Rhythmic Objects is a very easy to use script to make
Rhythmic Game Objects or UI Elements in your Unity application/game.

It allows a custom scale for each object, and turn off the script when you want.

1 click to use!

Features:

▽ Appearance:

+ Controls the scale of each GameObject
+ Controls UI Elements Scale
+ Use BPM to Follow the Rhythm
+ Rhythm detection
+ Independent Time Scale
+ Realtime customizable values
+ Can scale with Audio Source values included the audio pitch

▽ Sound:

+ Works with ANY audio
+ Bass detection
+ Treble detection
+ Spectrum sensibility control
+ Use both channels of audio

▽ Code:

+ SUPER easy to add or delete
+ Extends Unity Editor
+ Customizable code
+ Endless ways to use

▽ Includes:

+ Example Scene
+ Full Source Code
+ Metronome
+ Example Song (details below)

Song: Why We Lose (ft. Coleman Trapp)
Artist: Cartoon

▽ NoCopyrightSounds:
https://www.youtube.com/channel/UC_aEa8K-EOJ3D6gOs7HcyNg

▽ Follow Cartoon

SoundCloud https://soundcloud.com/cartoonbaboon

Facebook https://www.facebook.com/cartoondband