Stanford VR Orchestra (sVoRk)
Premiere

Saturday + Sunday
June 1st & 2nd, 2024
CCRMA Stage, Stanford University

The **Stanford VR Orchestra** (sVoRk) is an orchestra where both performers and audience engage in a shared virtual reality concert space. The first ensemble of its kind, sVoRk offers fantastical worlds of whales, cityscapes, and inner-spaces to create musical experiences that can only exist in VR. In addition, sVoRk is a concert-going experience in VR, exploring the audience's identity, new forms of expressive communication, and engagement. This design borrows from real-world concert contexts: we dress up, wait in lobbies, chat with fellow listeners, engage with the concert, applaud, and reflect. In sVoRk, the audience chooses their avatars, reads virtual program notes in waiting rooms, communicates nonverbally with other audience members, participates in a fantastical performance environment, and participates in a social gathering.
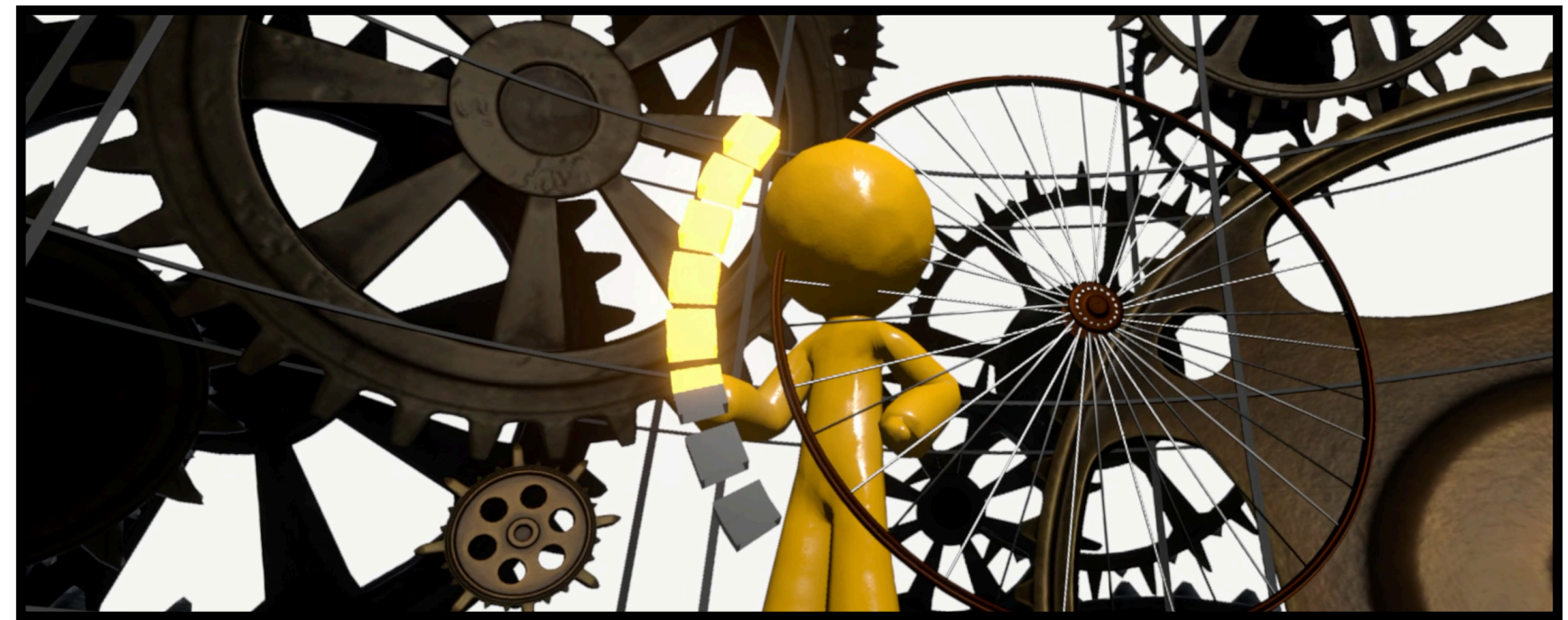
sVoRk is a sibling ensemble of SLOrk (the Stanford Laptop Orchestra), and was created at the Stanford VR Design Lab — employing custom interactive, networked, audiovisual software created using Chunity (the ChucK music programming language in Unity). sVoRk owes it roots to Project VVRMA and was made possible by funding from a Stanford School of Education's Transforming

sVoRk will return.

https://**svork**.stanford.edu/

Ensemble
Eito Murakami | Marise van Zyl | Max Jardetzky
Yikai Li | Andrew Zhu Aday

Directors
Kunwoo Kim & Ge Wang

CCRMA · Music AT STANFORD · STANFORD UNIVERSITY

CCRMA Dreams (2024)
Ge Wang

Strange things are found in the realm of dreams...
(Dedicated to Kunwoo Kim, who dreamed of a VR Orchestra—and made it a virtual reality.)

Dandelion (2024)
Kunwoo Kim

Perhaps we're but dandelions in the infinite machinery. Yet therein lies our beauty, significance, and essence. I adore my, your, and our ephemerality.

The Fragmented Self (2024)
Yikai Li

Five performers control different parts of a giant face in VR, creating ever-changing emotions. "The Fragmented Self" explores the instability of our inner world, torn by societal forces, through a symphony of laughter, tears, and screams. It reflects the fragile dance of human emotion.

RemembeRanch (2024)
Max Jardetzky

In the Wild Western Cortex, a rogue band of cowboys rises to the challenge of fixin' up fractured memories. Armed with their trusty magical lassos, they help wrangle the past into the future. Yee-haw!

aSSeRtIon (2024)
Marise van Zyl

May is mental health awareness month. Since its inception in 1949, this month has been a time to raise awareness of and reduce the stigma surrounding mental or behavioral health issues.

Prisoner of the Mind (2024)
Eito Murakami

You have entered the microcosm of The Mind - a place where your identity becomes obsolete. You are what The Mind tells you to be, wants you to be, and demands you to be.
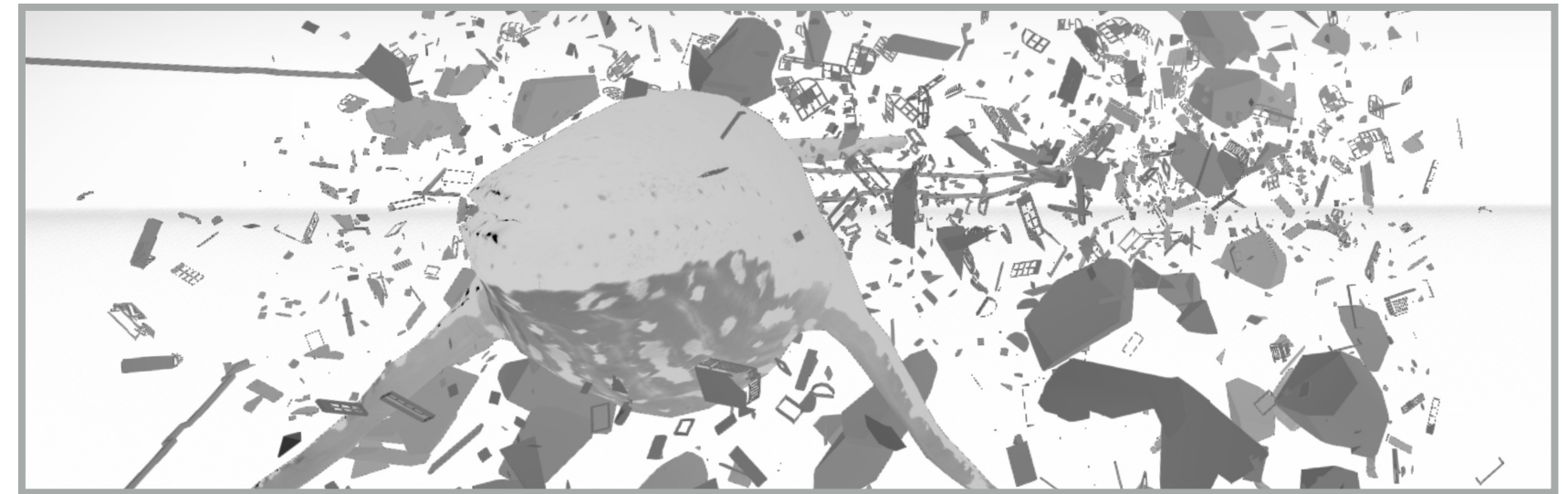
Ge Wang is an Associate Professor at Stanford University's CCRMA and a Senior Fellow at Stanford HAI. He researches the artful tool-building for creative expression, including programming languages, musical instruments, toys, games, and VR experiences. Ge is author of the ChucK music programming language, *Ocarina* for the iPhone, and the book *Artful Design: Technology in Search of the Sublime*. He also directs the Stanford Laptop orchestra (SLOrk) and the Stanford VR Design Lab @ CCRMA.

Kunwoo Kim is a 5th year Ph.D. candidate at CCRMA, who explores humanistic tool-building for virtual reality using audio-driven design. He aspires to expand his design into social, philosophic, and ethical dimensions of VR, and suggest artful methods of imbuing human nature and music into this immersive medium.

Yikai Li is a 3rd year Ph.D. student in the computer science department at Stanford University, specializing in Affective Computing. His research interests center around understanding how visual and auditory signals evoke human emotions. His long-term research goal is to develop a machine that can comprehend human emotions and help experience-based content retrieval and generation.

Max Jardetzky is a senior graduating with a CS Systems bachelors and CCRMA masters in June 2024. When he's not surfing or snowboarding, you might catch him making a DJ transition only a mother could love. In July, he will join Apple's Core Audio team as a haptics software engineer.

Marise van Zyl is skeptical of virtual reality.

Eito Murakami is a 2nd year master's student at CCRMA who designs digital interfaces and instruments that promote playful workflows for transforming creative ideas into artistic content. His research involves developing audio playback systems in virtual reality to process dynamic spatial reverb and multiplayer interactions.