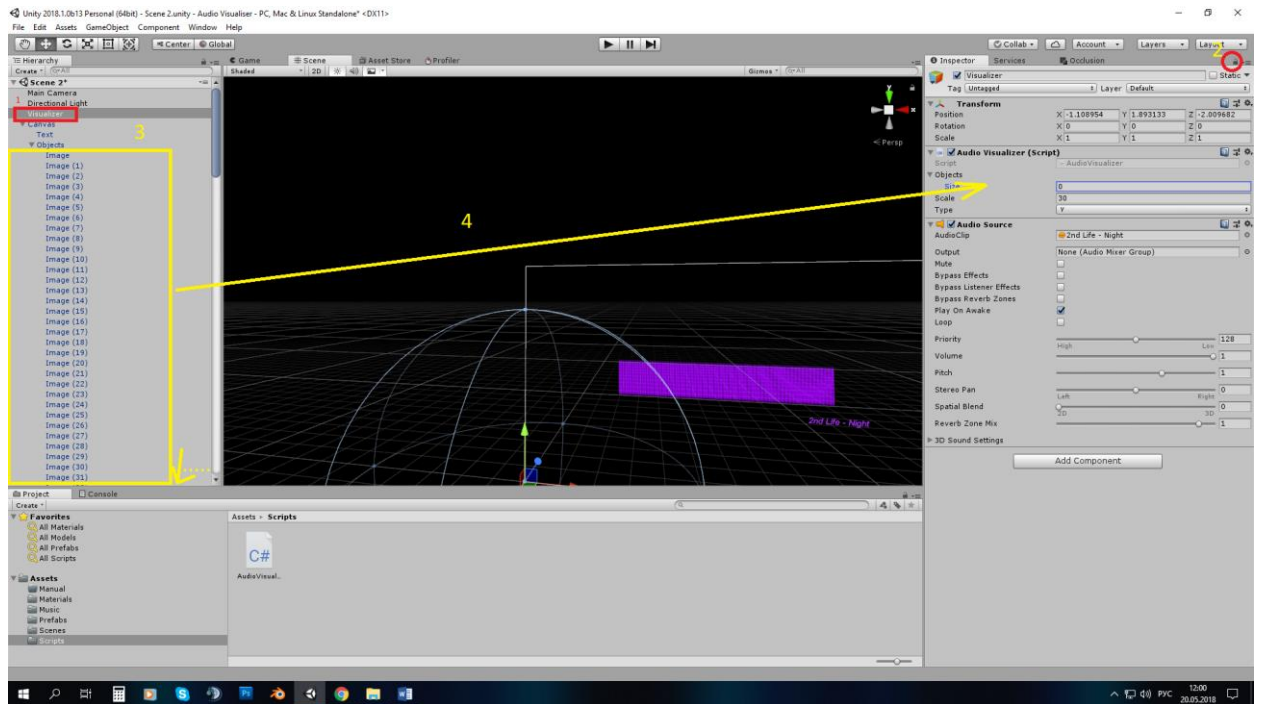
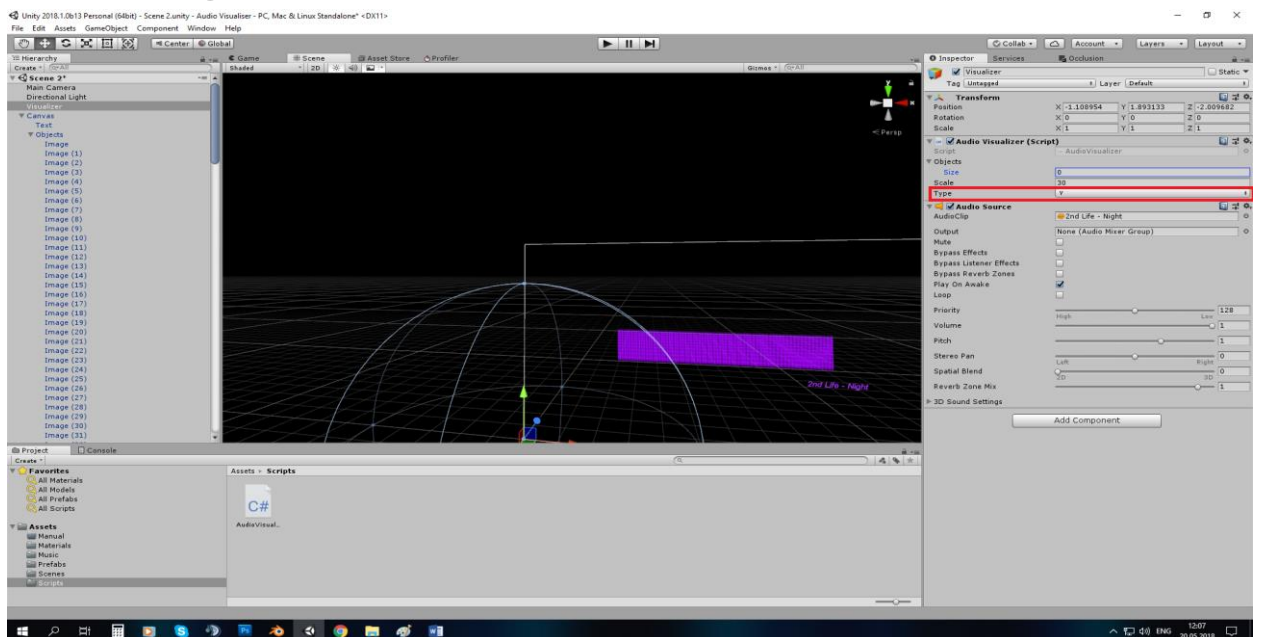


Instructions

1. Create an empty object and drag the script to it.
2. Drag your track to Audio Source.
3. Create the objects and fill the array



Note: The variable "Type" is responsible for the axis that will change the size.



Play.