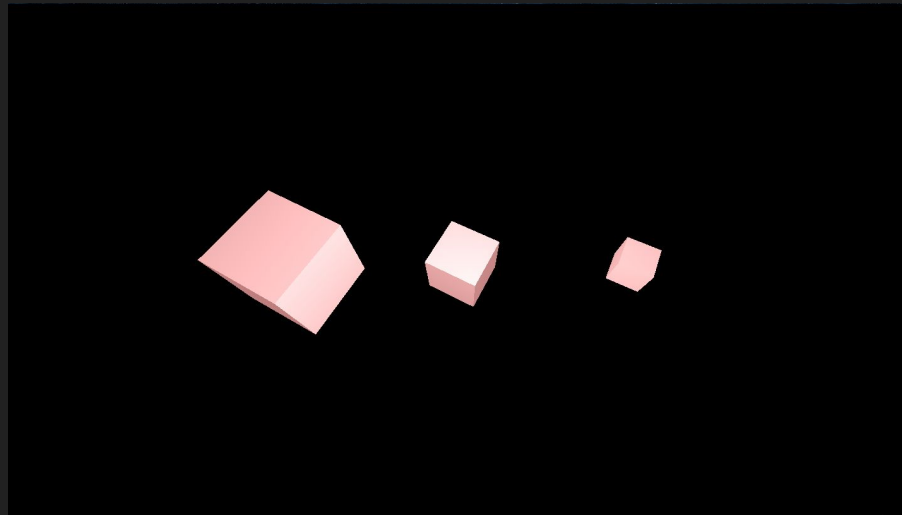


Music Visualizer using Three.js

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Project Overview

- Mainly used AudioAnalyser module from Three.js library.
- AudioAnalyser creates an AudioAnalyserNode which outputs an array of frequency data.
- Frequency data stored in Uint8Array and used to manipulate scale of different cubes.
- Cubes represent(from left to right): Low-end, mid-range, high-end.



Experience

- Most challenging task:
 - learning and understanding Three.js and it's AudioAnalyser module.
- Most interesting task:
 - integrating the audio data collected from the AudioAnalyser module to manipulate objects.
- This to do different:
 - spend more time on project to include more visualizations, allow user uploaded audio, and display song name.

Note - song name: Bee Gees - Night Fever.