Visualization of a crowd based light show

Opphos is a mobile application that creates artistic light and sound effects in order to reflect and enhance the mood and the vibe of an audience during a concert.

This application uses the movements of the spectators and the ambient sounds to generate a crowd-sourced light show that reflects the audience’s behaviors during an event. It also generates an extra musical instrument by enhancing and propagating cheers and other sounds coming from the crowd.

The project work

A prototype of the system has been developed, and now we want to build a simulator that can visualize how the system would work in the real world. The objective of the project is to create a model of a real-world event venue, such as Friends Arena or Tele2 Arena, and allow the arena operator to see how different algorithms would look in that venue.

The successful candidate will implement the system using a game engine that makes it possible to create a simulated show, either pre-programmed or through an algorithm. The goal is to create a prototype that makes it possible to conduct real use in a large venue.

Who are we looking for?

You are top-notch coder with documented experience, preferably from visualization or gaming.

Starting point: as agreed with the student (the sooner the better).

Why join?

If successful, we are interested in creating a product around this concept. The successful candidate could become part of that team.

For more information, please contact Niklas Rudemo, niklas.rudemo@sics.se or professor Gunnar Karlsson, gk@ee.kth.se.

Website: https://www.sics.se/projects/opphos