This is visual content for a music store.

This will respond to sound and visualize it with transforming geometry.

This will be on a display somewhere in the store, preferably in an area easily seen by the customers. The geometry would respond similarly to an audio visualizer or to Geomusica, a project by Rui Gato I've shared in class before. It won't be as complicated as it, but it should somewhat show the way I plan to make it look. This kind of installation could also help draw in customers to the store as it's an interactive piece that would draw attention from people, mainly kids.