Motivation

There do not yet exist a real-time audio system with privacy control suitable for a 3D virtual world.

Current popular voice chat applications (e.g. Skype, Discord) have limited privacy control, where the user can only mute individuals including themselves.

Massively Multiplayer Online Role-Playing Games (MMORPGs) have slightly more advanced privacy control such as whisper, or a private chatroom in-game, however they are mostly text-based.

Real-time audio system integration with Virtual or Augmented Reality enhances user experience by creating a more immersive collaborative virtual environment.

Features

Narrowcasting States

Select  Deafen  Mute  Whisper

In-room Views

First-person view  Third-person view

Future Works

Multiplicity features - concept of being present in multiple places
Virtual and Augmented Reality integrations