

Virtual Venues

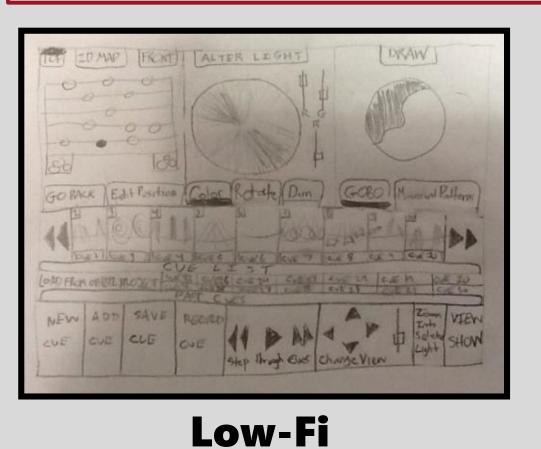
Using Virtual Reality to facilitate more accurate and innovative lighting design

Designing Light Shows is a Huge Hassle

- Have to physically go to the venue when not in use
- Have to learn how to operate venue's light board
- Have to constantly rearrange the lighting equipment
- Have to walk around to test different vantage points
- Cannot go back to the venue whenever you want

Virtual Venues is the Solution

- Oculus Rift platform for light show design and testing
- Virtual worlds that look and feel like the actual venue
- Light equipment placement
- Light effects design
- Pre-cueing of light show
- Realistic visualisation of light show



Create New Cue
New Template Cue
Add Cue
Save Cue

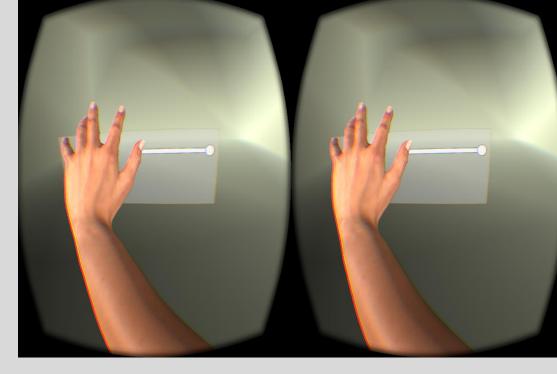
Save Cue

Virtual Venues

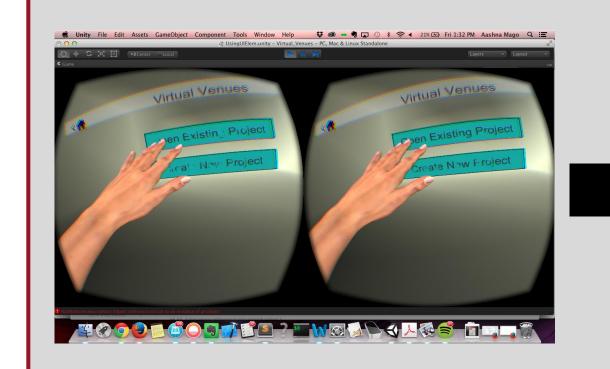
Save Cue

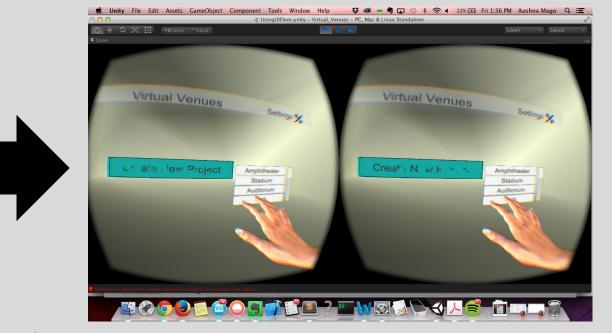
Virtual Venues

Save Cue

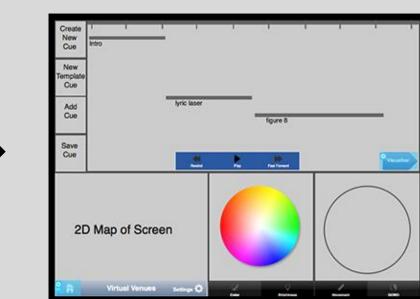


Medium-Fi Hi-Fi













Aashna Mago. Tyler Sorensen. Aaron Furrer stanford.edu/class/cs147/projects/creation/virtual_venue

CS 147 Autumn 2014

