MIDI.CITI.VR is an audiovisual software in virtual reality that maps visual cityscape to audio parameters. Elements within the city control complexities of audio loop lines, volume, and granular synthesis parameters. As the music develops, the city becomes more vibrant. Cars, trucks, trains, and even UFOs join the city vibe. Audio elements are coded using Chunity, and the 3D objects were designed in Blender. The environment has been reconstructed and remapped from MIDI.CITI. (non-VR) (2019) to optimize the virtual reality experience.

**Audiovisual Mapping - City**

The user can control the amount of light on the windows of each building with the VR controller. This is translated to audio parameters such as density of a drum loop, number of chords played per measure, overall gain boost, and tempo. By editing the ChucK code in Unity, the user can customize timbre, probabilities of onset, loop lines, and chords.

**Audiovisual Mapping - Moon**

The user can add a wall of granular synthesis harmonies to the music sequence created from the city. By changing the position of grains, the timbre can cross fade between string sounds to vocal sounds. By feeding a sound sample with multiple instruments within the ChucK code, the user can customize both the quantity and quality of timbres.