

For the “Audio Frequency Detector” brief, I used a piece of code that broke the audio down into 512 samples as well as 8 (it was a bit easier this way). Successfully, I managed to break down the samples into 8 bands which means you can set anything to a value of 0 – 7 give a different result in frequency. I also made so that audio affects the rotation, light intensity and material colour and I also included a buffer to smooth out the visualizer.

Also, though I didn’t separate the audio into 4 different sample to define the kick etc. I used groups of ranged bandwidths to get a similar result.

https://drive.google.com/drive/folders/1VNPuq0rn39X0qjm_LwUkRkH6vqXZ13rF

*The file was too big to fit on the VLE so use this lead to my google drive so it can be downloaded.