DOCUMENTATION

Rhythm Visualizator offers high-quality visual sound detection to your application/game.

--- ▽ Pro Features ▽ ---

Upgradable from Rhythm Visualizator
++ Automatic Rhythm Detection ++
Automatic Rhythm Particles
Includes 3 Different Music Players
Song Selection UI
Scale by Rhythm
Sphere visualization
Set particles interval (for performance)
Selectable scale point
Optimized code
Optimized values
More customizable values

--- ∇ Main Features ∇ ---

∇ Appareance:

+ 4 amazing forms of visualization

+ Bars and particles with sound sensibility

+ Rhythmic particles

+ Realtime customizable values

+ Can scale with AudioSource values included the audio pitch

+ Customizable color gradients

+ Customizable amount of particles to emit

+ Can deactivate the particles

+ Visualize two or more songs at same time

∇ Sound:

+ Works with ANY audio

+ Bass detection

+ Treble detection

+ Spectrum sensibility control
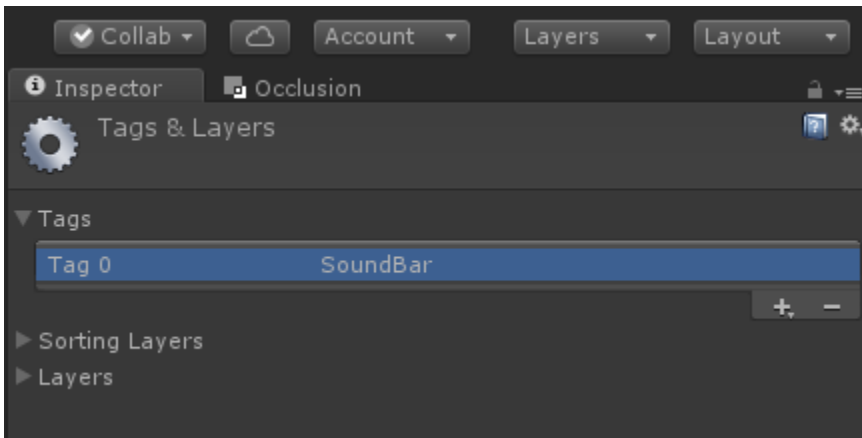
+ Use both channels of audio

∇ Camera:

+ Customizable camera

+ Height and Orbit Distance Control

+ Rotating around camera movement
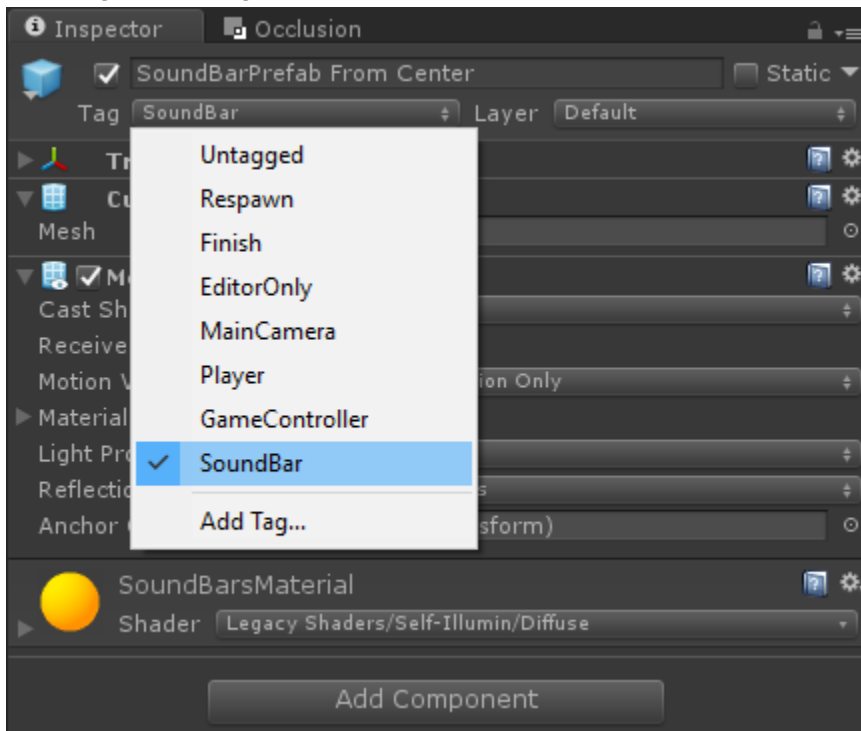
+ Automatic camera position

∇ Code:

+ Full source code

+ Customizable code

+ Optimized and well documented

+ Endless ways to use

FIRST STEPS:

1. Please add the tag "SoundBar" in the editor.
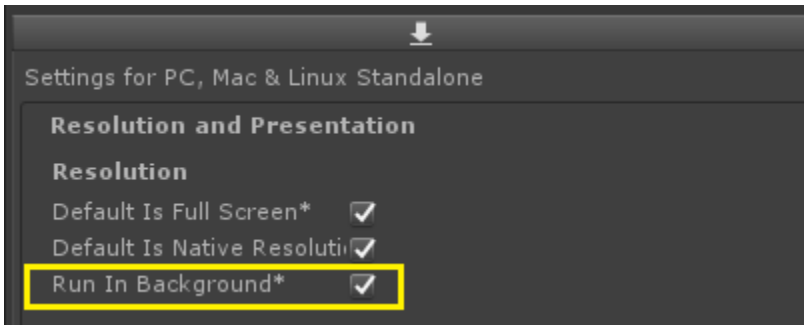(Edit > Project Settings > Tags and Layers > Tags > and create it.)

2. Assign that tag to the SoundBarPrefabs.

3. Make your application to run in background.

(Edit > Project Settings > Player > Resolution and Presentation >

Run in background)

4. Open the ExampleScene.

or…

1. Drag Rhythm Visualizator prefab to the scene.

2. Drag ExampleCamera to the scene.

3. Import a song and assign it to AudioSource script in Rhythm Visualizator
Game Object.

RHYTHM VISUALIZATOR FAQ

HOW TO ADD A NEW SONG? **// You really don't need to use the Music Player to listen songs, you can use Rhythm Visualizator without using him**

1. Make sure you have "Music Player" prefab in the Scene.
2. Open "Song List" transform.
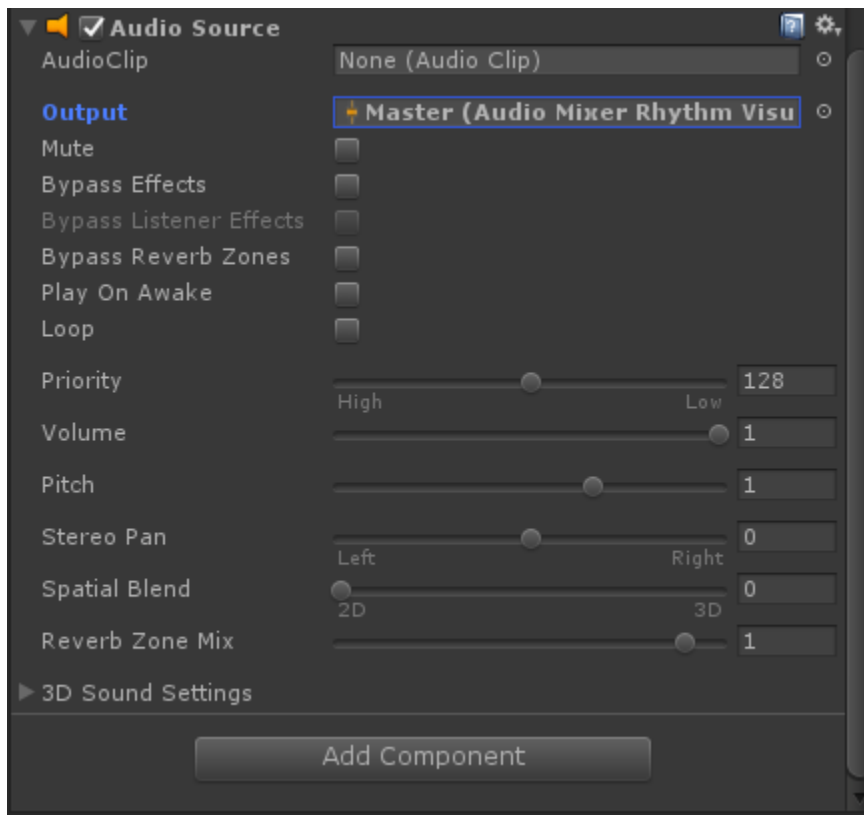3. Drag and Drop the "SongPrefab" to "SongList" transform.
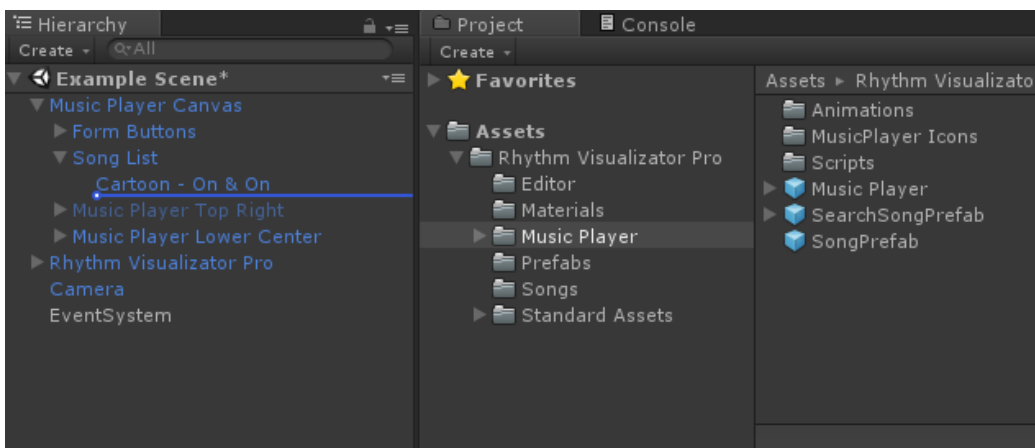
4. Assign "Artist" and "Song Name" values and his "AudioClip" on "SongData" script.
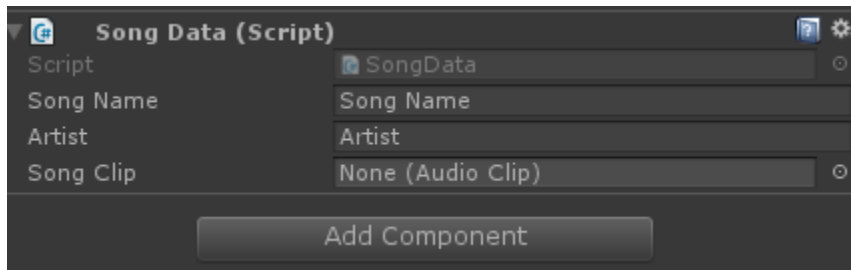
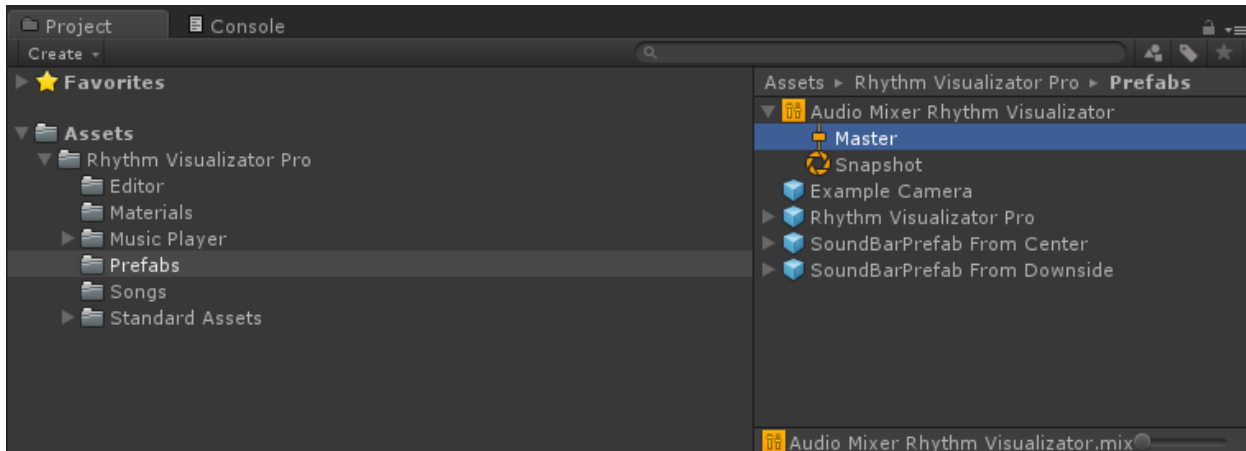
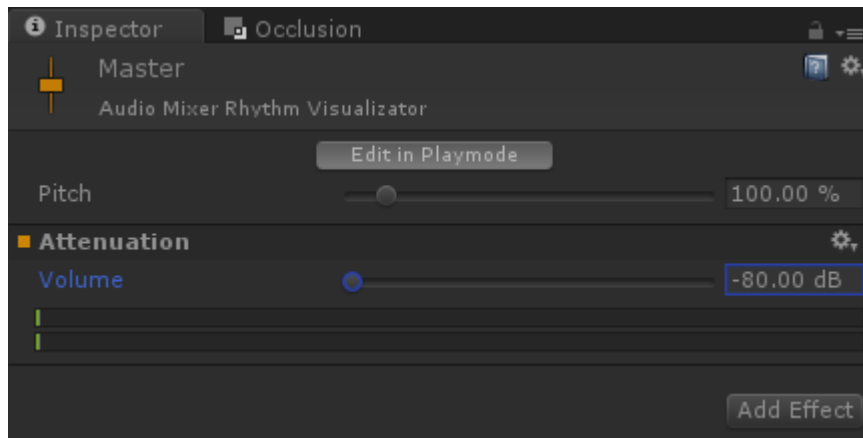HOW TO VISUALIZE AN AUDIOSOURCE IF THE VOLUME IS ZERO OR MUTED?
   1. Set AudioSource Volume to 1 and unmark Mute.
   2. Make sure the AudioSource have the Master AudioMixer.

3. Search your AudioMixer and open "Master".

4. Reduce the volume in the AudioMixer (MUTED: -80.00dB - NORMAL: 0.00dB)

Thanks for purchasing.

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Video:

https://www.youtube.com/watch?v=LXYWPNltY0s

Changes:

v1.2

Added

- New example scene "Muted Audio"
- New variable "Use Default Camera On Change" this will use the predefined values for the camera when you change the visualization
- Another Music Player
- Added next and previous visualization texts to the default scene
- Added more prefabs

Changed:

- Default Rhythm Sensibility value changed to 30
- Some controls order has been changed
- Default colors has been changed
- "Example Scene No Music Player" has been changed and now includes First Person Controller

Fixed:

- Various Music Players fails on certains situations, now you can use all you want and it will works good
- Scale By Rhythm variable works again

v1.1

Added

- Now you can set any quantity of colors that you want
- New "Height" variable to set the height of the camera
- Listen All Sounds Button, now with one clic, the visualizator will hear all sounds
- New Example Scene No Music Player, here will show how Rhythm Visualizator does not need the Music Player to work.
- Added "EmitIfThereAreRhythm" function, if you call it they will analyze at the exact moment if there are Rhythm and emits particles.
- The two music players are displayed at the same time in the example scene

Fixed:

- Fixed some problems if you rotate the visualizator
- Rhythm Detection improved
- Forms variable renamed to "Visualizations"

v1.0 First Version