**
- Developing for VR / Oculus Quest**
- Making decisions**

# **FFT and Spectral Flux Analysis**

- What is FFT?**
- What is Spectral Flux Analysis?**
- Working with the data**
  - - logarithmic staggering**
  - - finding the right scaling**

# **Building a world based on frequencies' amplitudes**

- What do I wanna show?**
- - Sound exploration should be interactive to have fun while "learning"**
- - Also ability to just kick back and relax**
- The way to the tunnel grid**

# **Developing for VR / Oculus Quest**

- Optimizing performance**
  - - OVRProfiler to gain insights**
  - - Generating a single mesh to reduce draw calls**
- Working in 2D for 3D**
  - - Scaling and feel is vastly different with the headset**
- Interactions**

# Making decisions

- **Inability to incorporate the SoundCloud API**
  - **API only gives streaming URL, but we need to download a file into to game's assets, to "unpack" (decompress) the sound so our time domain is right**
- **Styling: 2 Worlds**
  - **How I hope the "Metaworld" of Chromesthesia is able to sell an emotional high, because of it's relaxed counterpart in the "Selectworld"**