

Assignment 3

In the mentioned code I've attached two separate sketches that I've been working on.

- Code of recording the audio sound.
- Code of a data representation mapping to a sound.

I tried to capture audio using the microphone of my device and transform the accumulated live data into a data representation of particles mapping the amplitude of the audio that's being recorded. It would further develop with various colour changes as well as interesting animations and much more effective feedback visuals to show the user.

Its main purpose would be to record a musical instrument and map the amplitude of the instrument into an interesting data representation using an animation.

I'm in the process of combining the following two sketches to finalise my project which I would give the name "Melody Motion." Additionally, I would consider having more functions, where the user could control and see how it would be if the amplitude gets higher or lower etc.

Enjoy!