



Press Kit

Sound. Light. Motion.

A VR/MR art experience where voice, color, shapes, and rhythm merge.

Short Description

Synephoria is an ambient VR creativity playground where you see what you speak. Speak, sing, or hum to grow a living grotto, then paint freely in world space. Build fast with shape tools – pull geometric forms from your hand, choose a color, and grab, place, duplicate, and stretch for different looks. No art training required – just a calm space to create, capture mesmerizing clips, or unwind with a new creative ritual.

Explore zen-like “Grotto” soundscapes or clear your room for laid-back mixed-reality sessions where you become the orbital center of a living canvas—colorful spheres activated and baked into your environment by the sound of your voice.

Key Features

- Voice-to-visuals: grow grottos with on-device microphone processing; audio never leaves your headset.

- Paint in world space: drift freely in an immersive VR space with free range of motion. Minimal palette for color and brush size.
- MR mode: relax in your living room and fill the air around you with responsive orbits of light and sound.
- Comfort-first: start in an empty black void or within a gentle orientation sphere for spatial grounding.
- Local save/load: keep works-in-progress on your headset; revisit anytime.
- Grouping + OBJ/MTL export allows art to be imported into external 3D applications.
 - LitSpheres allow mood lighting as a creative medium.
- Soundtrack: 90+ original ambient, chill, pulse, and pixelwave tracks included.

Facts & Availability

- Platforms: Meta Quest 2, 3, 3 S, and Quest Pro
- Price: \$12.99
- Release: October 28 2025
- Developer: Court Les Rues LLC

- Website: <https://synephoriagame.com>
- Trailer: <https://youtu.be/tt76UFUoj6E?si=UjKPeSODwZ9ye9xL>
 - Contact: thomas@synephoriagame.com

Logos and images may be used in editorial coverage of Synephoria with credit to Court Les Rues LLC.

Fact Sheet

Field	Details
Genre	Creative / Relaxation / Music
Modes	Solo (VR & MR)
Play Area	Seated or standing; room-scale optional
Comfort	Stationary default; low-intensity visuals; optional vignette during motion
Audio	90+ curated tracks across 4 playlists + live voice input; local save/load
MR Notes	Passthrough mixed reality available for calm, low-clutter sessions
Privacy	Voice input processed on-device only; no account required – no accounts, no analytics, no ads. Internet not required.
Typical Session	5 – 20 minutes
Languages	English, French, German, Italian, Japanese, Korean, Portuguese (Brazil), Russian, Simplified Chinese, Spanish, Traditional Chinese
Engine	Unity 6.000.2.2f1 (OpenXR, Meta SDK)