

# **AERODRUMS UNVEIL OCULUS RIFT** **VIRTUAL REALITY DRUMSET** **AT NAMM 2016**

## ***Rift Upgrade Allows Drummers to See “Invisible” Drumset***

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(January 20, 2016 – Los Angeles) Liverpool, England-based tech company, **Aerodrums** unveil their virtual reality product upgrade at **NAMM 2016**, using **Oculus Rift**. Developed by former researchers at the Trinity College Dublin Vision and Visualization lab, **Yann Morvan** and **Richard Lee**, Aerodrums is an air-drumming musical instrument which utilizes motion capture technology to create a fully functional, customizable drum set. The VR upgrade will allow the user to see the drum set as they play.

The Aerodrums virtual drum set works via small reflective balls placed on the ends of drumsticks and reflective strips the user attaches to their feet. A commodity high speed camera locks on to these strips to track the drummer's hand and foot movements converting them to quality drum sound. The user can customize the drum set to allow for their preference of drum, cymbal and pedal configuration. In addition, they can use their own sounds to further customize their kit, or use Aerodrums' MIDI compatibility to interface with other music software or hardware.



The rift is a virtual reality head-mounted display developed by Oculus VR. With Aerodrums, the headset displays a fully immersive 3D experience that makes you feel like you are actually behind a traditional, acoustic drumset. Aerodrums leverages Rift's head tracking capability to take into account the drummer's head position when rendering both the visuals and the audio.

“Since we made Aerodrums, I have resumed playing drums even though my drum kit is still in my parents' garden shed. With the VR mode, I find myself forgetting that the kit isn't actually there” said Richard Lee, co-developer of Aerodrums.

Aerodrums allows the player to perform dynamic techniques seemingly impossible in air drumming such as double stroke rolls (two single strokes played by the same hand to create a sustained, continuous sound); ghost notes (ornamental notes played very softly between the 'main' notes). Even open and closed hi-hat cymbal sounds are easily played with Aerodrums with virtually no latency. Drummers can also navigate the software's user interface using their drum sticks. The Aerodrums system is as intuitive as air drumming and uses the same coordination skills a player would need on a real kit. Aerodrums are also incredibly dynamic, sensing the velocity of the drummer's motion allowing the player to “hit” the drums softly or loudly.

Aerodrums are intended as an alternative for drummers who lack space for an acoustic or electronic drum kit, as well as for drummers who don't want to annoy their neighbors -- or even as the perfect starter kit for a young aspiring drummer who may have difficulty convincing their parents to commit to buying an acoustic drum set.

The Aerodrums kit includes the sticks, stick tips, reflective strips, light and software. The full set retails worldwide for \$199, £129 and €175, and includes unlimited, lifetime customer service. The Aerodrums virtual reality upgrade will be available in Q2 2016 as a download at no cost to current Aerodrums users. Rift headsets are sold separately and pre-orders are available from Oculus at [www.oculus.com](http://www.oculus.com) Rift headsets are scheduled to ship in March 2016.

For additional information, visit [aerodrums.com](http://aerodrums.com)

For press material, including photos and videos, visit [aerodrums.com/vr-press](http://aerodrums.com/vr-press)

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