Synesthetic Third Space Q&A and Notes

Does Mixed Reality or Virtual Reality better suit our project objective?

- → MR (on AVP too)

Mechanics, Collider actions

- Colors and shapes generated from diff sounds can collide/interact with each other
    - Collider reactions can cause visual distortions or have soft body physics (squishing/bouncing/rippling effect)
    - Rhythm-based interactions -moving in sync with the beat
- Building out physical materials that contribute to a space

User Interactions

- Controls for music and sound effects
- Select the genre with gestures
- Building array
    - Use hand gestures to build world
        - Swipe to clear object
        - Crush or expand hand gesture to resize
- Physical engagement
    - haptic/visual response to user movement (like trails of light or particles following gestures or movements)

Special Objects

- Portals: float between musical worlds, visually themed after the music
- Reactive terrain (ground that ripples/glows/transforms based on rhythm
- Sound emitting objects

NOTES FROM CLASS:

Example: third space scene

Multiplayer: 2+ headsets, can be diff locations, but not shared world

- Set up the room, and one wall becomes a window to their room - one wall removed, and see their avatar in their space
- PORTALS!
- Can interact, but can't go in their space
- For example, party verses
    - 4 player, everyone is in a corner, hot potato style

Mixed reality setting -

- Shared objects in the virtual space
- Floating objects in sync with beat from music
- 3d mapping in both spaces
- Spatial Audio items associated with

- In unity - audio component to object, + 3d audio
- Use pun (photon unity network)? free for multiplayer shared object
- Asynchronous multiplayer experience - not necessarily shared but same world
- Space - unity default template has objects - duplicate and switch out the 3D component