Virtual Instrument

Merve Kılıçarslan Yağız Efe Mertol Ege Özcan Çağla Sözen Murat Tüver Supervisor: Prof. Uğur Güdükbay

WHY?

Making playing and learning instruments more sustainable by making them more accessible.

WHAT?

A VR platform to simulate the experience of playing a musical instrument anywhere virtually, without any equipment.

HOW?

- Using Google VR, a virtual instrument in a virtual environment is rendered on the smartphone screen.
- The user is positioned in the virtual environment.

• Hand movements and position of the user is fetched by the smartphone camera using the latest Computer Vision techniques with the help of Manomotion.

• Hand positions and the virtual environment are combined in Unity for enabling the user to interact with the virtual instrument intuitively with their hand movements.

FEATURES

Free Mode Play the instruments freely. You can also play freely over a song.

Practice Songs Play over a song with visual directives and feedback according to interacting correctly or not.

Record Songs Compose custom pieces and record them.

Play Recordings Play over your compositions and practice them.







