

An Exploration of Emotions Through Music and Type

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Project Statement

An Exploration of Emotions Through Music and Type is a virtual reality project that aims to provide an immersive experience for a viewer to engage in.

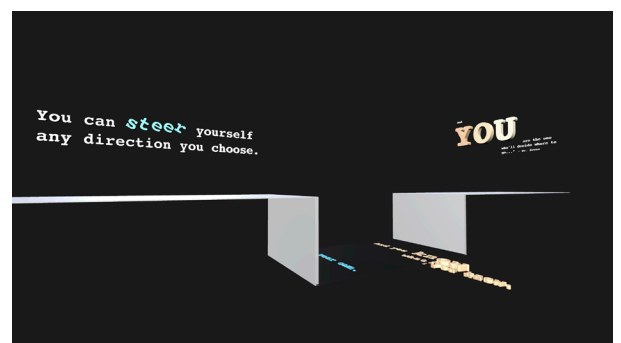
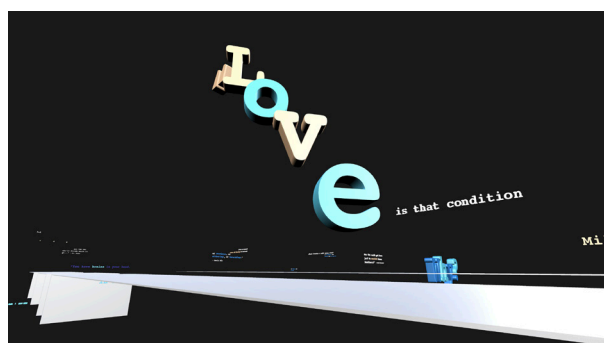
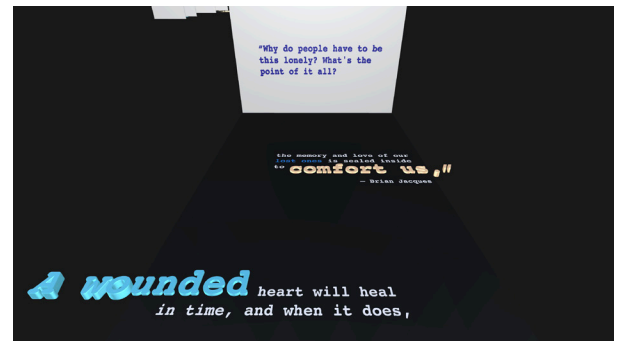
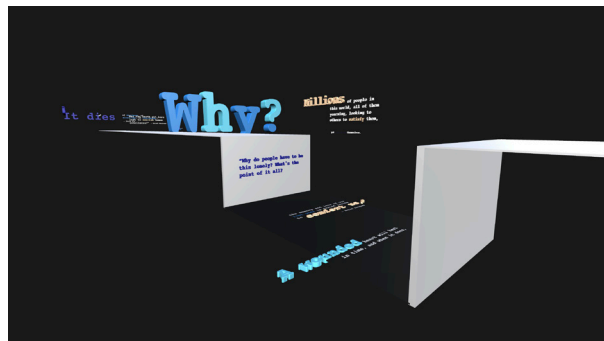
Music is often considered an escapism from the real world as it allows a person to fully submerge themselves with either the lyrics or beat of a particular song. Within this project, I wish to offer a similar form of comfort by using typography as an additional physical element, creating a mix of two senses: hearing and seeing. In a way, this project touches up on aspects from the real world. It correlates to the psychological field within our society because it can be used as a therapeutic mechanism for a user to rely on.

At the startpoint of the VR scene, there will be a question asking the user what they wish to listen to, *A Song for Good Days* or *A Song for Bad Days*. There are two long pathways for *A Song for Good Days* and *A Song for Bad Days* to the left and right of this startpoint that features two different audio and visual typographic experiences for each. Depending on the user's preference or mood, they may be more inclined to choose one song option over the other. Upon coming into contact with a given path, the audio track's volume will slowly fade in and allow the user to read, observe, and listen to the music and typography from all around. The type included within this project are popular quotes from famous writers and influential figures on the topics of love, life, inspiration, death, pain, and sadness. This project is supposed to exemplify a virtualized coping experience with music and type that a person is not able to receive while listening to music in real life.

I've created a blend of static and dynamic typography within this project. In order to emphasize certain aspects of the text and their messages, I added rotation scripts, collisions, and animations to certain words or phrases along with a color scheme to keep the experience visually appealing for the user. I made sure to place text in a variety of different places as well rather than sticking to the same format. Portals were added at the end of the each path in order to teleport the user back to the startpoint once they have finished walking through.

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Representative Images



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References

Music "Memories" by Benjamin Tissot
 "Sad Days" by Benjamin Tissot

 Royalty Free Music from Bensound