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About This Game

vrAMP is the definitive music visualizer and player for virtual reality.

No need to move your music into yet another media player, vrAMP plays music from any program or web browser. You can even use the in-game Steam web-browser to play music. Simply pause the included catalog of music and begin playing your own.

Future Updates:

- Musical Painting (currently available in beta)
- Browse your own music collection from inside vrAMP
- New destinations to feel and experience your music
- Added visualization effects

Controls:

- Center - Play/Stop

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- Left - Previous song
 - Right - Next song
 - Down - Toggles effect transitions
By default vrAMP will transition itself with changes to the music. You can press Down to freeze the transitions and keep the effect, pressing it again will resume default behavior.

Notes:

Make sure you have your default playback device (in Windows audio settings) set to the HTC Vive / Oculus Rift.

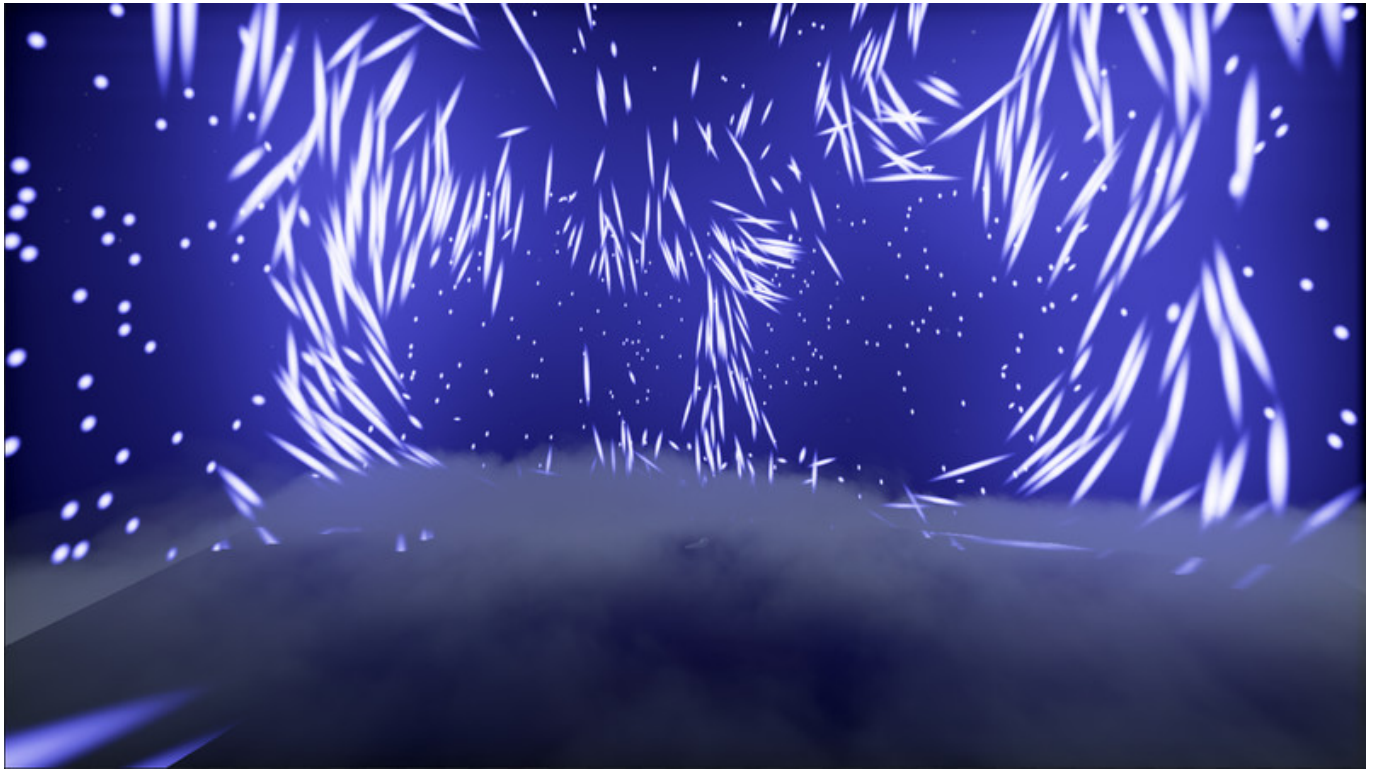
Music provided by:

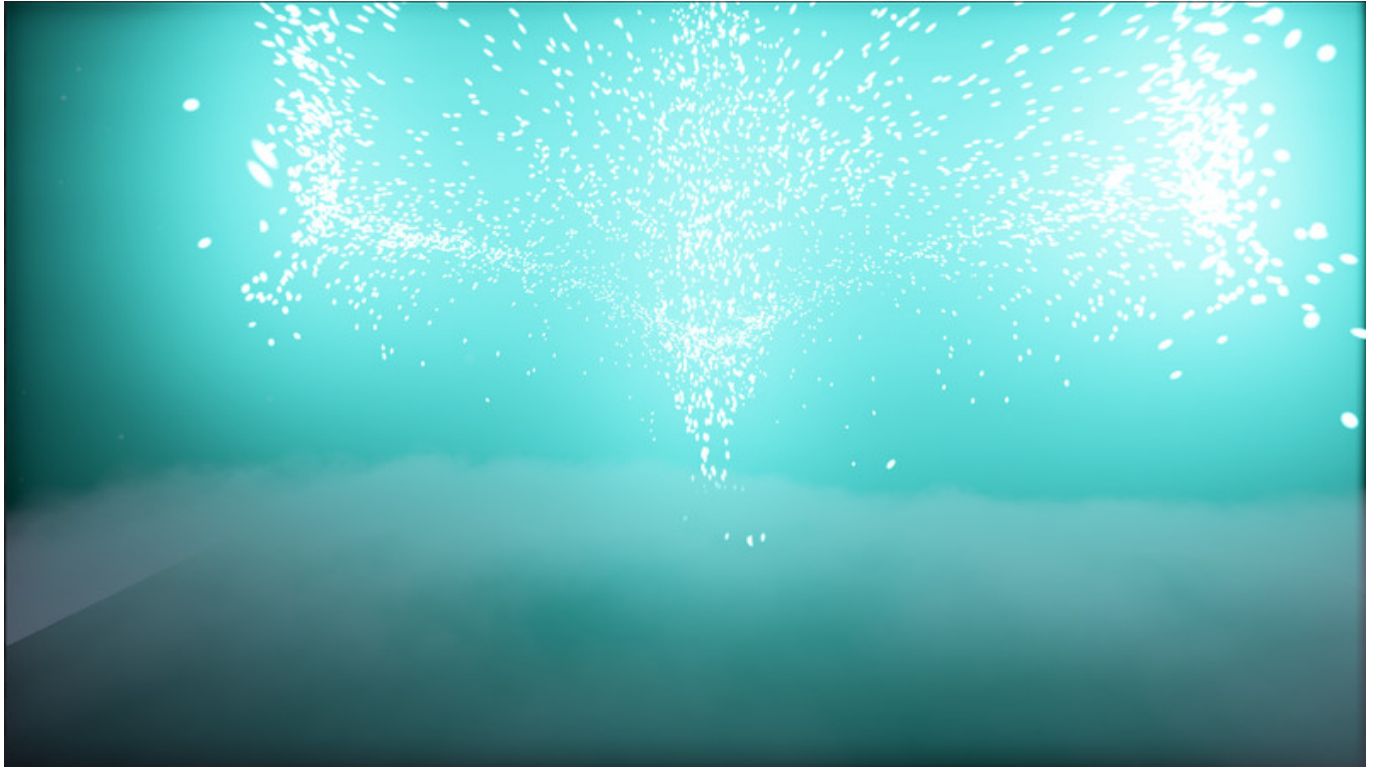
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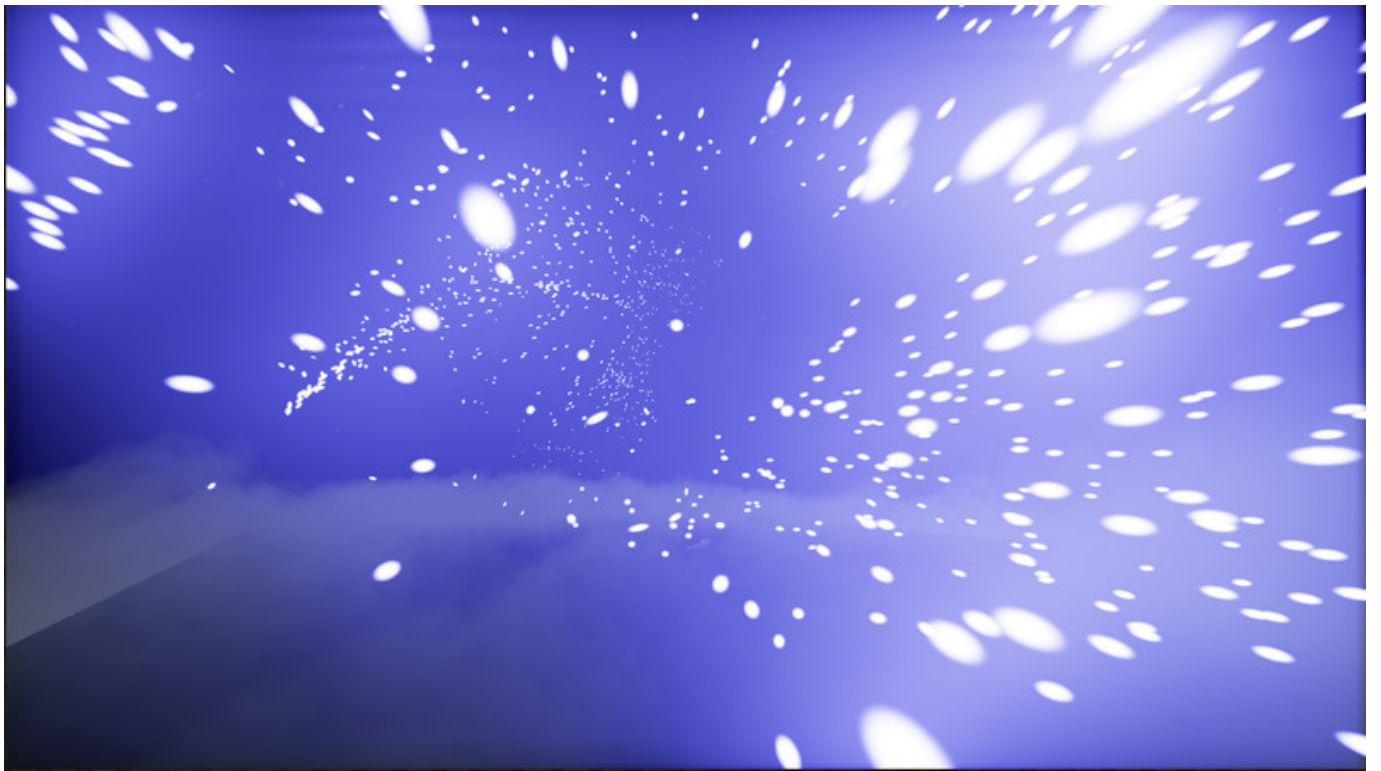
Title: vrAMP
Genre: Casual, Indie, Early Access
Developer:
Oriku Inc
Publisher:
Oriku Inc
Release Date: 27 May, 2016

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English







Definitely the most impressive VR music player currently available.. Needs improvements like working with itunes, Winamp, Ect. and needs more effects a settings menu for quality control and overall, needs improvement. Sorry not to rip on this but, it just needs to be better.. I'm super excited about the idea of a VR music visualizer, but this is disappointing. You can't browse for music in-app (you have to use the VR web browser or desktop tab), and the visualizer is basically a few particle effects that seem to have almost nothing to do with the music. I know this is early access, but this is sparse even for an early access title.. Great Room scale Music Visualisation, with HUGE potential.

This thing BLEW MY MIND.

It is ONLY Early access and i cant wait to see all the layers of detail added to the visualisations in the near future. Including touch and control triggered effects (maybe transitions triggered by head moment etc., possibilites are exciting)!!!!

The beat detection has improved heaps since release and works great with my Spotify playlists. The effects wash around you and form in front of you in time with the music. There are waves and swirls and it is a sight to see.

I'm buying a copy for my friend and i cant wait to see the next update!!!!

PLEASE contact me if any testing or feedback is required.

KEEP UP THE AMAZING EFFORTS 4REAL!!!!. VrAmp has always been the best music visualizer. I also like Dimensional Intersection but that's a different experince being fractal based. But now with the reworking of the floor and the addition of a full spectrum of colors being added to the particles, it's better than ever. It also has some simple tools for drawing which react to your music as well, giving a chance for some interaction and to be creative. I like to put on my own music then do a mix of vializers and games that work with my personal library of music and it would not be as good without VrAmp. Buy it.. This is the best VR experience I've had yet. I'm a very visual person, so I've always had a hard time getting a deep experience of music. Laying down with ambient music like Maggie Rogers or John Frusciante dancing around me is one of the most relaxing experiences I've ever had.

I truly look forward to how this evolves over time. There is lots of room for improvement, but this is a great start.

If anyone feels too crowded by the effects, I'd recommend laying on the floor and at the edge of your play space. Having the center area a couple of feet ahead of you is much better than being inside of it.. Cool program for visualizing music, but was disappointed as I purchased it to play classical music and it seems to be having trouble making visulizations for the specific stuff I'm listening to. Tried stuff with more beat and worked fine.. Did not manage to load the game a single time. Steam VR goes unresponsive on every launch.. I love this thing. Yeah, it may not be perfect yet, but the dev is dedicated to improving it. Definitely the best experince of any visualizer out there. Also check out the beta. It is pretty great.

Awesome App. I see this as the future for music . Mazing work keep up adding things !. If you're looking for a more VR focused music visualization than the milkdrop plugin in virtual desktop, this is it. It is by no means perfect but it has a tonne of potential. The updates seem pretty regular and the devs engage with the user base. As long as this app gets the TLC it needs(which seems to be the case so far) then it could become one of the killer VR apps one day. Just know what you're getting into before you purchase, it's "Early Access" for a reason.

p.s. Don't forget to check out the beta.. This is really really cool. I'd like to see more effects, and maybe environments.. now that tiltbrush has audio reactive brushes, theres no real reason to play this game. still fun for half an hour though. I have a Rift CV1 and Touch isn't out yet but I still love this. I look forward to Touch and trying brushes. After a few songs, the particle effects seem the same and I hope for extreme variations in the future like Winamp effects. However, I grabbed this on sale and it's still early access so I'm confident this is only the beginning. :) Love it.. Had heaps of fun this first time I used this, jamming with Tiesto, Skrillex, David Guetta, Molly and more!

By far the most fun visualizer I've tried and very immersive.

I don't like the drawing funktion in it though with the controlers and would like if it was optional vs other kinds of effects like changing them into flares or fadeout lines, even extended fireballs that you would move around with the sticks.

Easily worth the \$5

. This is the ultimate chill VR experience. Listening to my own tunes and experiencing a visualizer lightshow from the inside. VR style. What's not to love? I would love to see more content eventually but this was definitely worth the money.. So simple, yet so very relaxing. This is the first time in a very long time ive felt genuinely happy.. Really cheap quality visualizations and definitely not worth the money. You'd expect them to want to maximize the power of the graphics card but it seems this could run on any crappy pc. Only reason to buy it is because it's the only thing out there of the kind right now but someone needs to make something better.. For a "definite music visualizer and player for the HTC Vive" this has extremely few visualizations or effects in general. The one main visualization doesn't even respond to the music very interestingly, as far as I can tell it is just the brightness pulsating with the beat and nothing else.

For \u00a310 I expect a hell of a lot more, even in early access. Yet another overpriced VR demo. This does very little that you can't already do with Tilt Brush's audio reactive mode.

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