**ORIGINAL IDEA**

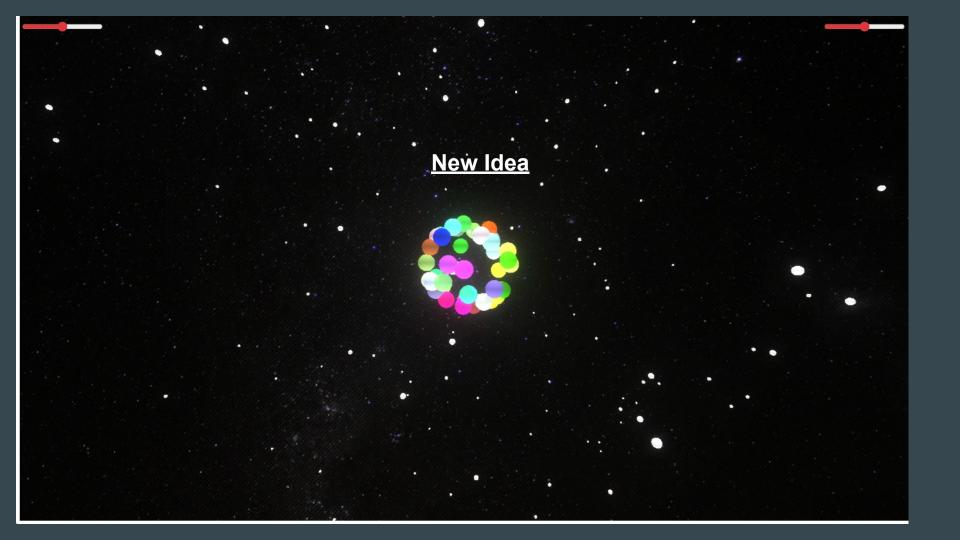# New Idea

# Did I do everything I wanted?

- Yes I got the spheres to react to music (location and bloom)

- Achieved some kind of music visualizer

# Biggest Crap Moment

- Trying to use spotify api.
- Visual sound analysers not allowed.

# Biggest Wow Moment

Increasing the Quality of spheres (antialias, shadows, mesh)

Sphere movement (based on the bass)

# What I would like to add

Make it work with youtube API.
Right now limited to having to download song and import into project