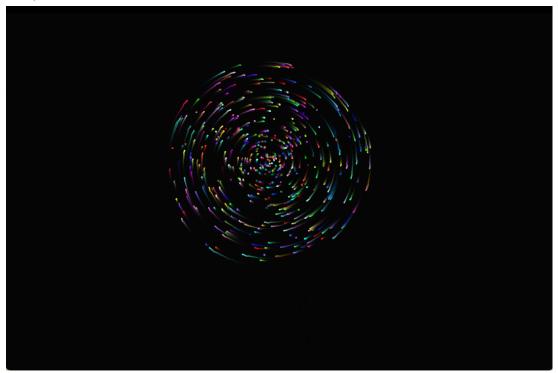
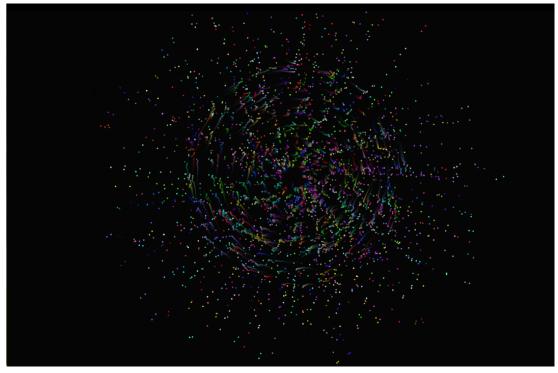
First, let's see what I did



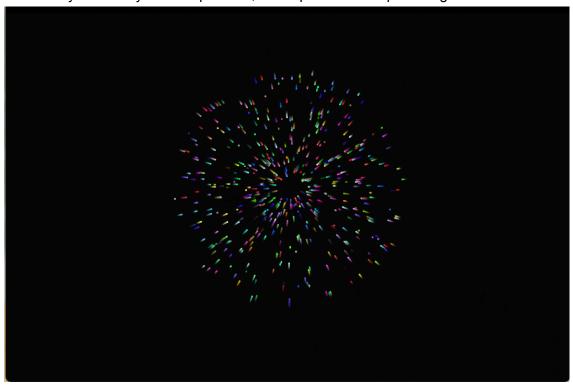
These random colored dots will move clockwise in a circle with the mouse as the center.

Next, make some noise, please.

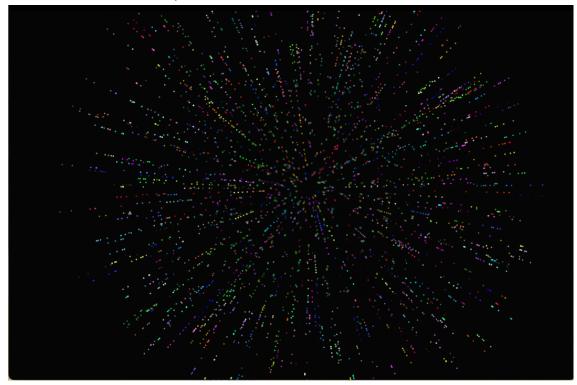


When the microphone receives sound, these points will suddenly "explode"

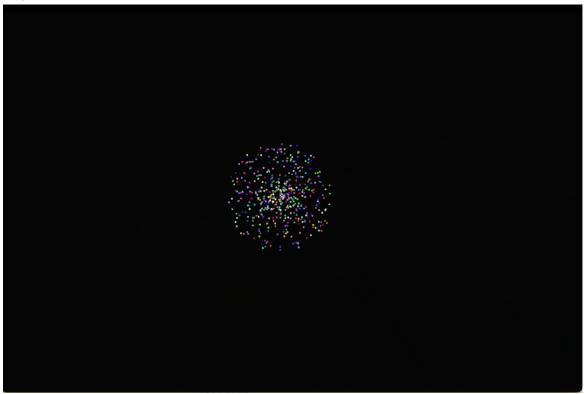
If the S key of the keyboard is pressed, these points will stop rotating



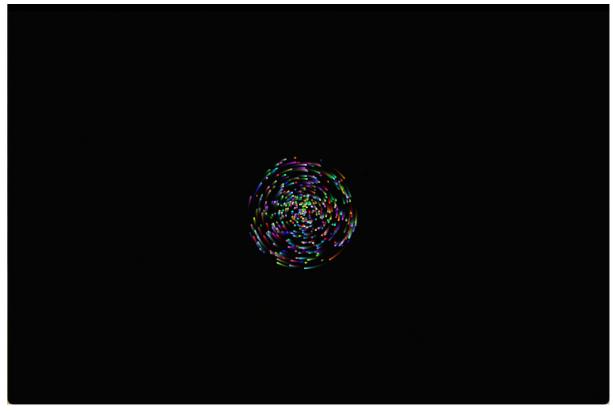
At rest, these dots still "explode" from the sound



Click the left mouse button, these dots will converge in the direction of the mouse, of course, they will move with the mouse



Although these dots no longer have any interaction with the sound, you can still control whether they continue to rotate with the S button, but the difference is that the direction of rotation is counterclockwise at this point.



I think I made a pretty good looking project while making it as interesting as possible. The inspiration for this project came from the MAGNET paradigm. At the same time I wanted to make centripetal force and color. That's why the main visual elements are colored dots that move around the mouse. Of course, I didn't want everything to look boring, so I added some sound-related features.

I'm not quite sure if my project is 100% compliant, and it feels a bit complicated to enter audio and write motion patterns.