Testimonials



Gathering data yet… Do not hesitate to send application examples to blendervr@limsi.fr

Ghost Orchestra

The Ghost Orchestra project is an audio-visual exploration of a virtual orchestra performance in the Notre Dame Cathedral of Paris. Using BlenderVR for the graphics and scence graph, connected to MaxMSP for the spatial audio rendering, an exploration of the Cathedral during the concert, while sitting on a magic carpet, is achieved. Using an Oculus Rift HMD, full 360° head-tracking and stereoscopic imagery was realized.

<html> <iframe width="684" height="384.5" src="https://www.youtube.com/embed/-dPiAJyEonA" frameborder="0" allowfullscreen></iframe> </html>

This project was funded in part by the FUI-BiLi project on Binaural Listening and the ANR-ECHO project concerning Digital Heritage and Historic Auralizations.

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Last update: **2016/01/14 11:40**