Chromic Duo
Winner, 2021 Concert Artists Guild Competition

Augmented Reality Offerings

AR Process Includes:

- Workshopping and recording music component, working out narration, storyline, impact, and purpose
- Onsite mapping the route and measuring timestamps
- How to determine and map mastered audio into trigger points, adjusting trigger radii
- What to look out for in test runs

Presentation / Overview + Performance (1 session - 2 days)

- Ideal for institutional departments like Music, Composition, Art Technology etc.
- Ideal for presenters who are interested in adopting an augmented reality experience in their community or spaces
- Virtual or In-Person

Chromic will walk through the steps in building the New York Philharmonic Project and the Augmented Reality process behind it, and how students can use it as a compositional tool. Going through the breakdown listed above, Chromic will answer questions students may have, and will tackle the unique set of problems in their AR projects together.

Design Sprint + Prototype: 48 hours Hackathon + Performance (2-3 days)

- Good for participants that will be hands-on working on a walk
- Can be a combination of virtual sessions and in person visit

Starting from the introductory presentation, Chromic will then work with participants (students, community members etc.) to design a project catered to their location.

On-Site Specific Augmented Reality Residency (7-10 days)

- Ideal for communities looking for an AR walk
- Ideal for institutional/departamental projects for studios or classes
- Combination of virtual sessions and in person visit

Chromic will develop a community-based walk to present an interactive and multisensory concert experience. Residency will include fieldwork with community organizations to understand their needs, and mapping a site-specific route to highlight issues on sustainability, climate change, mental health, and preservation of cultural heritage.