



# Virtual Oddity

## - immersive musical experience

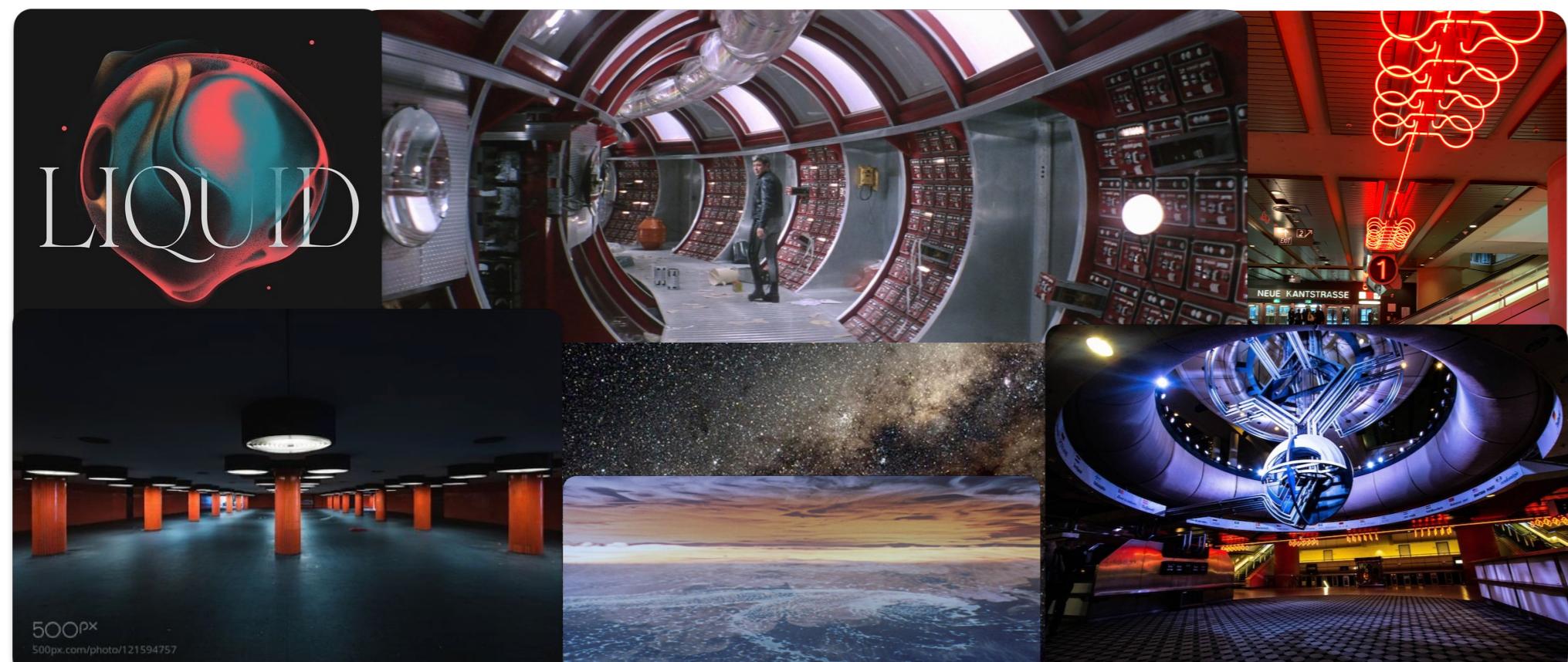
HTW Berlin, Fachbereich 4, Informatik in Kultur und Gesundheit, Mixed Reality  
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### Idea

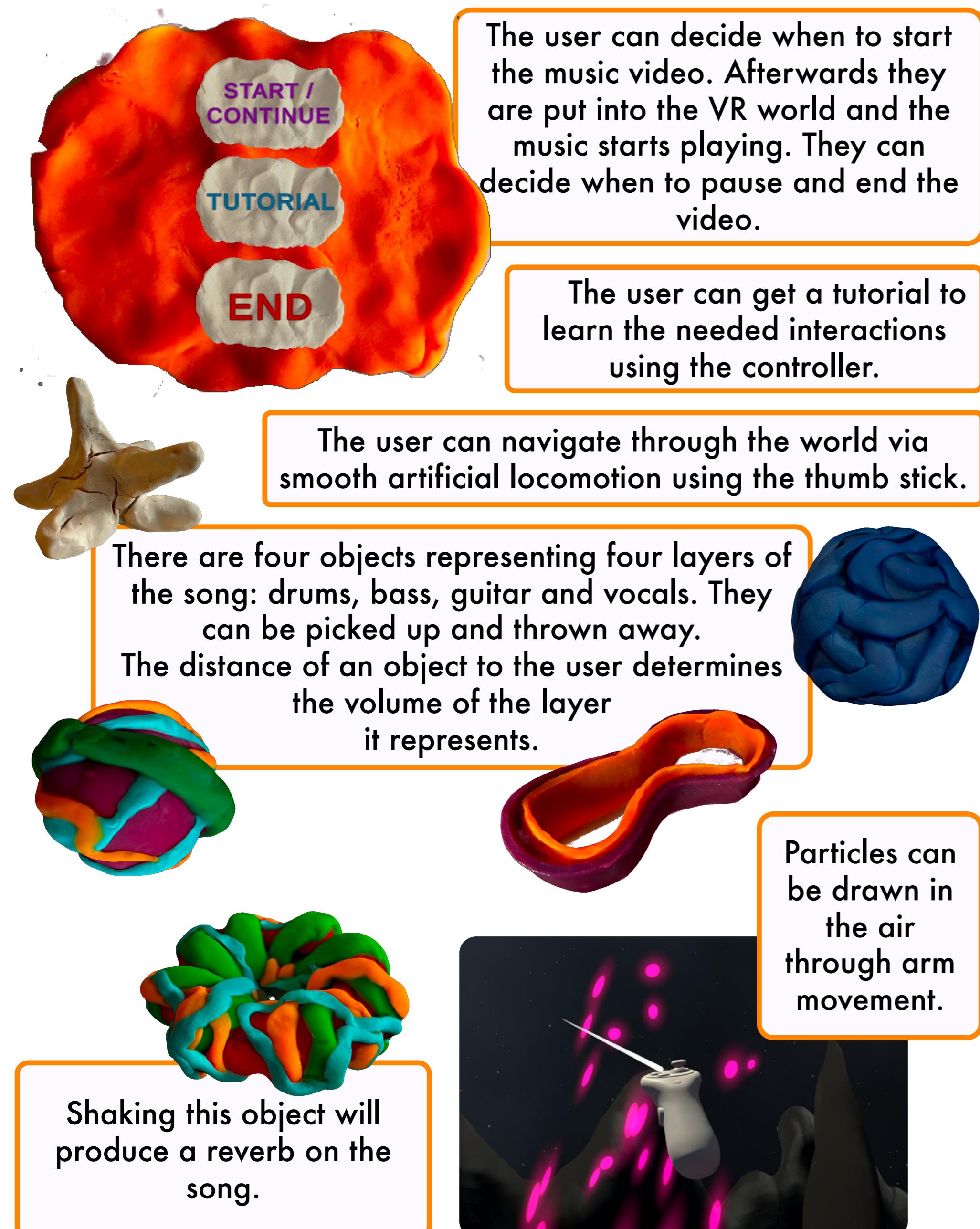
- Virtual Oddity:** Interactive music video in VR
- 'Space Oddity' by David Bowie
  - For headset HTC XR Elite
- Concept:** Immersion into a VR world
- World is in sync with the song playing
  - User can manipulate the world and the song
- Goal:** An immersive musical experience
- Telling the story of loneliness and detachment from reality referred to in the song

### Design

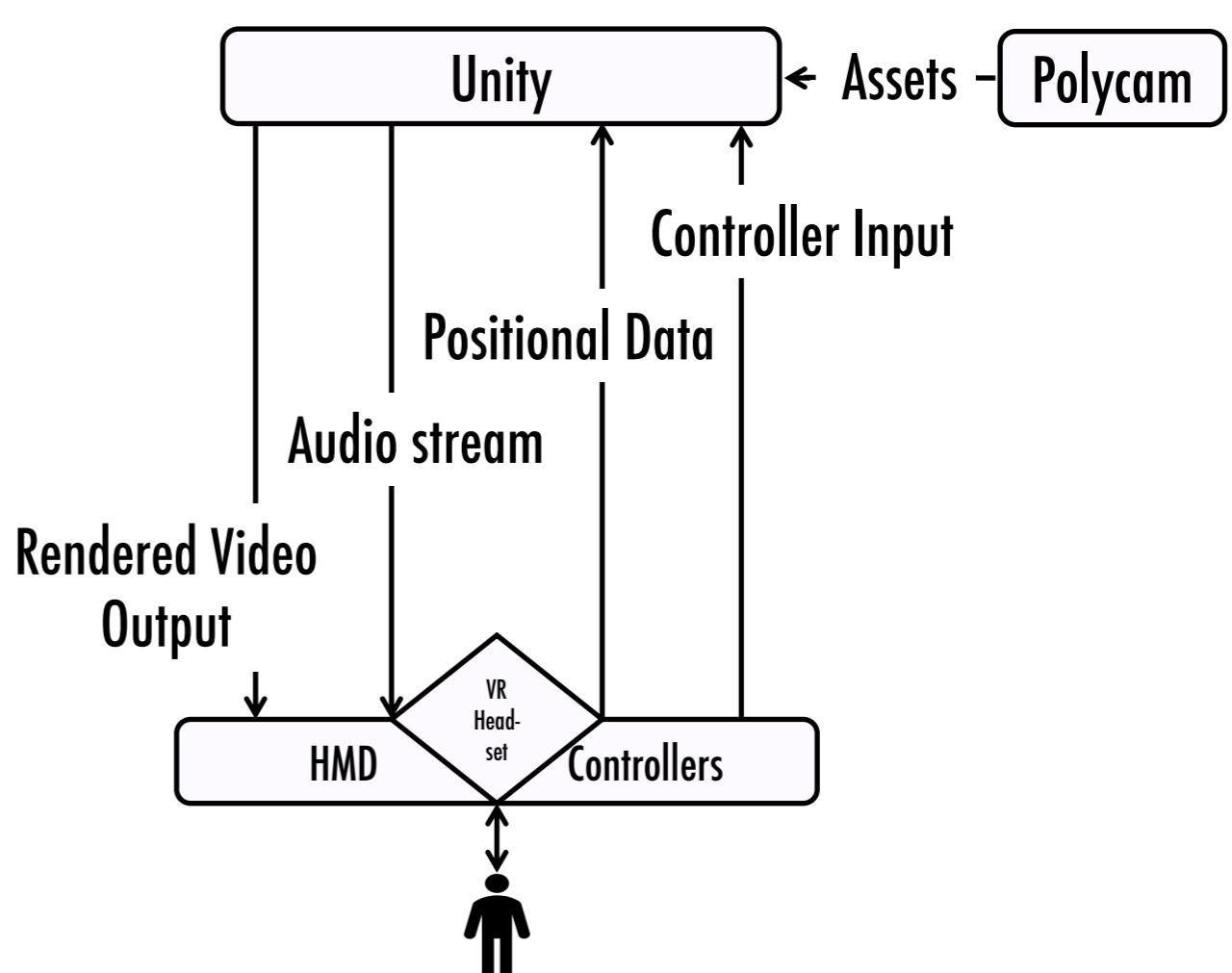
- Inspiration:** Space, Space Age, Messe ICC, Science Fiction, Solaris, Future Fantasies
- Characteristics:** rounded, expanding waves, flowing, bold, bright lights, dark shadows
- Execution:** 3D Scans of clay models



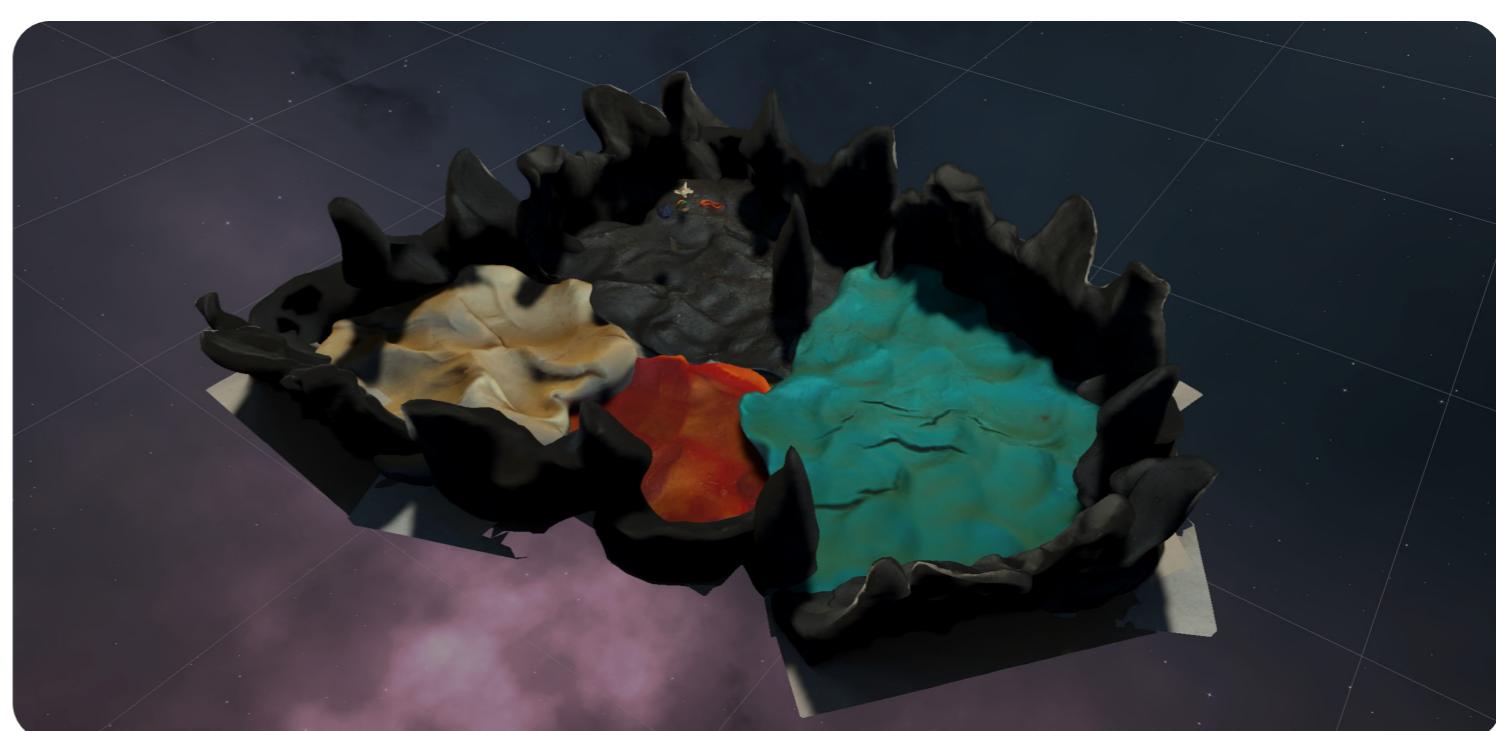
### Interaction



### System Diagram

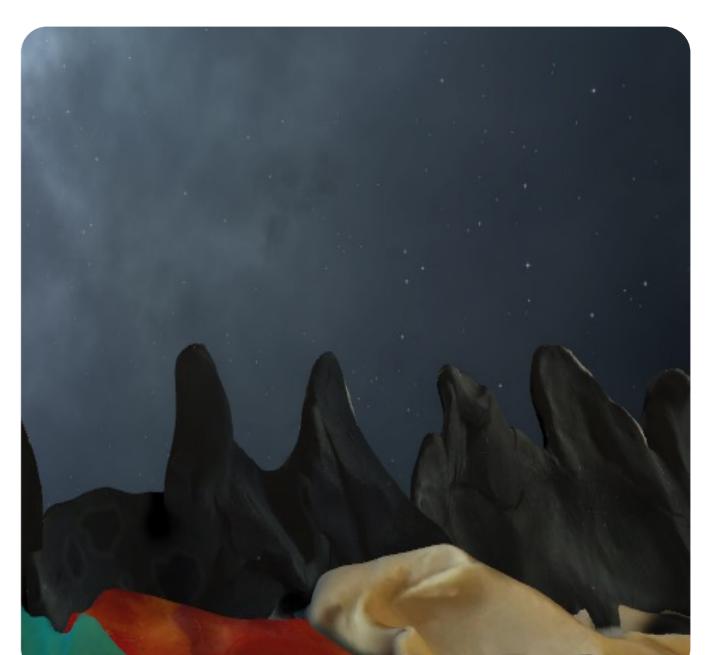
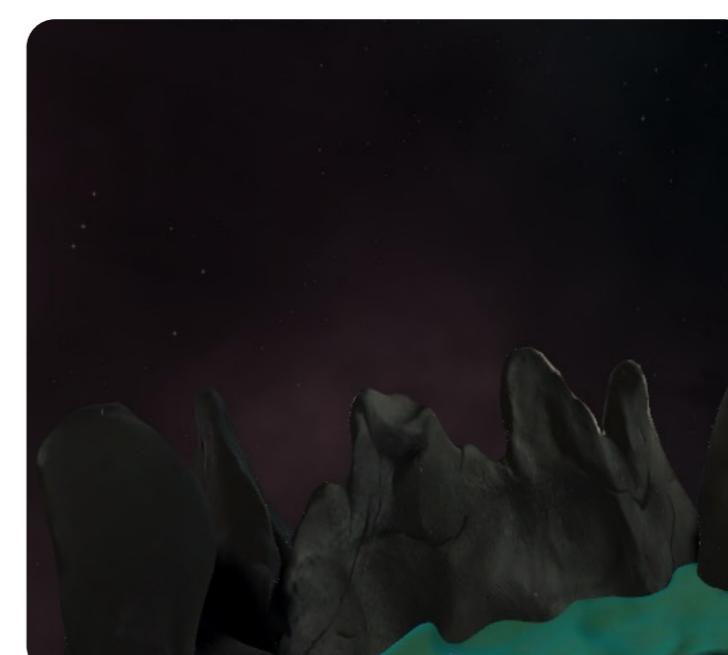


### Immersion



The virtual world is a small area enclosed by mountains.

The sky changes color over time underlining different segments of the song and its narrative.



### Conclusion

- There are still elements to be further implemented like more interactive objects with sound effects, a selection of particles and more elements in sync with the world
- Virtual Oddity opens up a new space for a more expansive, experimental, interactive and immersive experience of a song

### References

- HTC VIVE. (n.d.). VIVE Controller für XR Serie. [https://www.vive.com/de/support/vive-xr/category\\_howto/about-the-controllers.html](https://www.vive.com/de/support/vive-xr/category_howto/about-the-controllers.html)
- Singleton, A. (2022, January 6). Moving around in VR: Artificial Locomotion - PintSizedRobotNinja - Medium. Medium. <https://medium.com/pintsizedrobotninja/moving-around-in-vr-artificial-locomotion-18cbbec024fa>