Sideiq A. yar

ART370

Week 12

This week went awesome. I love music and love watching how music can be digitizing on a screen. It was so cool that I was able to do this with processing.

So basally what I did is I took my 3d explode that I did last week and made it explode to the music. The way I had set this up is I made 4 valuables. The z valuables the Scale valuables the size the beat and the z which is for the depth of the 3d.

It works by value of beat Is being tied to fftLin.linAverages. then the z value is being = new float[fftLin.avgSize()];. Then the main for statement is for(int h = 0; h < fftLin.avgSize(); h++) then do z[h] = fftLin.getAvg(h);

What I wanted to do next is have the low pass control the z axis and have the high pass control the background color but I couldn’t finger out how to do so.

Hope you all like it