



## Press Kit

Sound. Light. Motion.

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

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## 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.

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## 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.
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## 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://synephorialogame.com>
- Trailer: <https://youtu.be/tt76UFUoj6E?si=UjKPeSODwZ9ye9xL>
- Contact: [thomas@synephorialogame.com](mailto:thomas@synephorialogame.com)

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

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## 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)