SUBLIMINAL SPACES

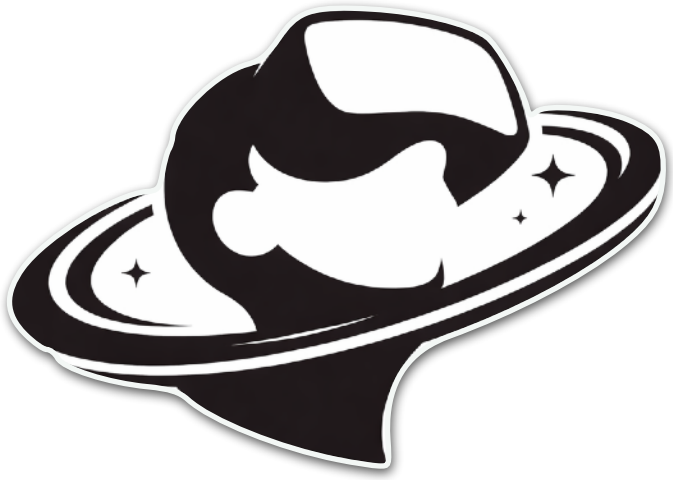
The 3D sound experience, wherever you are.

How it started

While working on my spatialized musical works, one observation became clear: there is a lack of platforms suited to distributing this type of audiovisual experience.

To address this need, a new listening format has been developed, offering an immersive experience close to that of a live performance. It is based on an interactive web platform in which the listener explores a virtual environment combining 3D architecture and spatialized sound.

Within this immersive space, the listener moves freely through a three-dimensional world where sound perception adapts to their position and movements, enhancing both immersion and interaction with the musical universe. Listening becomes dynamic.
The listener then transforms into an Audionaut.

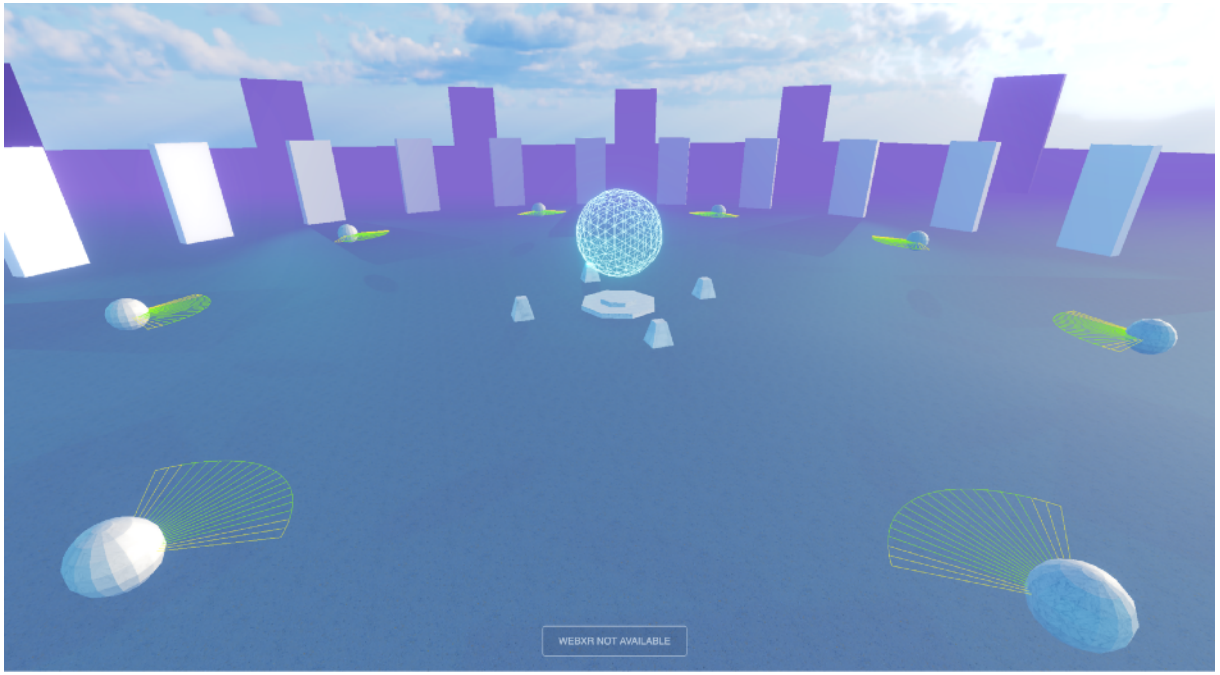


Réalisation : Charles-Zoltan de Leissègues & Jonathan Ochej

Trois environnements ont été développés, chacun présentant des caractéristiques spécifiques.

A first environment designed for artists wishing to showcase their work, in which the 3D space can be fully customized to match the aesthetic of each project.

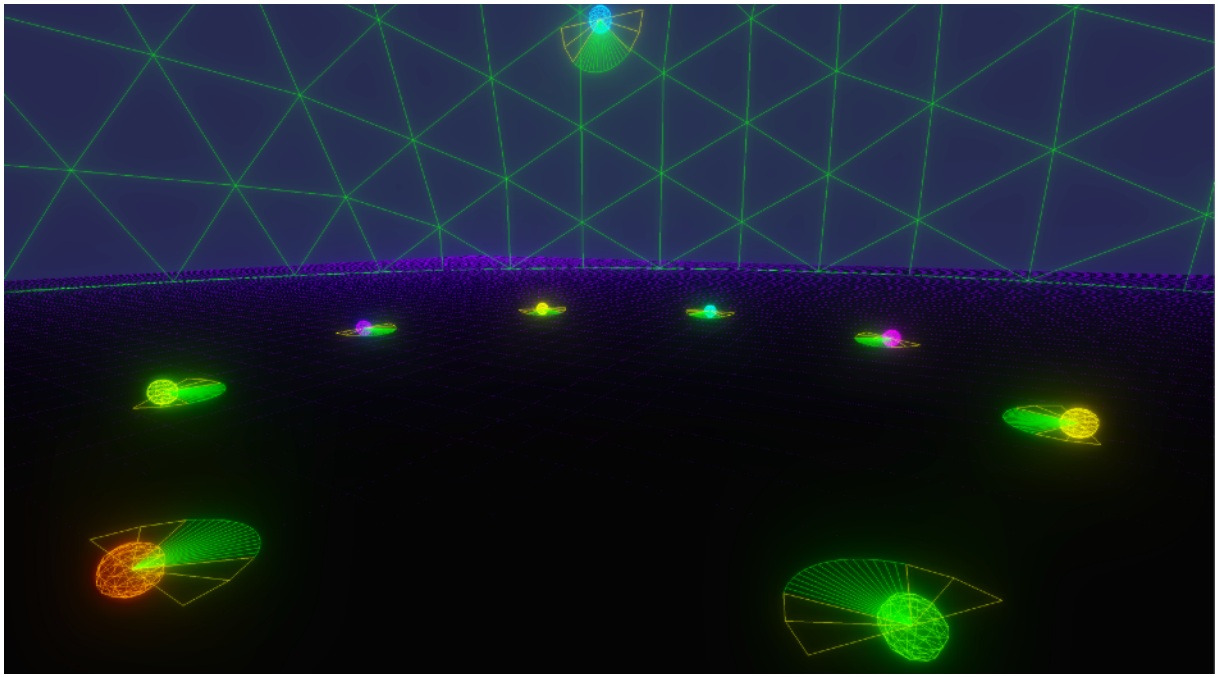
Test it here -> https://www.ctrlz.live/42/



42 - Modélisation 3D - Octophonie.

A solution for live streaming performances in real time, enabling people who cannot attend the physical venue to experience the concert with spatialized sound.

Test it here -> https://www.ctrlz.live/arcanaLive/



Arcana Temple - Environment ThreeJS - Diffusion en 8.1

The third environment is designed for venues equipped with immersive sound systems to showcase their installations. It also allows artists to pre-listen to their works in a sound context close to real-world performance conditions.

Test it here -> https://jo.m1b.fr/lab/bouillon/



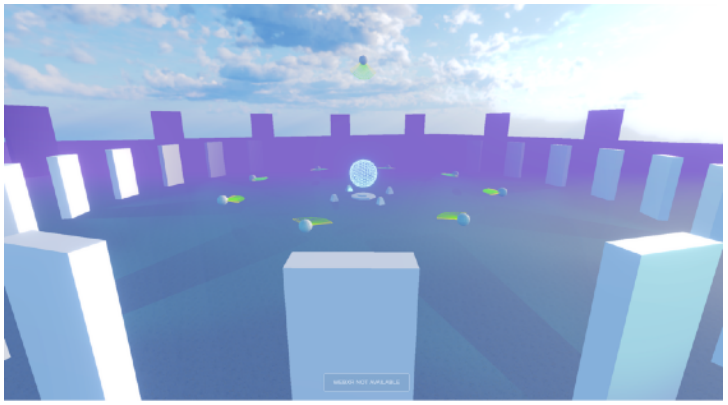
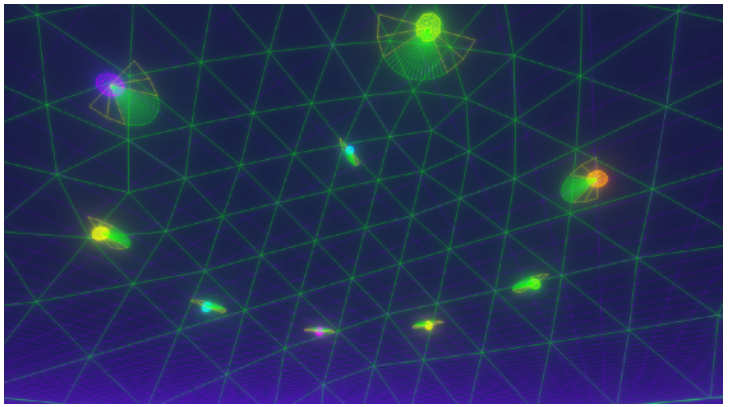
Centre culturel de l'université d'Orléans - Système son 9.1.4

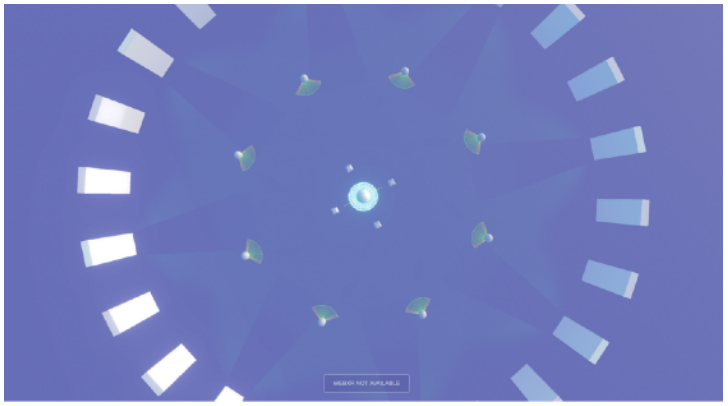
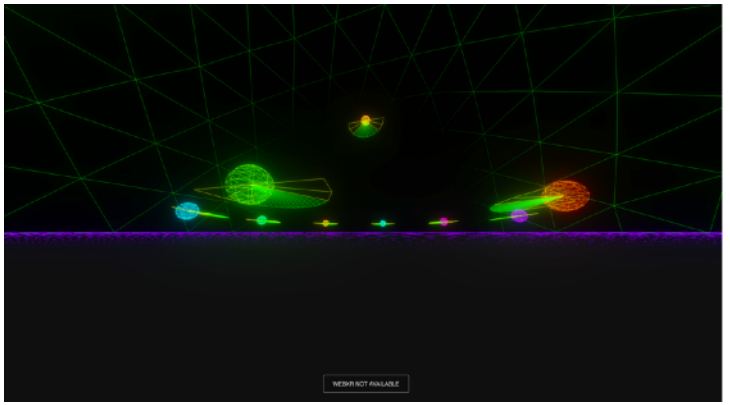
Each environment is fully customizable, both aesthetically and technically. It supports up to 256 audio channels.
The web-based format makes these spaces accessible through most standard browsers and devices, as well as through virtual reality headsets for a fully immersive experience.

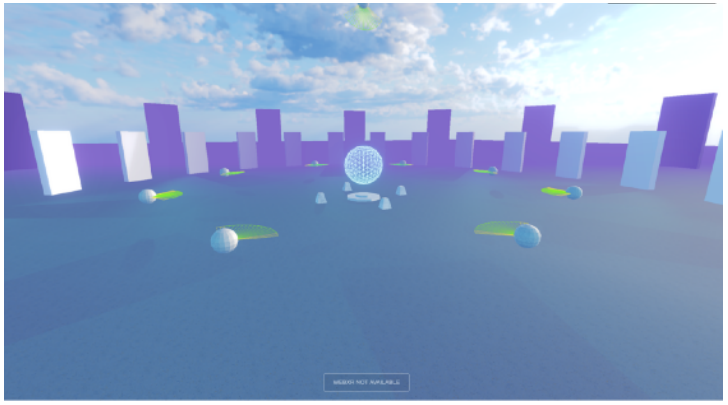
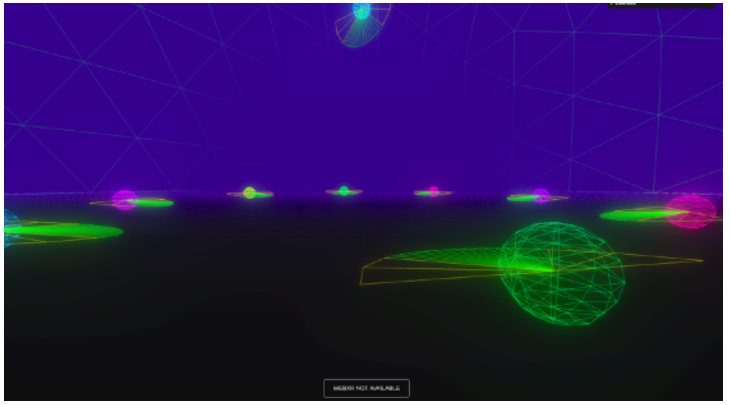
- A distribution format designed for immersive projects, specifically developed for multichannel audio.
- A tool designed for equipped venues, aimed at showcasing and enhancing immersive systems.
- A creative and production tool for artists, providing a space for creation, testing, and distribution.
- A live distribution platform that promotes accessibility.
- Ease of implementation thanks to the web-based format.
- Full immersion enabled through compatibility with virtual reality headsets.

In a world where music distribution is mainly carried out through conventional platforms (streaming, concerts, fixed installations), this project offers an immersive and interactive alternative. It goes beyond passive listening by providing a full sensory experience at the intersection of sound, visuals, and movement.



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