Subject: The Audio Side Of VR
Posted by The Noise on Wed, 05 Sep 2018 19:48:07 GMT
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Virtual Reality (VR) has seen much progress over the years. The one thing you don't hear about with VR though, is the audio side of things.

Where do you think music stands with VR? Or do you think it ever will?

Subject: Re: The Audio Side Of VR
Posted by lilbill on Thu, 20 Sep 2018 15:50:12 GMT
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The talk about VR audio often gets me confused as to whether there is any difference with the 3D audio technology? Does this refer to producing audio signals that suit VR content?

Subject: Re: The Audio Side Of VR
Posted by Porter on Wed, 13 Feb 2019 21:52:37 GMT
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Sometime in the future, I think we'll be able to attend concerts via VR technology. It will feel like we're an actual audience member. The technology either isn't there yet or they haven't figured out how to monetize it well.

Subject: Re: The Audio Side Of VR
Posted by TheWanderer on Mon, 18 Mar 2019 07:13:43 GMT
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I hope I stick around long enough to see some cool advancements in VR and AR technology. It's been hyped for so long, and while I know I'm not going to be stepping onto the holodeck in this lifetime, I want to see something more advanced than Google Cardboard.

Subject: Re: The Audio Side Of VR
Posted by Augustus on Sun, 16 Jun 2019 22:58:45 GMT
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I think the latest standalone VR headset by Oculus called the Oculus Quest is a huge improvement on VR capabilities. Hulu has already put on virtual reality concerts and as the technology continues to grow and improve, so will the audio capabilities.