VR Disco

Theia VR
Team

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Problem/Opportunity

Exposure for startup DJs

New VR Music Experience

Make VR a lifestyle product

Lack of VR Social Interaction
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
Why Possible: Feasibility

Tiny Reddit Project using Oculus - Lacks on demand music streaming
Timeline

- 5th week: Room and asset designs for different settings (EDM, rock, classical, etc.)
- 6th/7th week: Complete networking among different users, allowing for simultaneous streaming of mp3 files
- 8th week: Complete motion and accelerometer I/O and character design
- 9th/10th week: Possible Extensions (microphone integration, real time playlist updates, light synchronization with rhythm)
Questions?