# Music Visualizer

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# Original Project Idea

- Start with a simple spinning sphere
- Add audio to project that plays when loading the screen
- Get sphere to move based off the audio
- Add particles that also get visualized from audio
- Add textures

# Goals Met/Unmet

- Was able to get sphere object that scales based off the audio waves
- Scales to a larger size when more frequent audio waves
- Was able to add particles and a background texture
- Wasn't able to get particles to scale/translate/light up or anything

# Complications

- Getting audio to play was a pain, but eventually got it to work (crap moment)
- Scaling the sphere based off audio frequencies was relatively simple and only took like 4 lines of code (wow moment)