

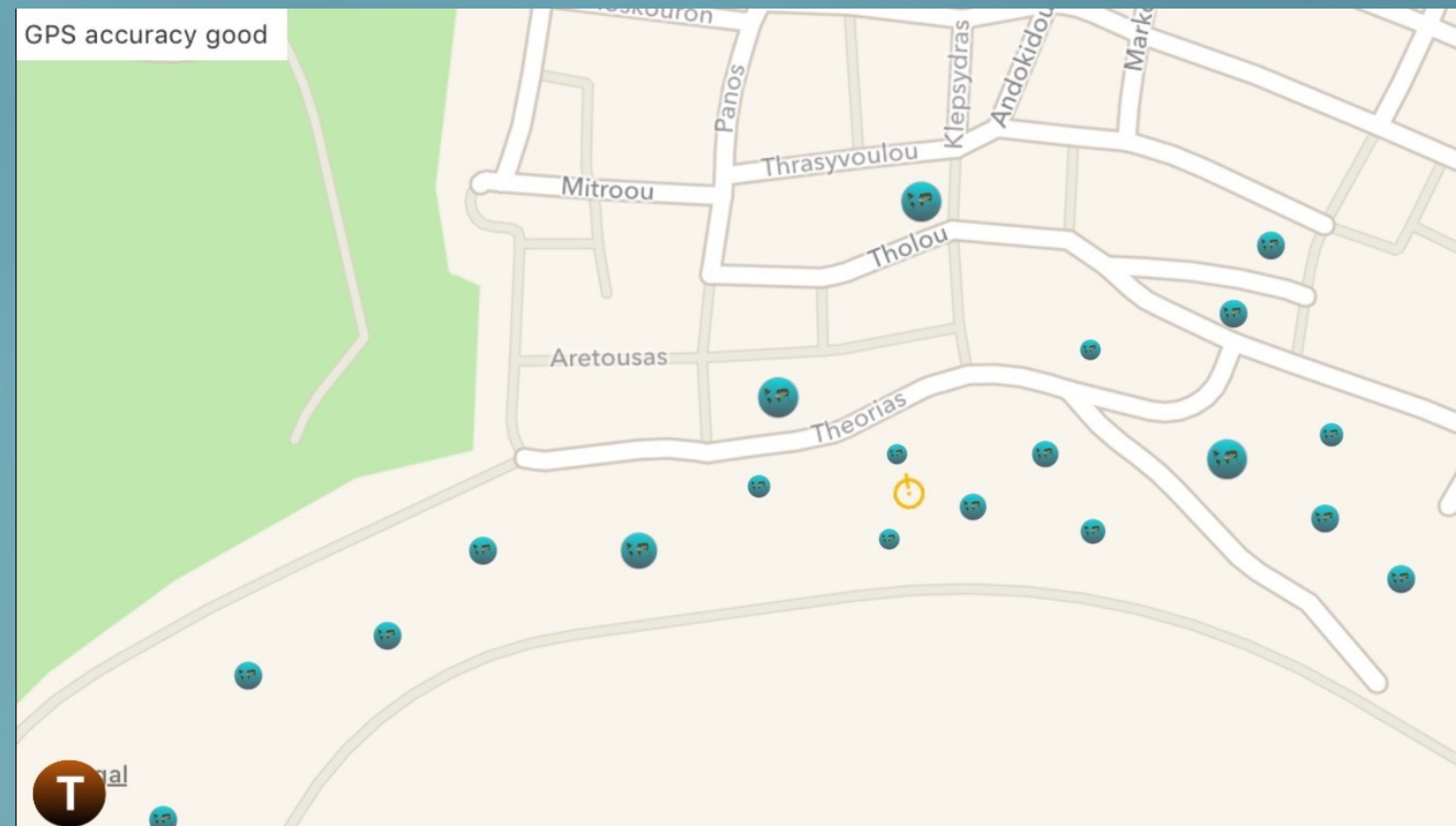


Welcome to sonicPlanet GeoPlayer v.1.4

GeoPlayer is a location based high quality 3D sonic augmented reality player.

You can walk&navigate in the virtual soundscape and enjoy the augmented sonic space on the real physical environment.

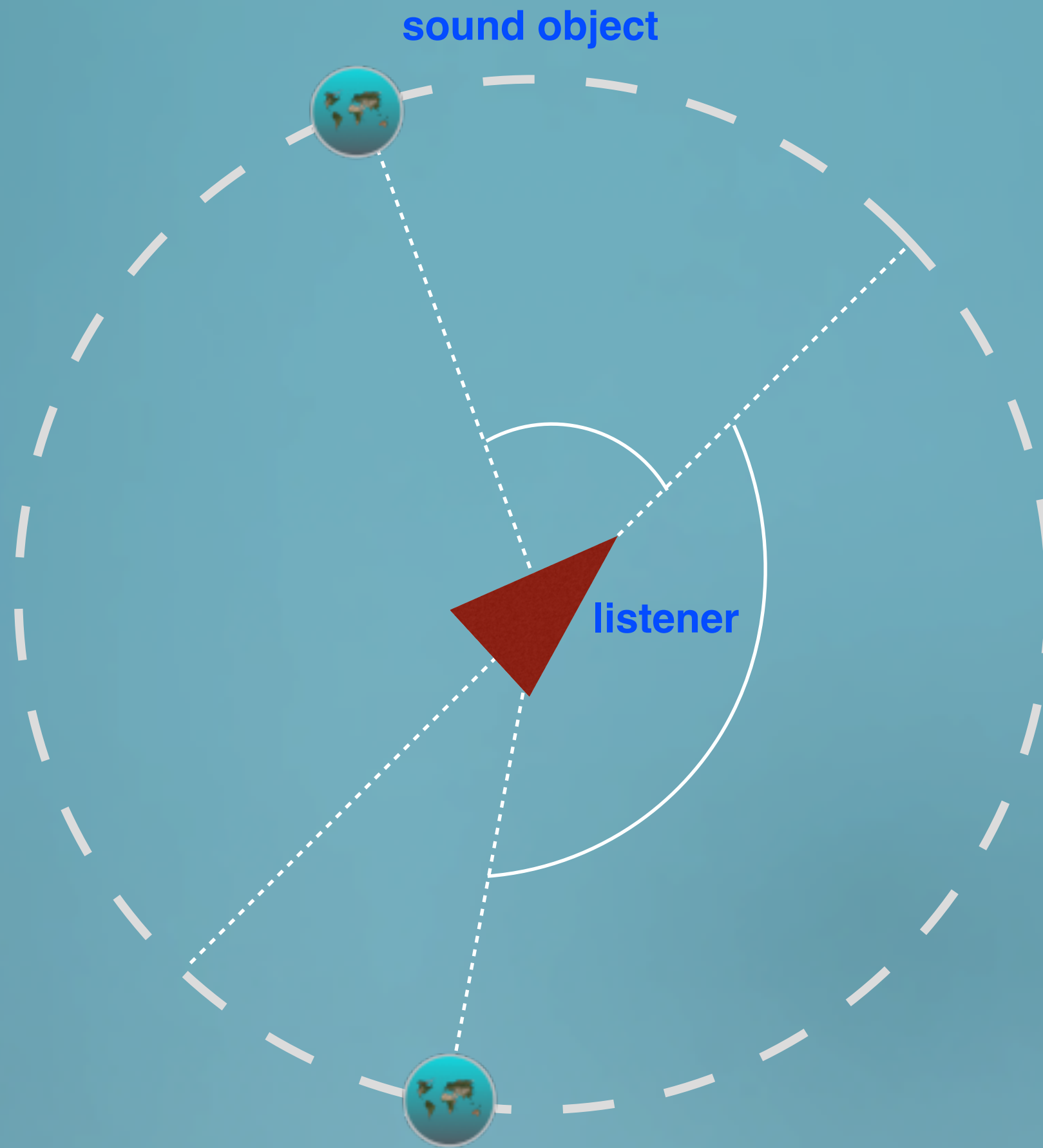
Each piece handles a unique 3D soundscape composed by the GeoComposer users.



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GeoPlayer is a location based high quality 3D sonic augmented reality player.



Sounds around us arrive to our ears on every angle. Our hearing system also distinguishes the distance of sound objects along with their orientation.

sonicPlanet's 3D sound engine does a very good job in simulating this. Even on ordinary stereo headphones, you will experience the natural spatial distribution of a sound scape.

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With Geoplayer v1.4 you can move in your environment but hear the 3D soundscape and watch the Google Street View of another environment ...

The **GeoPlayer** will let you interact with these sound objects based on listeners existence. The experience is not a static one.

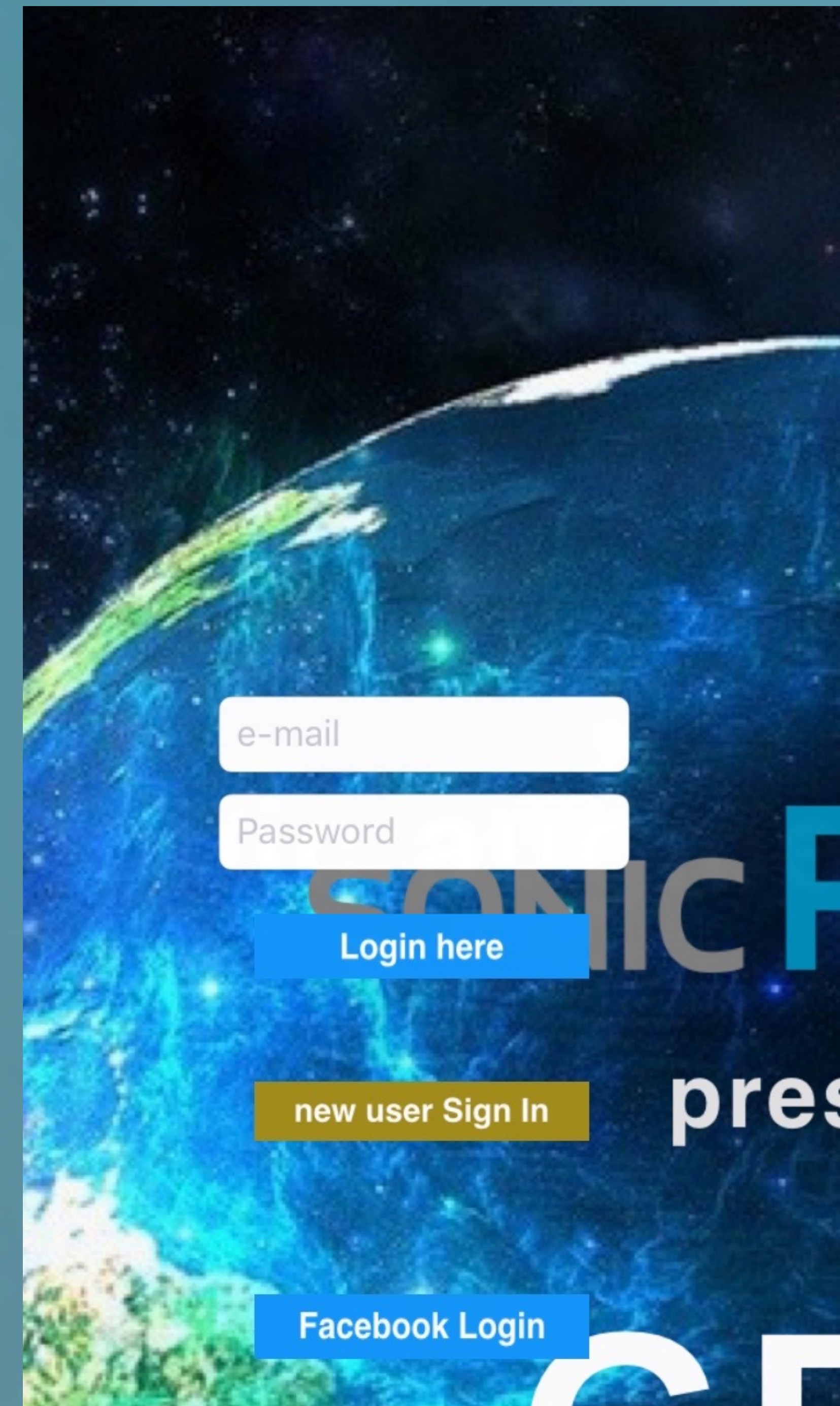
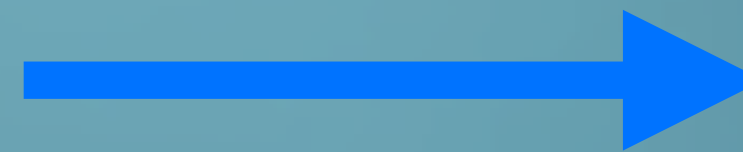
The sonicPlanet Geo apps do read your GPS position and orientation and render the composed 3D soundscape accordingly.



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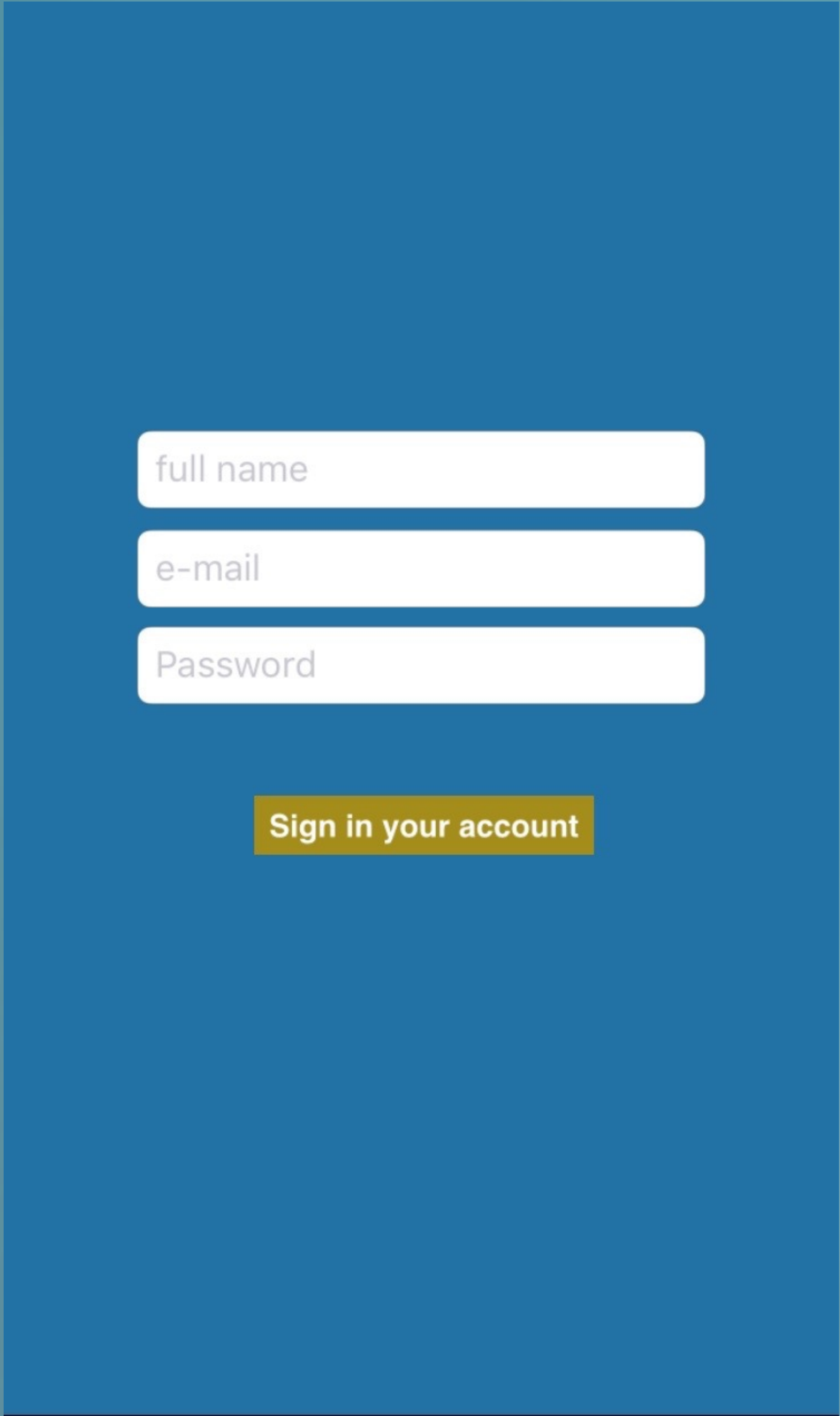
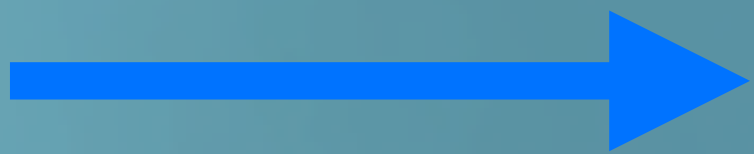
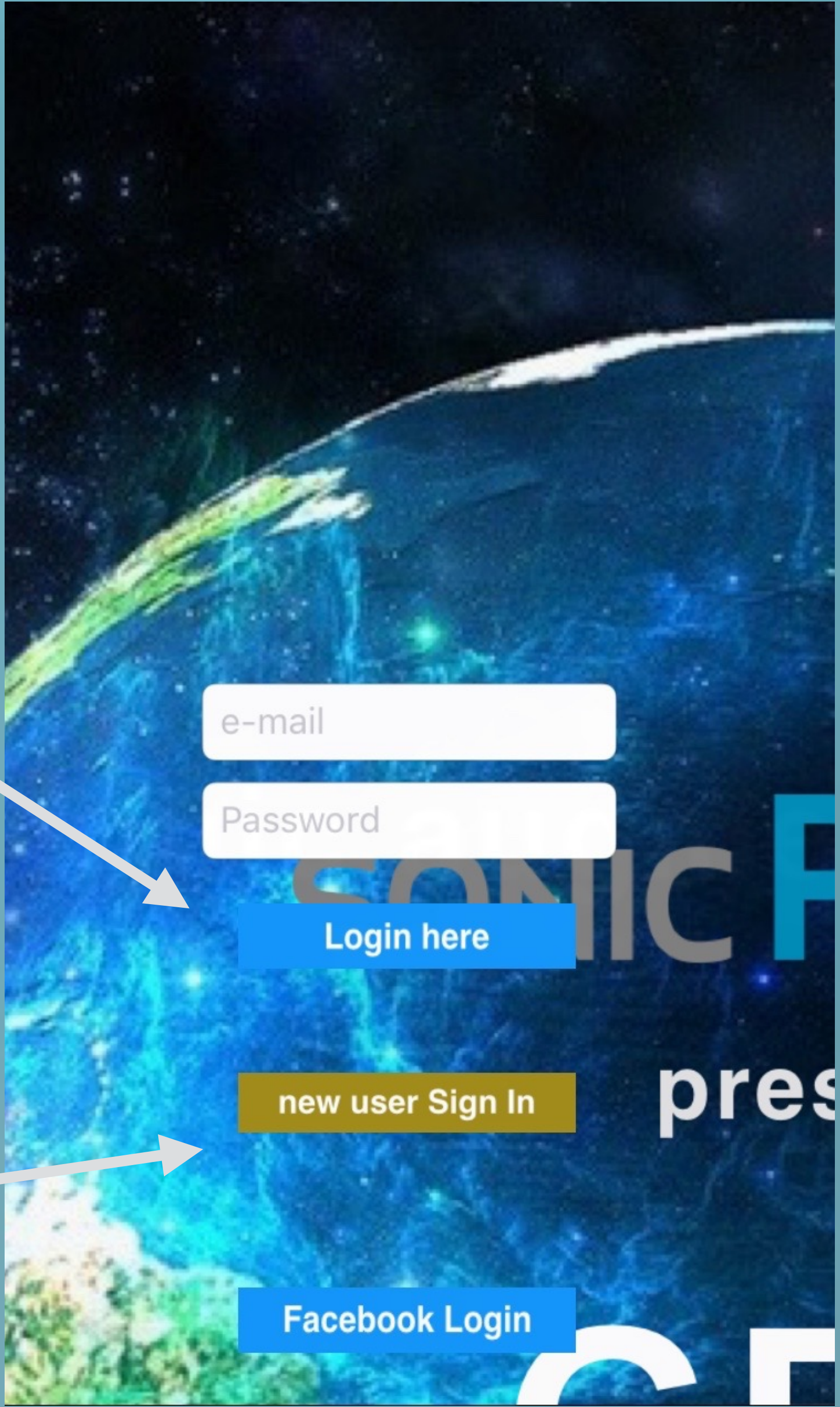


Please click on the app icon to open and register as new user



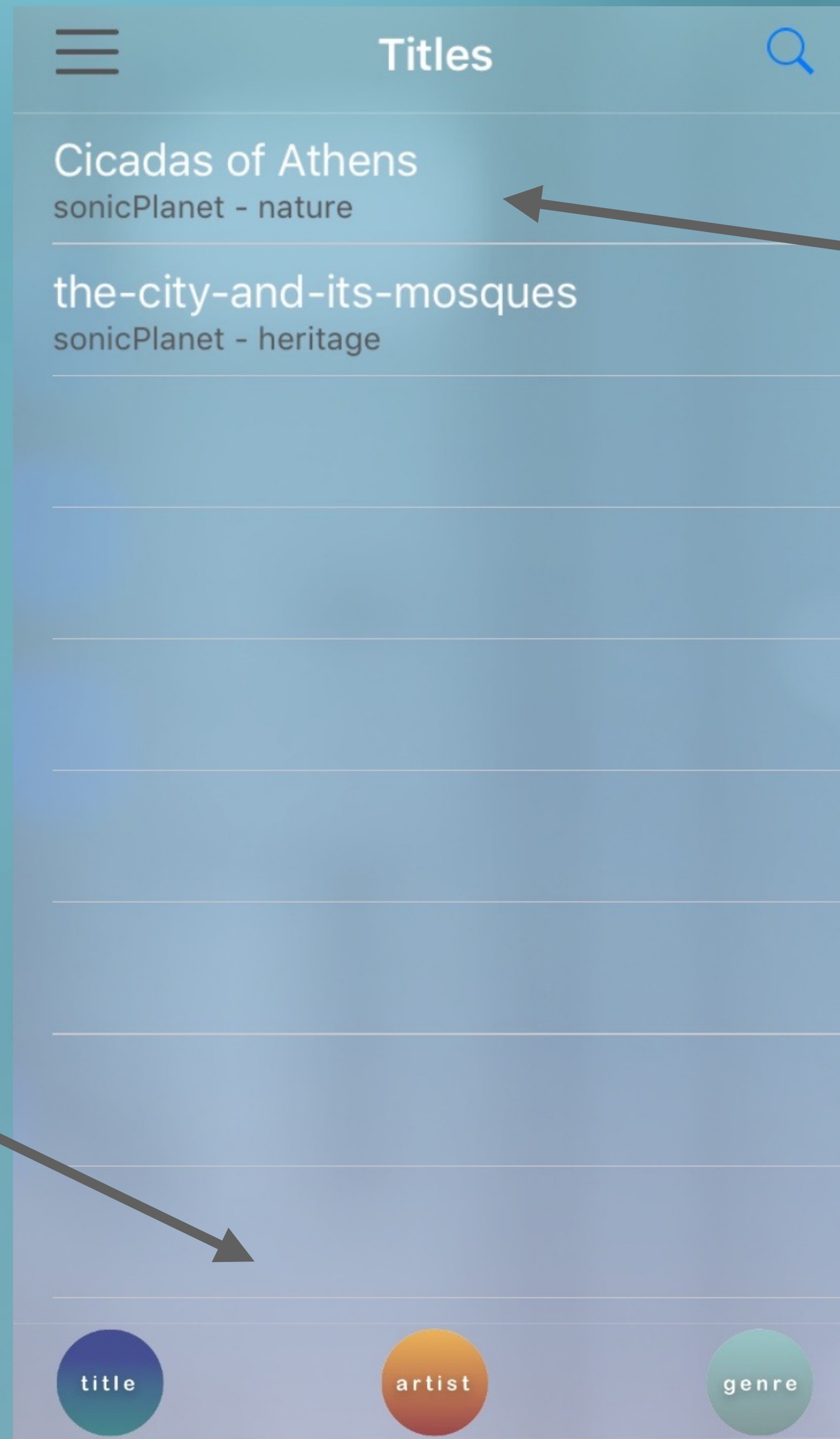
existing users

new users





After the login screen, the app shows the work list screen.



You can press on a piece on the list to load it from the server to your iPhone if you haven't done yet.

Get the list of your existing Geo compositions.

You can jog dial to any playback position on the time slider.



< Titles

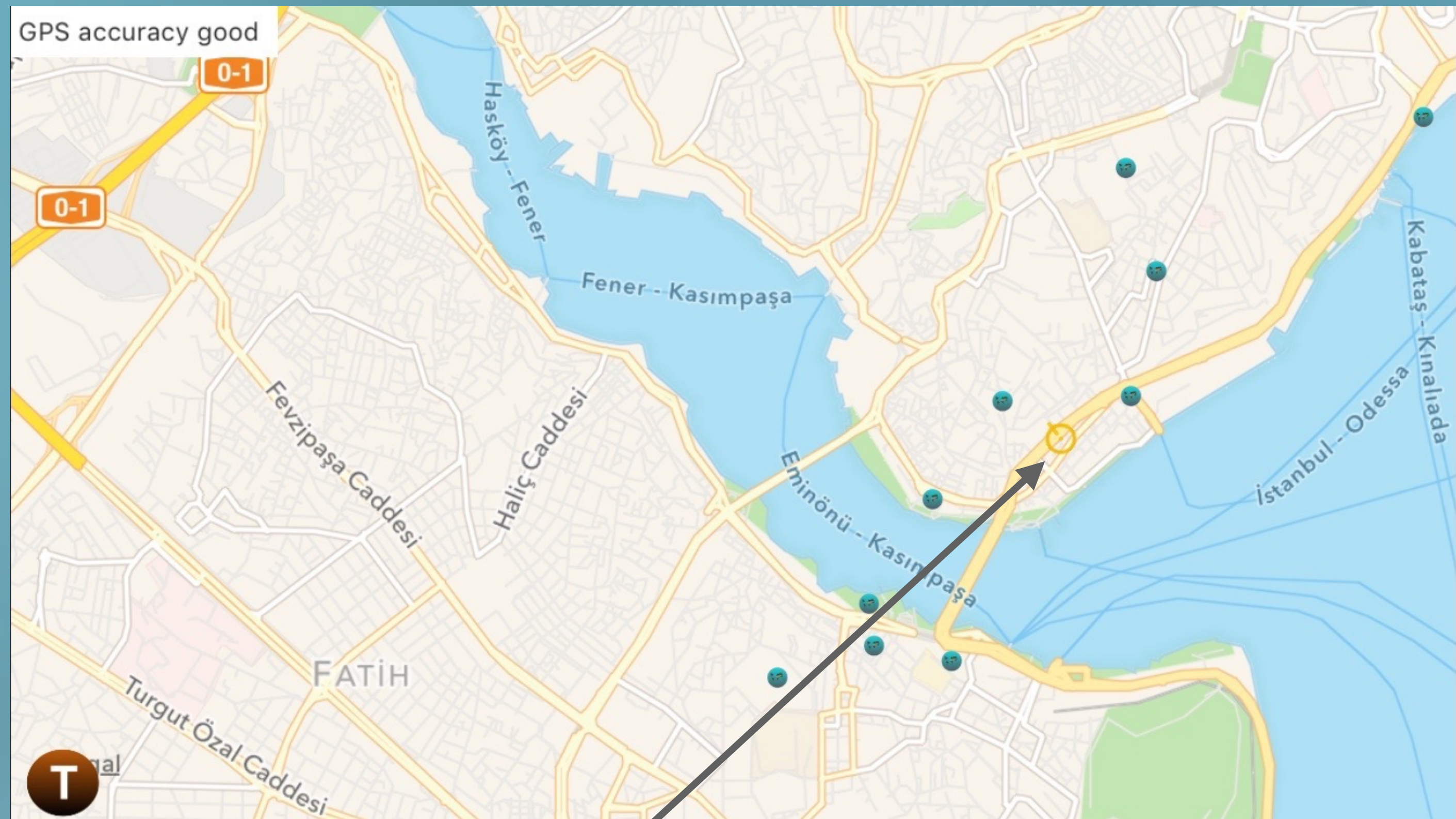
sonicPlanet

the-city-and-its-mosques



i

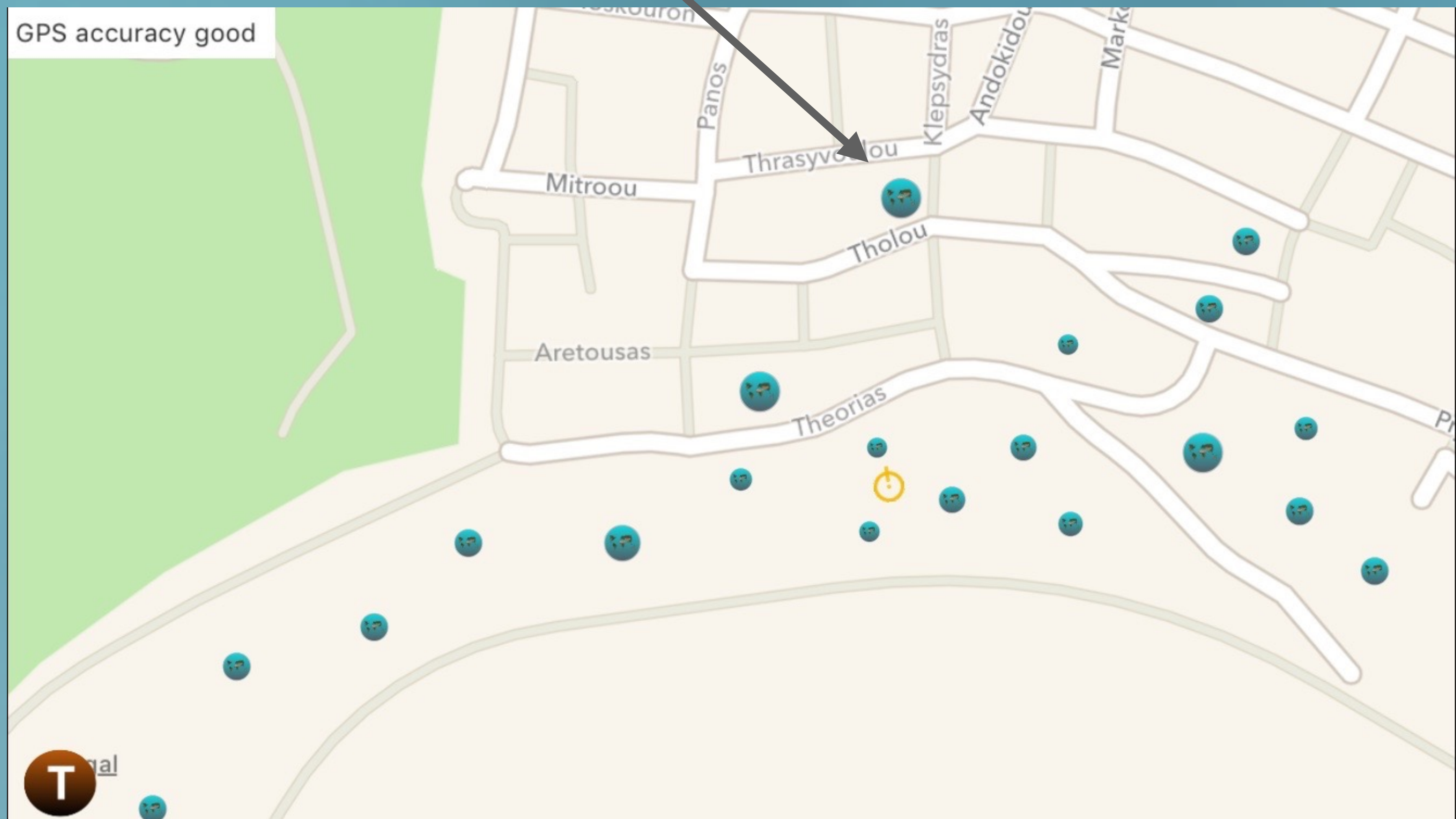
now position your iPhone in horizontal state
to switch to the editor display



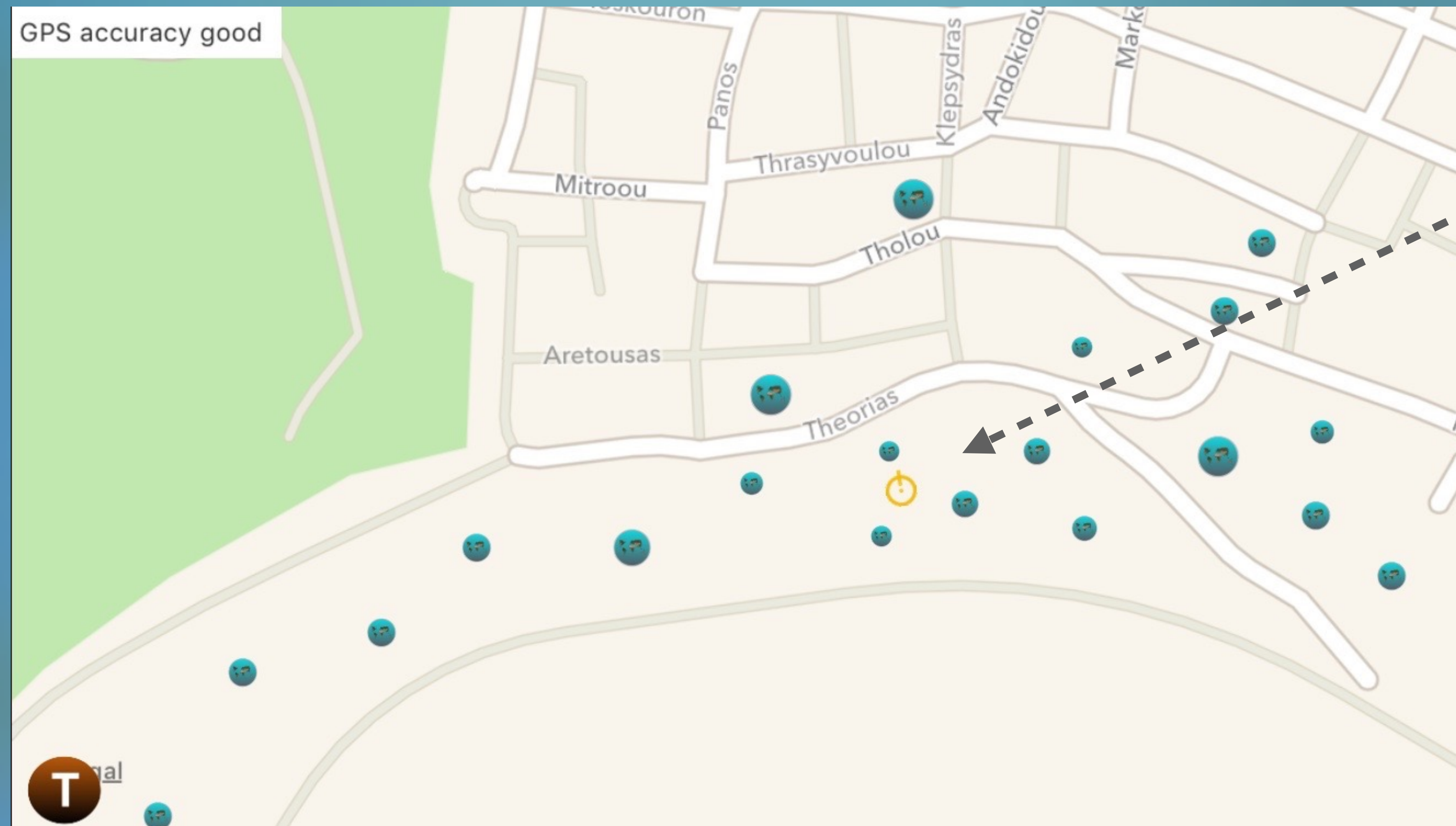
the listener position and orientation is
shown on the map.

sound objects around are
represented with green circles

You can activate the virtual
visiting mode where you
can drag the listener on
the map anywhere.



a simple hint.....



If you press directly the “T” button after loading a piece, you will be transferred virtually to the piece environment, where ever it is on the world map.



embedding the 3D soundscape on Google Street View

turn to horizontal orientation
and voila..



load a piece and switch on
Google Street View

turn on as well the play mode

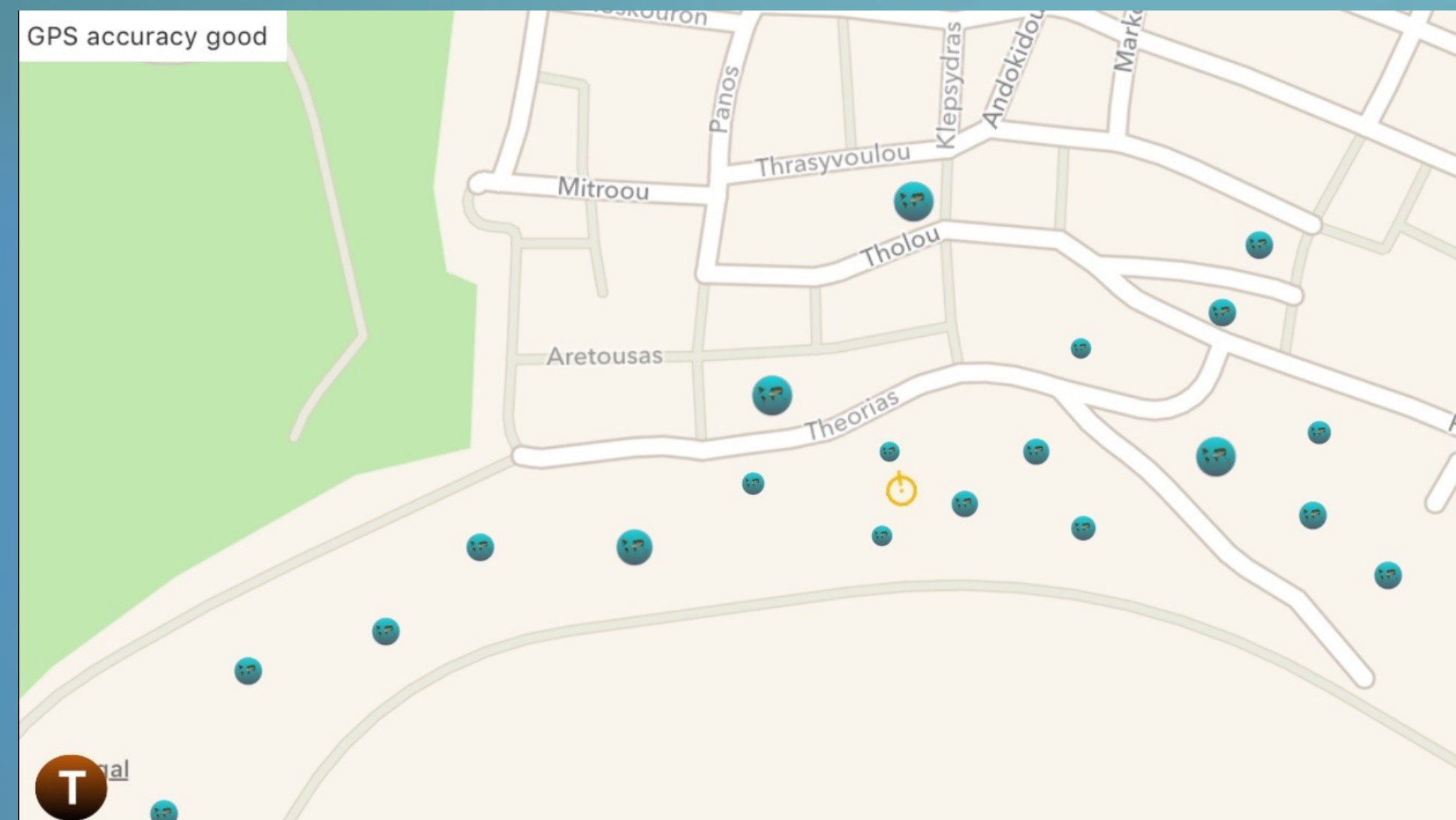


You will find yourself in the centre
location of the piece having the 3D
soundscape embedded and your
navigations and orientations will
interact with it.



embedding the 3D soundscape on Google Street View

alternatively turn on the virtual
tour mode



choose a point on the map you
want to teleport yourself

switch on the
Google Street View



go back to the horizontal
orientation

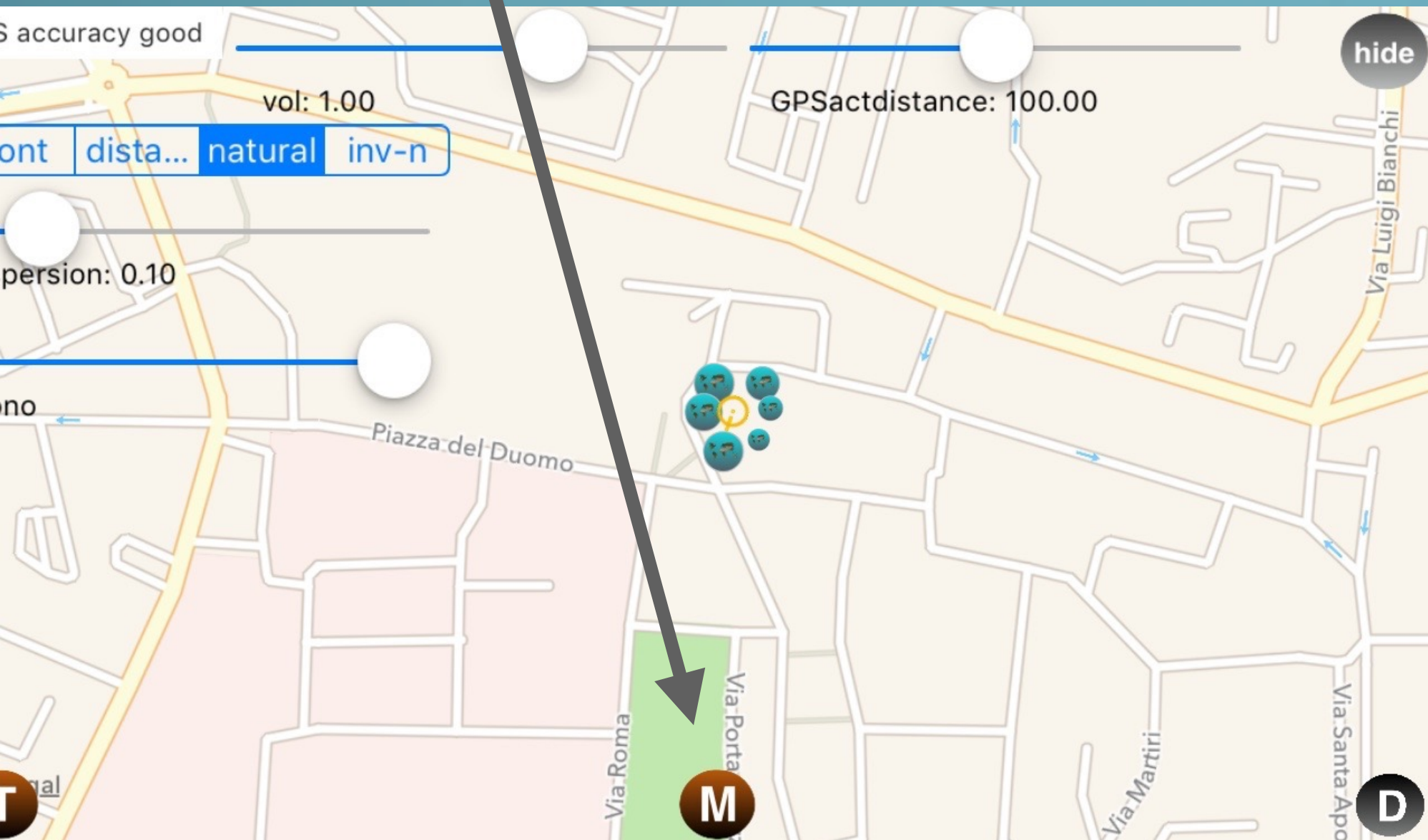


You will find yourself on the
chosen point and your navigations
and orientations will interact with
the 3D soundscape.



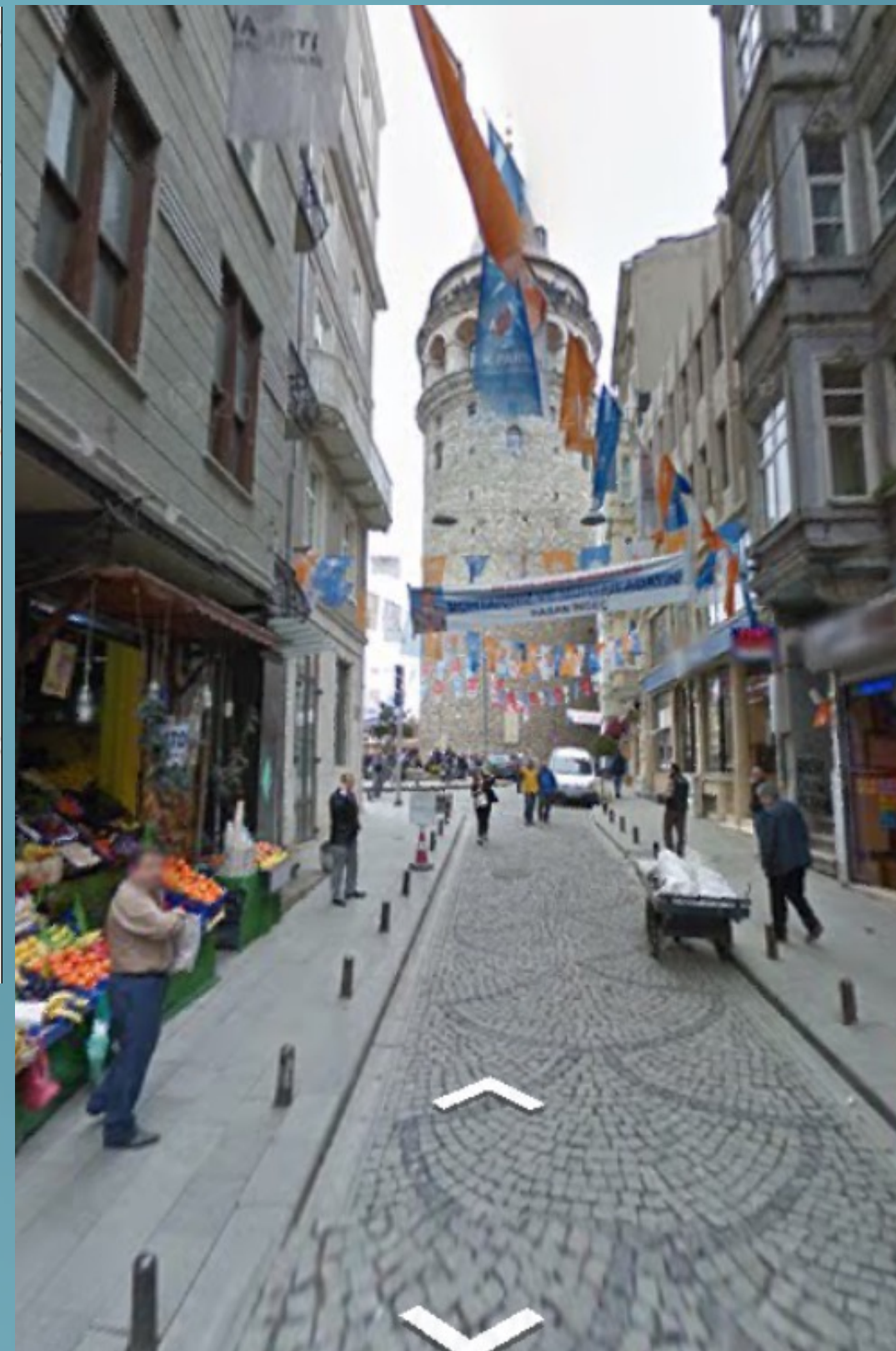
! With Geoplayer v1.2 you can move in your environment
but hear the 3D soundscape and watch the Google
Street View of another environment ...

Turn on both the Virtual Touring
and the Mapping mode



This will map your current
physical position and
orientation directly to the
composed environment

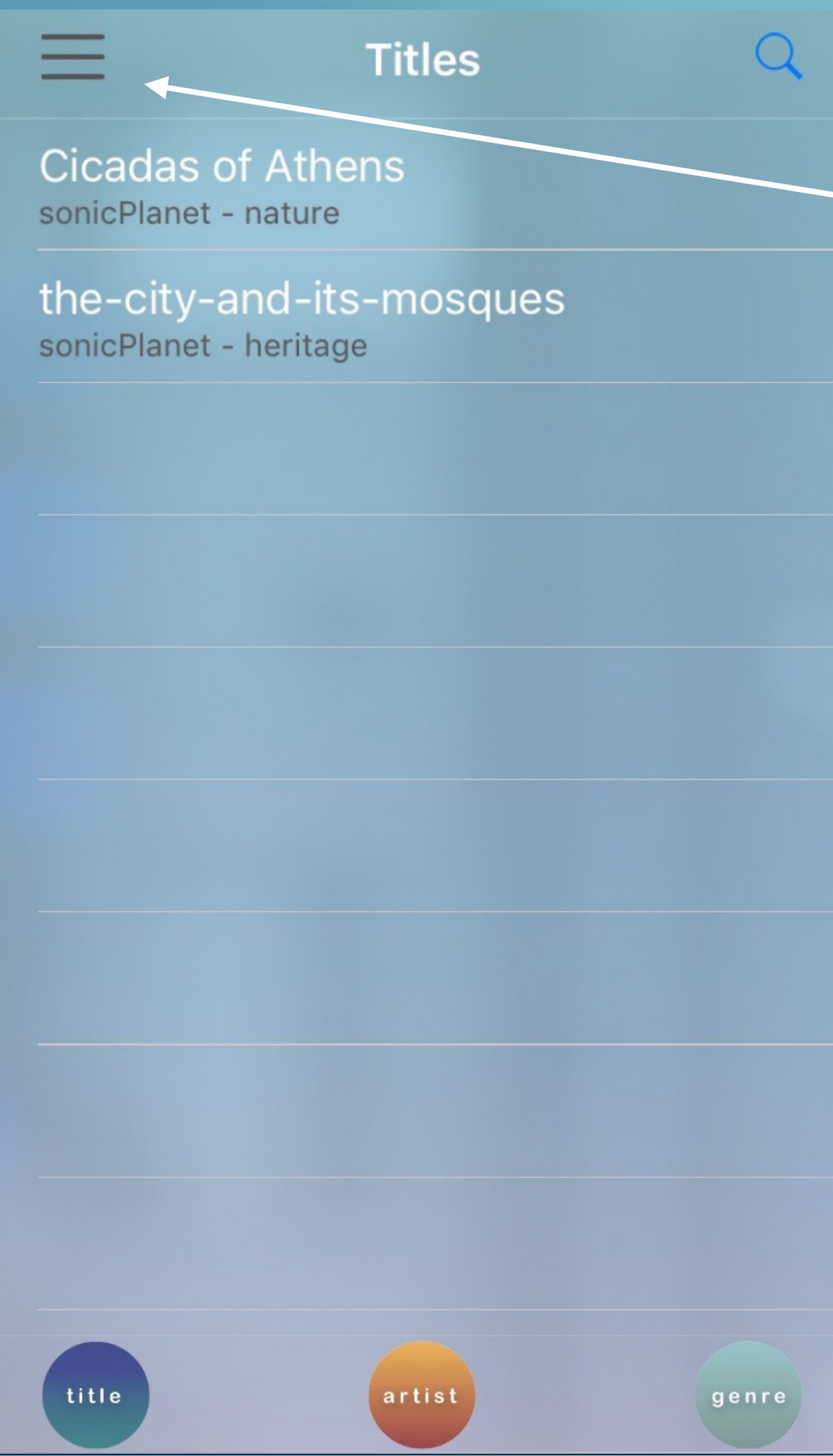
for example you are walking
up to the Galata tower



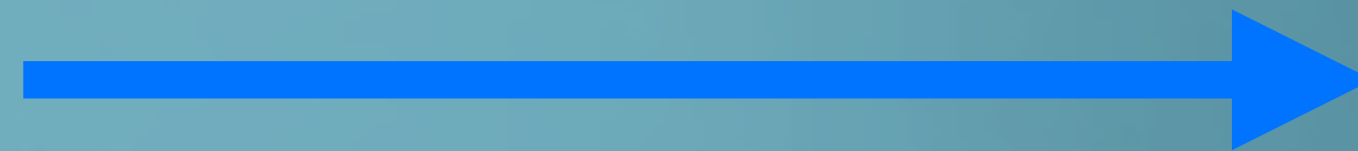
GeoComposer teleports you here
walking towards to the Pisa tower



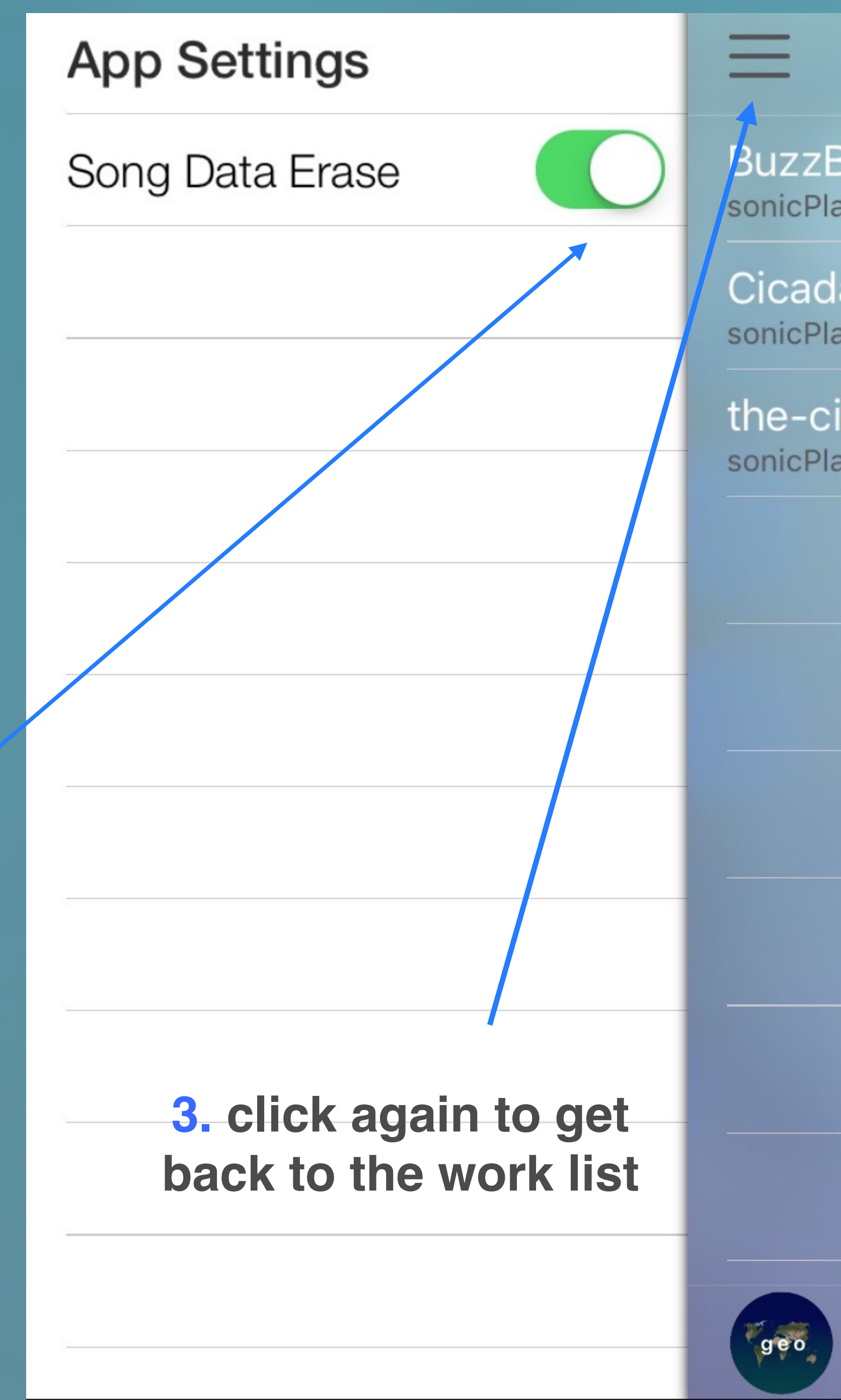
Walk around - listen to the 3D
soundscape composers around
Pisa tower and watch Google Street
View changing accordingly.



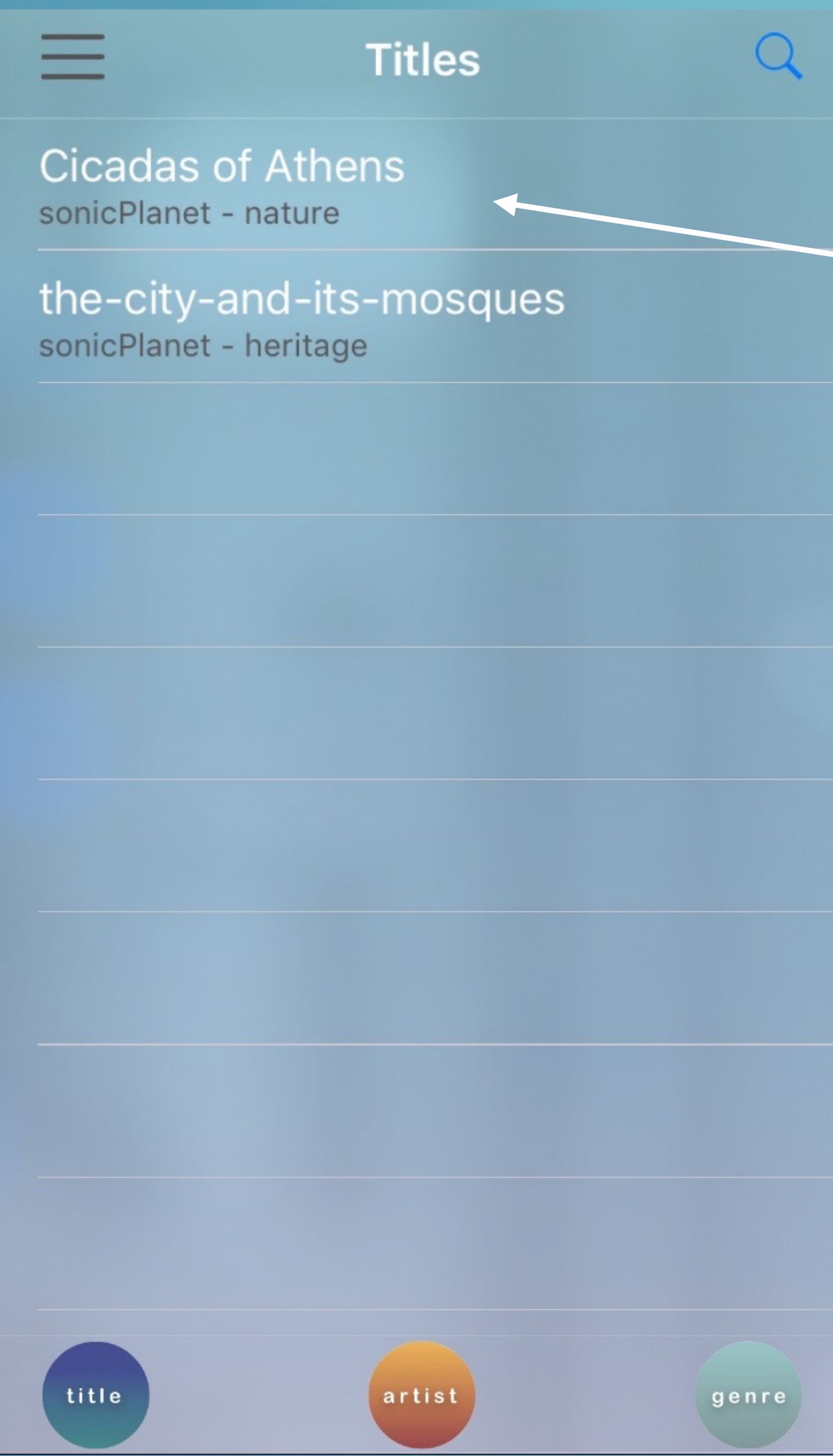
1. If you want to delete a loaded piece from your iPhone in order to gain disk space hit this button



2. turn this switch on.



3. click again to get back to the work list



**when you click on any piece,
its contents will be erased
from the iPhone**

**The work list of the GeoPlayer will be constantly
updated according to the new creations
submitted by the GeoComposer users.**

**Each time you press the 'title' button, the latest
changes on the list database will be reflected.**

