VR Disco

Theia VR
Team

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Problem/Opportunity

Exposure for startup DJs

New VR Music Experience

Lack of VR Social Interaction

Make VR a lifestyle product
Background

Inspiration:
Silent Disco
Idea

- Virtual Disco Room where users can listen to music in real time and see other users and their movements
- Lets DJs live stream to an audience via virtual reality for users on Google Cardboard
- Virtual avatars mimic real movement such as head bobs, lateral movement, and tilt
- Lights affected by different music
- Future expansion towards other genres of music such as concert halls, and outdoor music festivals
Features

- Unique Disco Venue
- Movement Responsive Avatars
- Functional Multi-User Network

Fun Immersive Social Experience

Great Introduction to VR
Demonstration

Screen Shot from Theia’s VR Disco
Milestones

- 6th week: Accomplished networking among different users, allowing for simultaneous streaming of mp3 files
- 7th week: Completed motion and accelerometer I/O and character design
- 9th week: Designed the venue
- 10th week: Synchronized the lighting
- 11th week: Aesthetic polishes, additions, and tweaks
Challenges

- Conveying authentic human navigation and mannerisms in the avatars
- Network latency and general synchronization
- Interesting venue design
Room For Improvement

- Tweaking the physics of stationary objects and avatars
- Integrating more realistic effects and avatars
- Integrating real sense sensors to provide more realistic avatar movement
- Using non-native design software in order to polish up user experience and design other venues
- Music Streaming
Questions?