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Project 1

The visualizer started as just a screen with Bob's face on it. With a simple UI box on the bottom. I then refactored some of the code we have done before to show the analyzer bars on the sides, framing Bobs head. I then got the idea of how he could be used as a window into some of his paintings. This took up some time and had involved the potential use of more than one canvas. I scrapped that and went to audio nodes. The homework helped and I set up some sliders for the user to modulate how the filters are intensity wise. I then made more images of Bob and used photoshop magic to make him a window and so I naturally made the user able to display some of his work. The background setting is also wear a gradient is found. The window bob is found in the icon radio group. The visual filters are alongside all of the user controls for the audio visuals as well. The section alone counts for the checkboxes needed and adds the last slider I need. The slider is used for the radius of the circles.

Refreshing breaks the AV unless you click on the screen quickly, not sure why but its avoided by clicking on the link to the page from the banjo directory and that is what I will link

I had a lot of trouble finding time to do the audio viz homeworks and that has costed me tons of time learning about the foundations of the project. I had a busy week at work and I should be more professional about how I handle those instances. I wanted to be in the spirit of Ross and have the user be able to draw or manipulate a canvas but I just didn't have enough time or know how. I would also want to revisit the layout of the UI and make it neater.

That was going to be my above and beyond but with what I have now I really tried to make a visualizer very customizable and themed how I would like a Bob Ross AV.

95/100
Sources:
- Bob Ross images : **Google/Pintrest**
- Theme Song : **https://www.youtube.com/watch?v=Urc9IKFe-m8**
- Fonts : **Google**
- Constant help : **WW3Schools**