



HOW TO USE

1. Add your mesh and an audio source
2. Put the FrequencyListener script on the audio source
3. Add the GooShapeV2 script somewhere (like on your mesh)
4. Input the values (target mesh = your mesh to animate, full explanation below)
5. Make sure all the „size“ tabs are the same number (same size of lists)
6. Hit play and adjust it to your liking
7. For recording insert an animation clip and check „record“, then uncheck it after it played through

Values:

Indexes: The shapekey-index, starts at 0. Very first shapekey would have to be 0 in this list to be addressed as the „first“ element (it says element 0). Make the size the number of shapes you want to use.

Frequency: This is where you set the „part“ of the song you want the shape to react to, 0 is bass, 8 is highs. Ranges from 0 to 15 but I would recommend you use 0 to 7. „Element 0“ will affect the shapekey you put in it in the previous list! This applies for all the lists.

Start Scale: Sets the minimum value for the shapekey.

Scale Multiplier: *Determines the amount of movement/change. Adjust accordingly, try starting at 15.*

Lerp Time/Duration: Smooth the movement, 1 is normal, lower is harsher movement, higher (1.5) is smoother movement.