Audio-Reactive Components

These components do not require scripting to use.
(Though they can be used with scripts.)

AudioSignal – Displays an audio signal using a Line component.

AudioSignalArc – Displays an audio signal using a Line component, and draws it in an arc.

ColorModulation – Gets reaction input and uses it to drive color output from a color gradient.

GradientModulation – Gets reaction input and uses it to create color output created from blending two other gradients.

LightModulation – Gets reaction input and uses it to control lights.
        (use build define USING_HDRP for HDRP lights)

MaterialColorModulation – Gets reaction input and uses it to drive color output from a gradient, and apply it to a *shared* material.

MeterBars – Displays an audio signal using a prefabs that scale in size.

MeterBars – Displays an audio signal using a prefabs that scale in size, and draws them in an arc.

MeterBarsScape – Displays an audio signal using a prefabs that scale in size, and create a "landscape" from a scrolling histogram.

ObjectsArrangementModulation – Lays out objects in an arrangement defined by an ObjectsArrangement component.

ParticleControl – Gets reaction input and uses it to control a ParticleSystem.

PositionModulation – Gets reaction input and uses it to control an object's position.

RotationModulation – Gets reaction input and uses it to control an object's rotation.

ScaleModulation – Gets reaction input and uses it to control an object's scale.

TorqueModulation – Gets reaction input and uses it to control an object's torque.

AudioReaction – Gets reaction input and feeds it into an AnimationCurve.
(intended for visual scripting)