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Get audio features for multiple tracks based on their Spotify IDs.

Get Audio Features for Several Tracks

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(https://developer.spotify.com/webapi/user-profile-endpoints/)

Search

(https://developer.spotify.com/webapi/search-item/)

GET https://api.spotify.com/v1/audio-features

Request Parameters

HEADER FIE	LD	VALUE
Authorization	n	Required. A valid access token from the Spotify Accounts service: see the Web API Authorization Guide (/web-api/authorization-guide/) for details.
QUERY ARGUMENT	VALUE	
ids	Required. A comma-separated list of the Spotify IDs (https://developer.spotify.com/web-api/user-guide/#spotify-uris-and-ids) for the tracks. Maximum: 100 IDs.	

Response Format

On success, the HTTP status code in the response header is 200 0K and the response body contains an object whose key is "audio_features" and whose value is an array of audio features objects in JSON format.

Objects are returned in the order requested. If an object is not found, a null value is returned in the appropriate position. Duplicate ids in the query will result in duplicate objects in the response. On error, the header status code is an error code (/web-api/user-guide/#response-status-codes) and the response body contains an error object (/web-api/userguide/#error-details).

Examples

Get audio features for multiple tracks

\$ curl -X GET "https://api.spotify.com/v1/audio-features/?ids=4JpKVNYnVcJ8tuMKjAj50A,2NRANZE9UCmPAS5XVbXL 40,24JygzOLM0EmRQeGtFcIcG" -H "Authorization: Bearer {your access token}"

```
Tracks
                                        { audio features:
  (https://developer.spotify.com/web
                                          [ { "danceability": 0.808,
                                               "energy": 0.626,
  api/track-endpoints/)
                                               "key": 7,
    Get a Track
                                               "loudness": -12.733,
    (https://developer.spotify.com/web-
                                               "mode": 1,
                                               "speechiness": 0.168,
    api/get-track/)
                                               "acousticness": 0.00187,
    Get Several Tracks
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    (https://developer.spotify.com/web-
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                                               "valence": 0.369,
    api/get-several-tracks/)
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    Get Audio Features for a Track
                                               "type": "audio_features",
                                               "id": "4JpKVNYnVcJ8tuMKjAj50A",
    (https://developer.spotify.com/web-
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    api/get-audio-features/)
                                               "track_href": "https://api.spotify.com/v1/tracks/4JpKVNYnVcJ8tuMKjAj50A",
    Get Audio Features for
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    Several Tracks
   (https://developer.spotify.com/web-1458063189&Signature=JRE8SDZStpN0dUsPN/PoS49FMt0%3D",
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    api/get-several-audio-
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    features/)
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 API Console
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 (https://developer.spotify.com/web-
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 api/console/)
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 (https://developer.spotify.com/web-
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 api/object-model/)
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 Authorization Guide
                                               "valence": 0.382,
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 (https://developer.spotify.com/web-
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                                               "id": "2NRANZE9UCmPAS5XVbXL40",
 Using Scopes
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                                               "track_href": "https://api.spotify.com/v1/tracks/2NRANZE9UCmPAS5XVbXL40",
 (https://developer.spotify.com/web-
                                               "analysis url": "http://echonest-analysis.s3.amazonaws.com/TR/WhuQhwPDhmEq5T04JjbJu0my-awIhk3eaXk
 api/using-scopes/)
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 Code Examples & Libraries
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 api/code-examples/)
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 (https://developer.spotify.com/web-
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 api/working-with-playlists/)
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 Track Relinking Guide
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 Migration Guide
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 (https://developer.spotify.com/web-
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 api/migration-guide/)
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 Change Log
                                               "uri": "spotify:track:24Jygz0LM0EmRQeGtFcIcG",
 (https://developer.spotify.com/web-
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 api/change-log/)
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HTML Widgets
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(https://developer.spotify.com/technologies/widget@(ration_ms": 497493,
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iOS SDK (Beta)
(https://developer.spotify.com/technologies/spotify-
ios-sdk/)
```

Android SDK (Beta)

TRY IT (/WEB-API/CONSOLE/GET-AUDIO-FEATURES-SEVERAL-TRACKS/?

(https://developer.spotify.com/technologies/spd∰\$=4JPKVNYNVCJ8TUMKJAJ50A,2NRANZE9UCMPAS5XVBXL40,24JYGZOLM0EMRQEGTFCICG) android-sdk/)

Libspotify SDK (https://developer.spotify.com/technolog	Object		
AppleScript API	KEY	VALUE TYPE	VALUE DESCRIPTION
(https://developer.spotify.com/applescrip api/) Support	acousticness	float	A confidence measure from 0.0 to 1.0 of whether the track is acoustic. 1.0 represents high confidence the track is acoustic.
(https://developer.spotify.com/support/) Design Resources	analysis_url	string	An HTTP URL to access the full audio analysis of this track. An access token is required to access this data.
(https://developer.spotify.com/design/) Terms of Use (https://developer.spotify.com/developer terms-of-use/)	danceability	float	Danceability describes how suitable a track is for dancing based on a combination of musical elements including tempo, rhythm stability, beat strength, and overall regularity. A value of 0.0 is least danceable and 1.0 is most danceable.
	duration_ms	int	The duration of the track in milliseconds.
	energy	float	Energy is a measure from 0.0 to 1.0 and represents a perceptual measure of intensity and activity. Typically, energetic tracks feel fast, loud, and noisy. For example, death metal has high energy, while a Bach prelude scores low on the scale. Perceptual features contributing to this attribute include dynamic range, perceived loudness, timbre, onset rate, and general entropy.
	id	string	The Spotify ID for the track.
	instrumentalness	float	Predicts whether a track contains no vocals. "Ooh" and "aah" sounds are treated as instrumental in this context. Rap or spoken word tracks are clearly "vocal". The closer the instrumentalness value is to 1.0, the greater likelihood the track contains no vocal content. Values above 0.5 are intended to represent instrumental tracks, but confidence is higher as the value approaches 1.0.
	key	int	The key the track is in. Integers map to pitches using standard Pitch Class notation (https://en.wikipedia.org/wiki/Pitch_class). E.g. $0 = C$, $1 = C \sharp / D \flat$, $2 = D$, and so on.
	liveness	float	Detects the presence of an audience in the recording. Higher liveness values represent an increased probability that the track was performed live. A value above 0.8 provides strong likelihood that the track is live.
	loudness	float	The overall loudness of a track in decibels (dB). Loudness values are averaged across the entire track and are useful for comparing relative loudness of tracks. Loudness is the quality of a sound that is the primary psychological correlate of physical strength (amplitude). Values typical range between -60 and 0 db.
	mode	int	Mode indicates the modality (major or minor) of a track, the type of scale from which its melodic content is derived. Major is represented by 1 and minor is 0.
	speechiness	float	Speechiness detects the presence of spoken words in a track. The more exclusively speech-like the recording (e.g. talk show, audio book, poetry), the closer to 1.0 the attribute value. Values above 0.66 describe tracks that are probably made entirely of spoken words. Values between 0.33 and 0.66 describe tracks that may contain both music and speech, either in sections or layered, including such cases as rap music. Values below 0.33 most likely represent music and other non-speech-like tracks.
	tempo	float	The overall estimated tempo of a track in beats per minute (BPM). In musical terminology, tempo is the speed or pace of a given piece and derives directly from the average beat duration.
	time_signature	int	An estimated overall time signature of a track. The time signature (meter) is a notational convention to specify how many beats are in each bar (or measure).
	track_href	string	A link to the Web API endpoint providing full details of the track.

type	string	The object type: "audio_features"
uri	string	The Spotify URI for the track.
valence	float	A measure from 0.0 to 1.0 describing the musical positiveness conveyed by a track. Tracks with high valence sound more positive (e.g. happy, cheerful, euphoric), while tracks with low valence sound more negative (e.g. sad, depressed, angry).

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