Audio frequency detector

Version 1

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This package focuses on an audio frequency detector.

SampleScene contains an audio frequency detector which shows/hides four boxes depending on the frequency detected from the audio source playing in the scene. Each of the box's frequency ranges to detect & possible frequency thresholds are configurable in the inspector once the script is attached to an empty game object.

The package contains an audio frequency detection script & a free to use music file from https://soundcloud.com/aka-dj-quads.

The current frequency ranges set for the four boxes are different sound ranges perceivable to human hearing https://en.wikipedia.org/wiki/Audio_frequency ranging from the lowest frequency range a human can hear, to almost the highest.