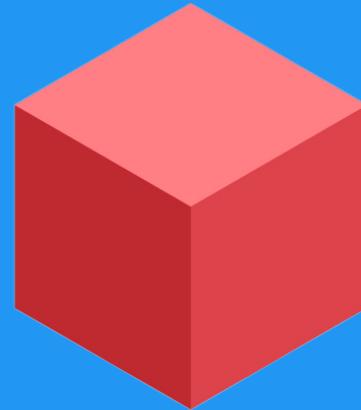




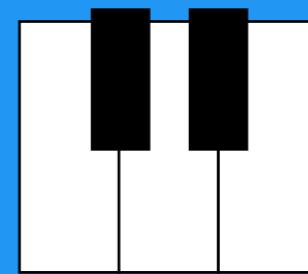
BEEP BOOP ISLAND

IAT 381 FINAL PROJECT
SEAN SHIN

JAVASCRIPT LIBRARIES

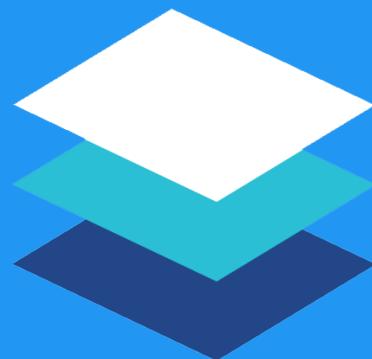


three.js



timbre.js

FRAMEWORKS + API



MATERIAL



ANGULAR



myJSON

CUSTOM LOGIC

```
//bass
bass = T("interval", {interval:"L8", timeout:"600sec"}, function() {
    //pitch is just random note from the set pitch class
    //velocity is random as well

    var loudness = 0;

    for (var i = 0; i < twoArray.length; i++)
    {
        loudness += twoArray[i];
    }

    if (loudness > 8 - (bassFreq/100) )
    //if (loudness > 1 )
    {
        synth3.noteOn( twoArray[4] * 12 + 25 , 120);
    }
}

}).on("ended", function() {
    this.stop();
}).set({buddies:synth3Echo}).start();

console.log("intervals set");
```

CUSTOM LOGIC

```
if (musicArray[index] == 1)
{
    //console.log("1");

    for (var i = 0; i < terrainName.geometry.vertices.length; i+=1)
    {
        if ( Math.abs(origZArray[i] - terrainName.geometry.vertices[i].z) > threshold )
        {
            terrainName.geometry.vertices[i].z = origZArray[i] + threshold;
        }
        else
        {
            terrainName.geometry.vertices[i].z += Math.random() * movementAmount;
        }
    }
}
```

THE END

