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Music in Virtual Worlds
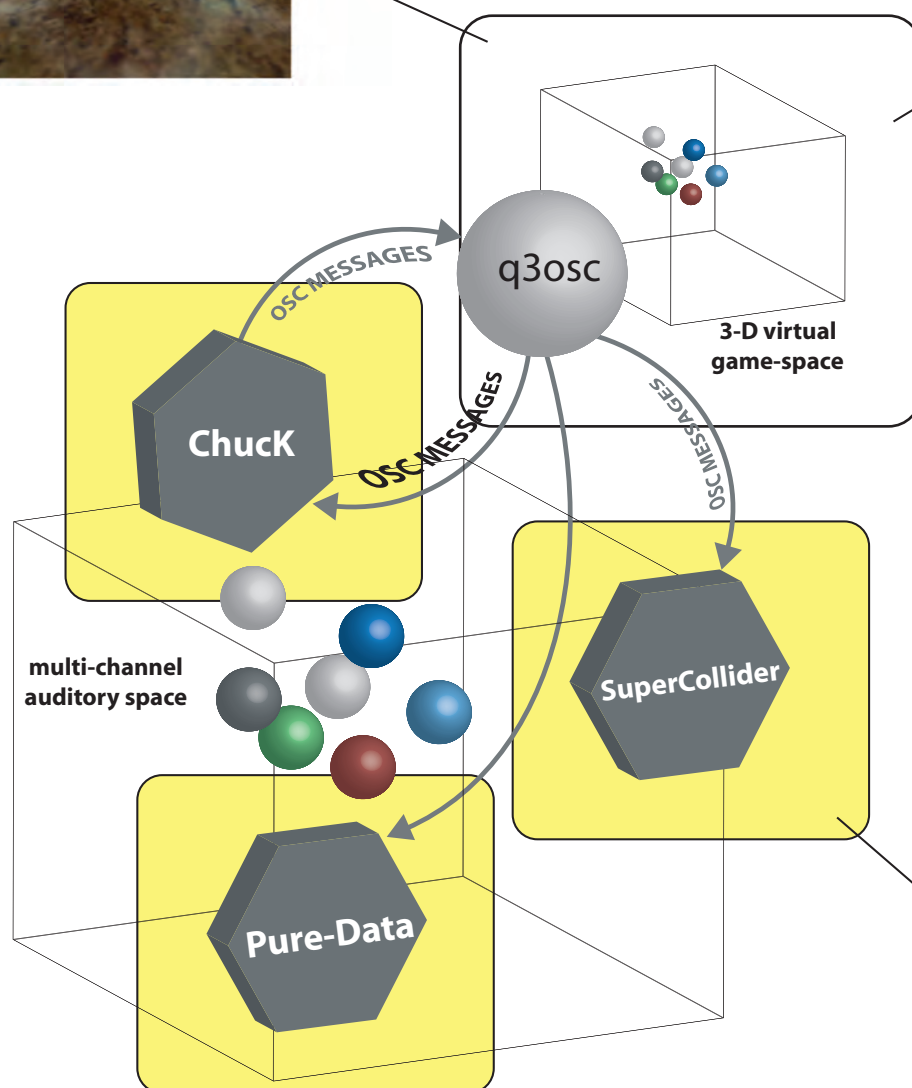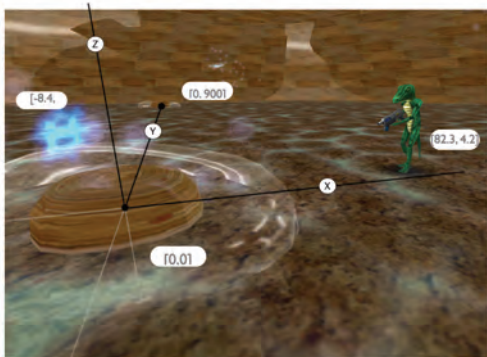
building interactive musical performance environments with Q3OSC

Q3OSC   **www.q3osc.org**

- ioquake3 open-source game engine

- projectile & user coordinate data drives dynamic sound/music software

- networked real-time performance environment

multi-user game environment

q3osc

OSC MESSAGES

OSC MESSAGES

OSC MESSAGES

ChucK

SuperCollider

Pure-Data

3-D virtual game-space

multi-channel auditory space

SLOrk (Stanford Laptop Orchestra)

- ensemble performance

- multi-channel audio presentation

- issues of place/perspective:

  Virtual sounding position is mapped to Real-World sonification location

- networked real-time performance environment

dynamic sound-servers