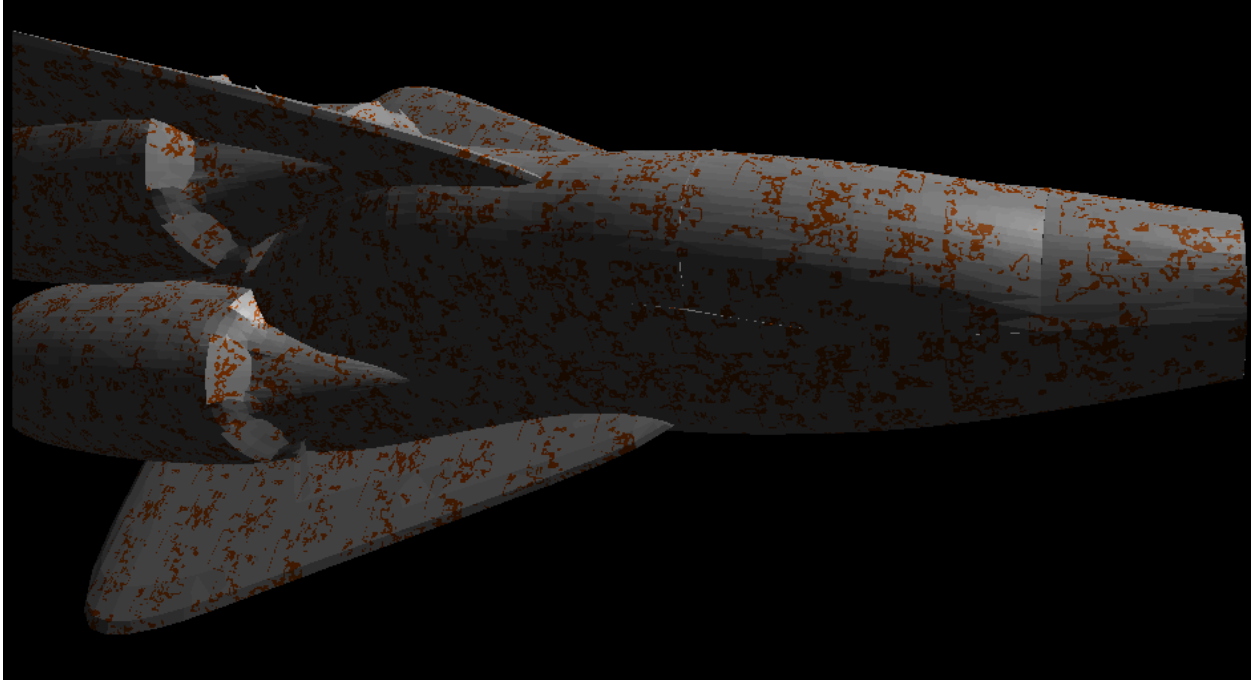


Project #2



Continuing off the last code. Minor alterations were added to the main .cpp file to add the amp and feq hook ups. Altered the .frag file to use blending and 4 octaves.

[Video Link](#)