

## Project Steps

1. First download the bizualizer from <https://github.com/doakey3/Bizualizer> the zip file.
2. Then go to edit then preferences , on install click the zip file .After this it start showing the option double click and you add the bizualizer.
3. Now go to the setting tabs right side and on the scene properties click the option bizaulizer then clci kon audio parameters now select the audio and click the radio .finally generate the bizualizer by clicking the generate.
4. Now scale your bizulaizer by selecting whole section and press S to scale down as much as you want.
5. Then press ctrl+A and apply the scale.
6. Press Z go to render mode , then go to render settings and select the eevee for rendering .
7. Now go to material delete the default one and add the new make it emission , give strength 6 and add the color you want
8. Now hit A to select everything and press ctrl+L then hit the material , now whole section have the same material .
9. Now ajust the camera view and capture the whole bizualizer inside the camera view .
10. To add the real audio hit the plus icon above go to video editing then click the video and now you are in the different screen.
11. In the section of the screen you see the option add go and click add then audio and then select the audio.
12. Now go to output option from the right and the file formate into the video . now in encoding select the audio codac to MP3 .
13. Make the room brightness zero.
14. Now add an ico sphere ,scale it up sub-divide it . Again add another ico-sphere sub-divide it too.
15. In large ico-shere add a partical system, make it hair now go to render and then select object.
16. Now select the smaller sphere as the instance object .
17. Now add a displace modifier and put the displace above the modifier . Now again a new texture modifier select cloud.
18. Depth all the way down. And scale the system. Now add the wireframe modifier and bring the wireframe down to see the icosphere .
19. Now press s to scale this up.
20. Decrease the scale randomness. Go to render view click on the practical add an emission modifier with the same bizuliaer properties .
21. Now add the keyframe at the start of the animation , next go to down as long as you want and increase the z axis to see the movement into the partical system and add the key frame on it .
22. Now play the music and the particals alaos move slowly.
23. Now press shift +A add a path curve and mould it into om shape .
24. Increase the size this will give the shape a 3d effect now add the emission modifier with the same properties .
25. Now at the last give some movement to the om symbol and see it is also start moving.
26. Render the animation at the end.

Screen shot of the vizulizer .

