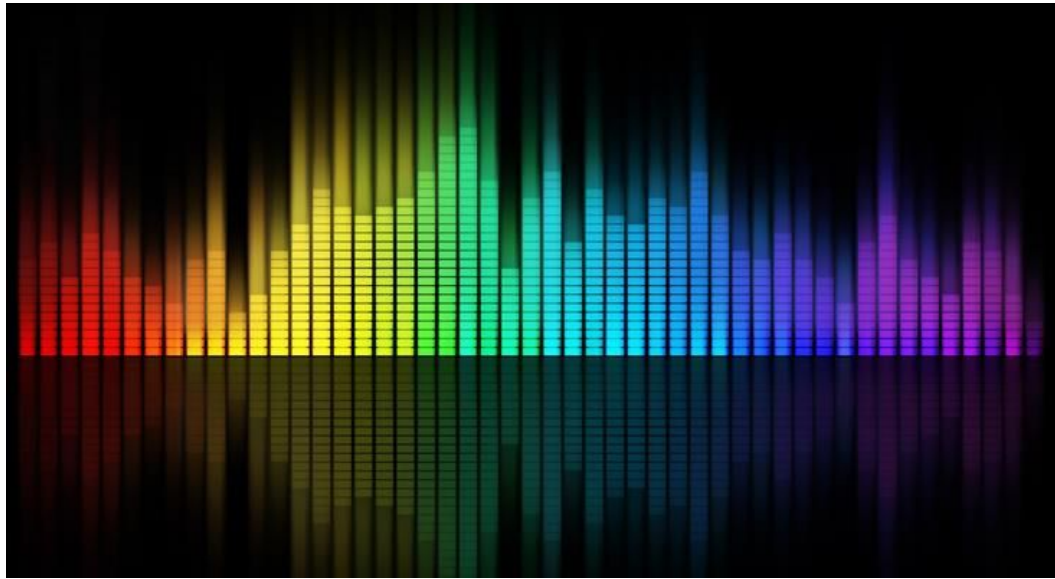


**Part 1:** For my final project I want to create a music visualizer that can be overlaid on 3D models. The music visualizer in question that I want to create looks like this:



This shader would require using the the techniques of getting Unity audio data that we went over in class. We would sample a song and taking the magnitudes and breaking them into different array entries. We would then average those values based on a customizable variable to make up the different bars in the visualizer. Getting different colors could be done by lerping between 2 values or by assigning multiple colors for different columns (more customization is probably better).

Another big part of it will be getting the bars to be able to show up on different models (not just flat surfaces). This will likely require utilizing world coordinates and designating start and end points. It would be really cool to have the same visualizer overlaid over multiple objects in scene at once, as if there was a projector playing over them.

**Part 2:** My teammates are Jacob Wynd and James Coulter Petnic.