Electron

create 5 rings,
rotate (sin × frameCount
keep running)

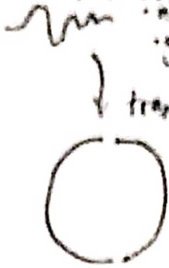
amp = fourier.analyze

map amp to [a]

[expand] map to a

ellipse (width - minus expand value -

Waveform



fourier, waveform
· analyze
· getEnergy between bass & treble → assign as amplitude

transform into circle by :
iterating through i : degree
map [value] of i to width → length of waveform (1024) -1
map [radius] to [value] returned

Call vertex
x = r × sin (i) ← angle
y = r × cos (i)

rotate if amplitude > value

Spectrum

analyze()
spectrum
- assign to amp[i] ← length of return value of analyzed
- assign to y
by mapping 0-256 value
to height ↑ to 0.

rect (i × w, y, w, height - value offset - y)

Smoke

particle class.

x
y
vx } direction smoke
vy } effect

alpha 255 --
(fading effect)

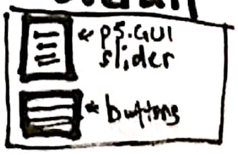
if fully faded
splice from
array.

class Particle create
position = random 2d vector multiply [biggest radius] - [smallest radius] (place it around ring)
acceleration = same position × value moving away (result a value)
velocity = createVector (0,0)
width
color
update position by adding velocity / acceleration

edges = pos.x or pos.y reach end of canvas
set true boolean. → if true (remove particle)

push particle → particle [ ]

Overall



colorfade (add to fill)
size 1/2 (set to mapped values)
volumechanges
(set volume at draw)

color theme

var r map sin (-1, 1) to fill (50, 255)
changing color effect

black theme image background
contrasts the changing color