Audio Visualization Software

- **Description**: This project will be about creating an audio visualization software that will be able to create some sort of imagery based on the music and sounds the software receives. Instead of focusing on creating visualization through pre-recorded music, the software will instead focus on creating elaborate visualizations through streaming audio (i.e. from microphones). This visualization software aims to create an imagery based on different instruments played through the microphone, so for example the drum set would control how often shapes will pulsate, if colors would change or flash white, and another instrument like a trumpet or a guitar would control how something flies through the screen based on its pitch.

- **Motivation**: I’ve had a history with music, playing in my school bands and sometimes jamming with my friends. I’ve also been finding myself getting annoyed at visualization software currently included with iTunes and Windows Media Player. In combination with my current fascination with music-based games, I felt that perhaps a band would like to see some sort of visualization while they play music.

- **Audience**: Currently my audience would be towards people who play instruments or play in bands. Though with this software I can see it being used for karaoke games as well.