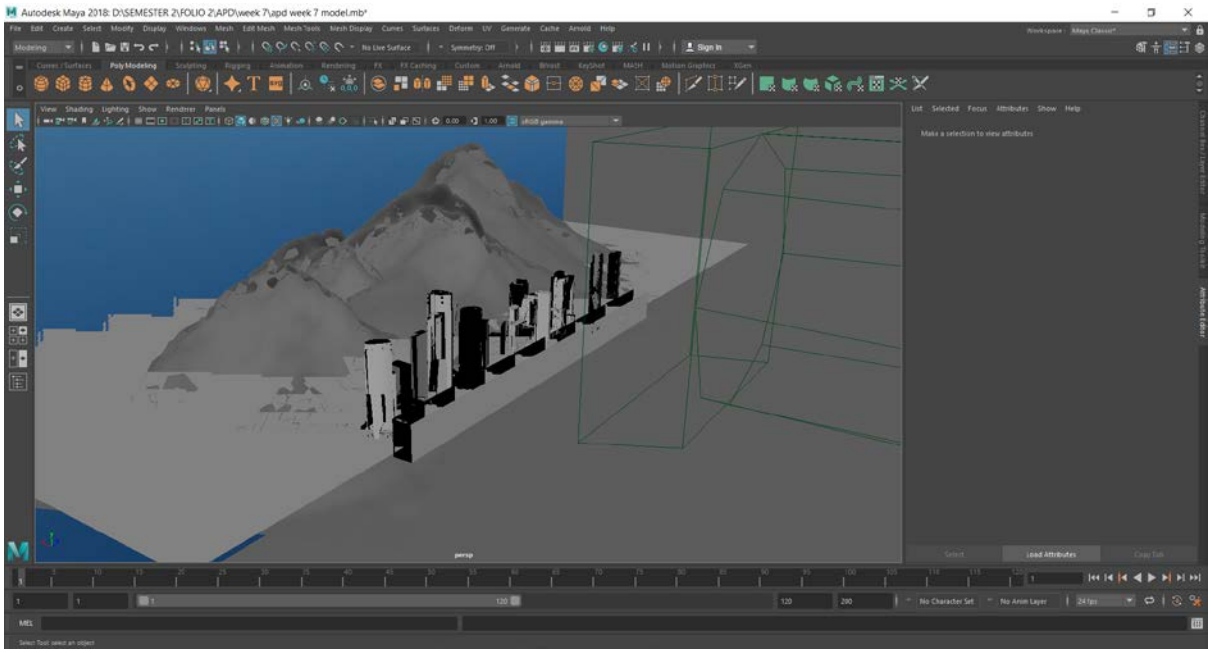
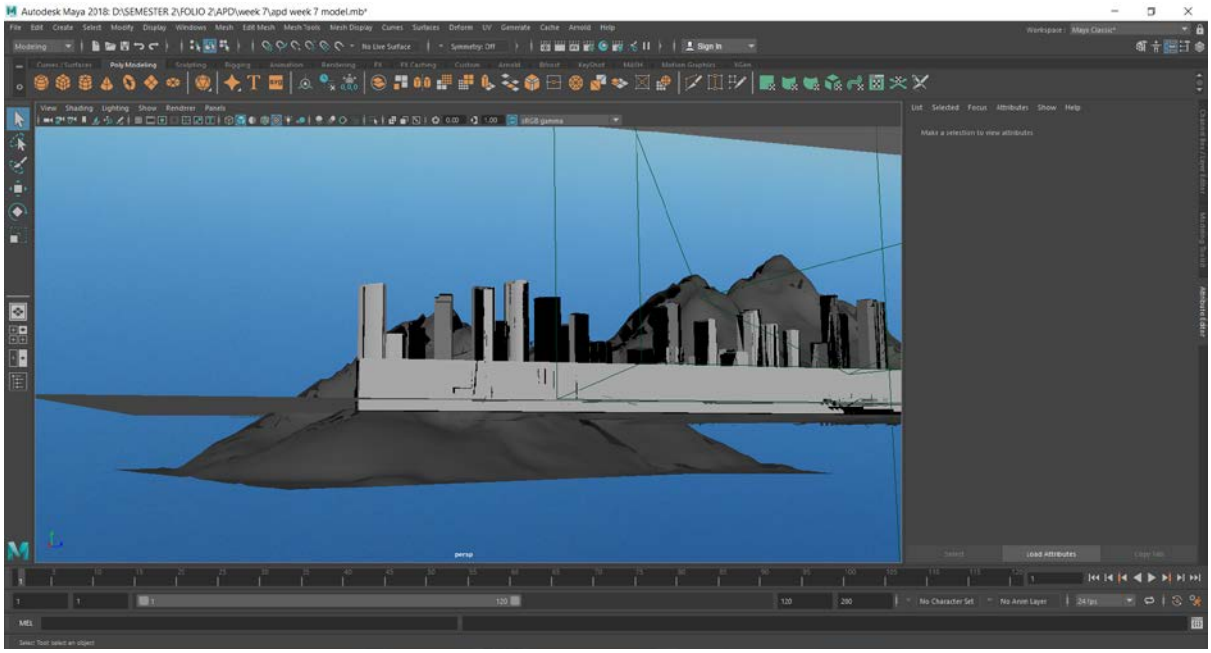
Apd week 7

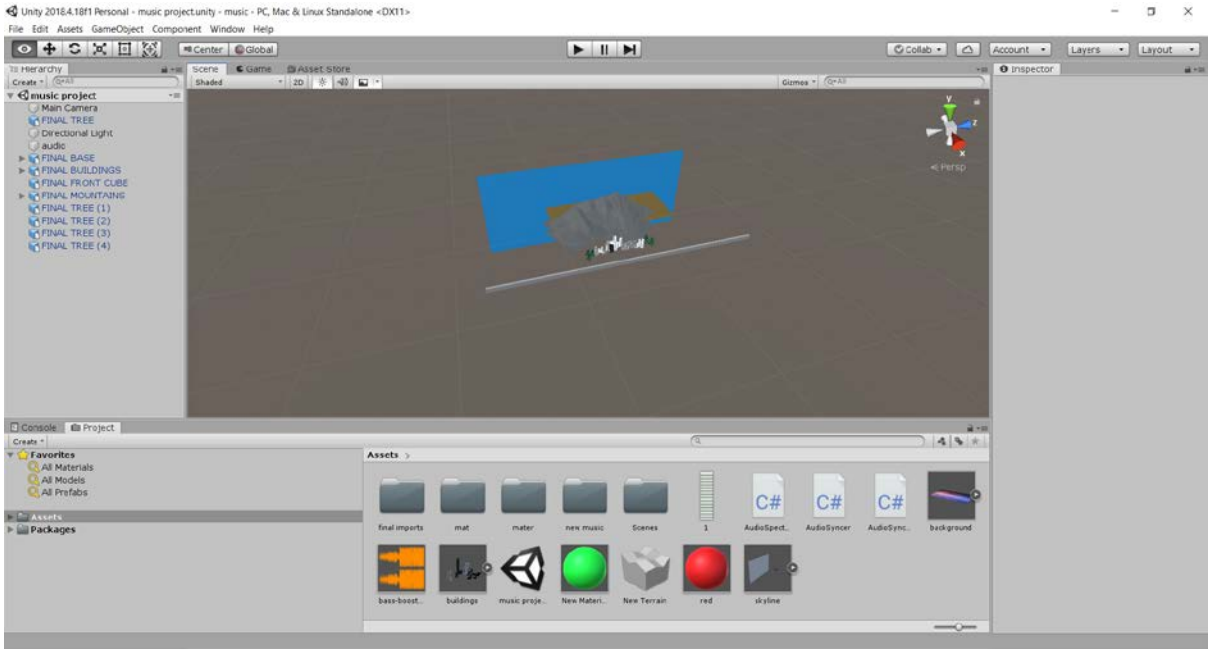
Documentation of work

At first, I worked in Maya for the models in this project. As I wanted to visualise a city skyline for this project I arranged that first.

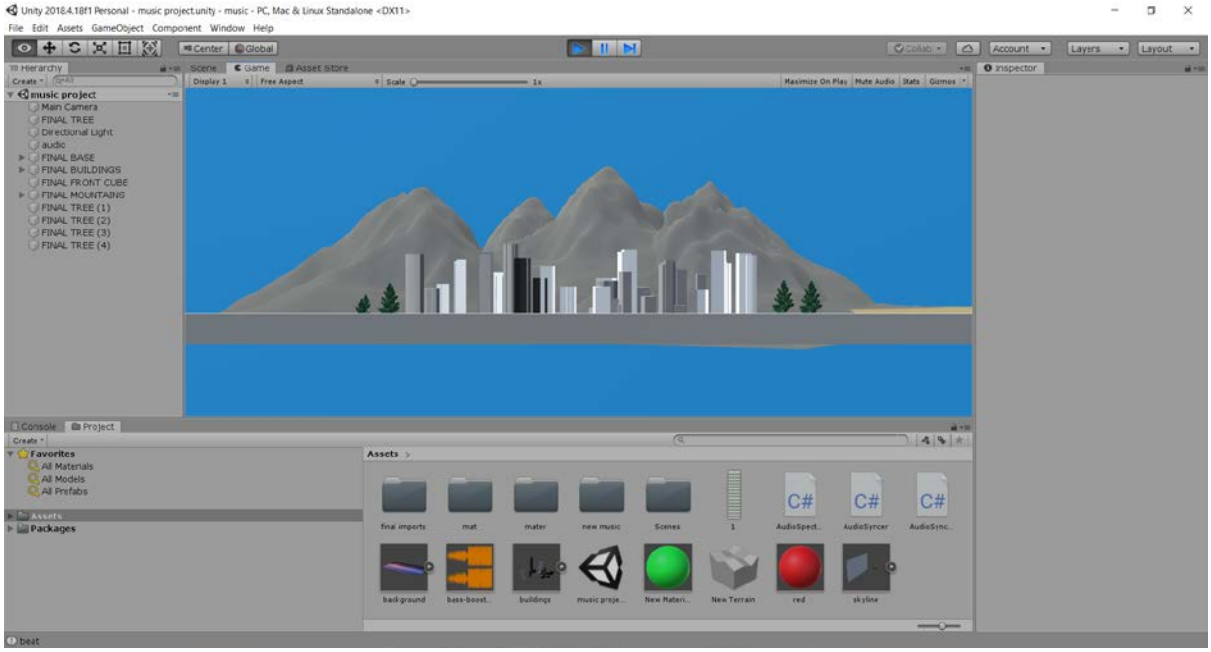




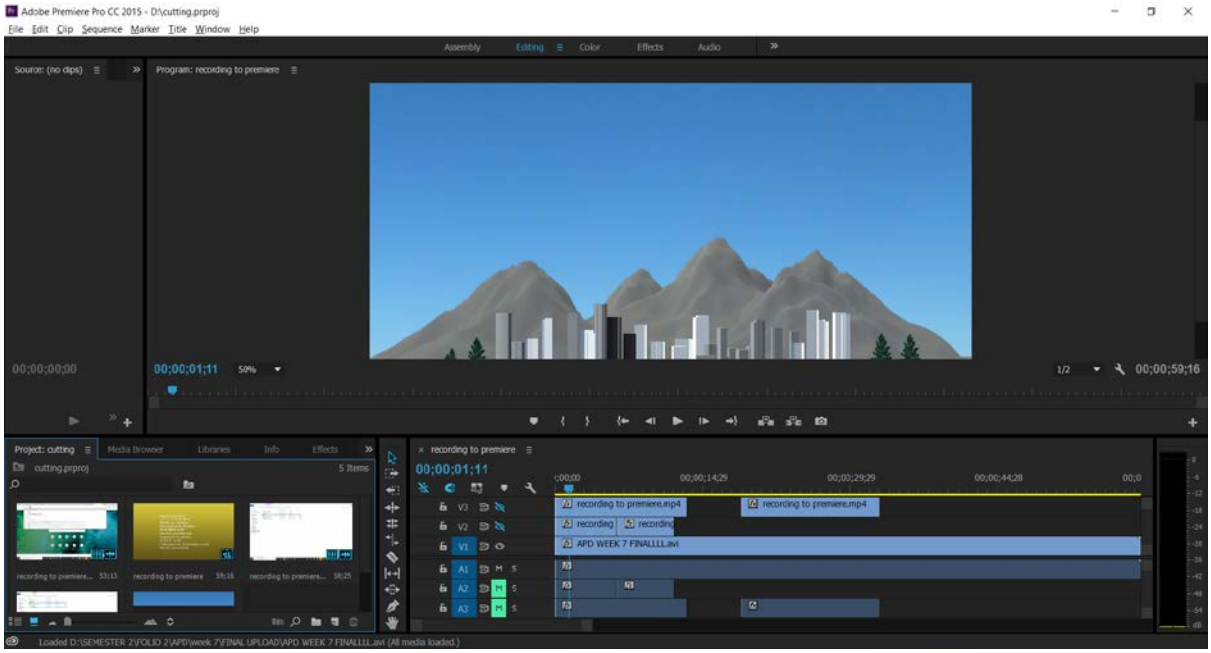
I have worked for this sound visualizer in unity. I have worked with various kinds of audio and scripts in unity for this project. I took the Maya models to Unity to work on it further.



I used an audio spectrum script to analyse sound frequencies and one audio sync scale script that helped me scale the objects after analysing sound frequencies of various types of sound.



I have edited the videos using Adobe Premiere Pro and After Effects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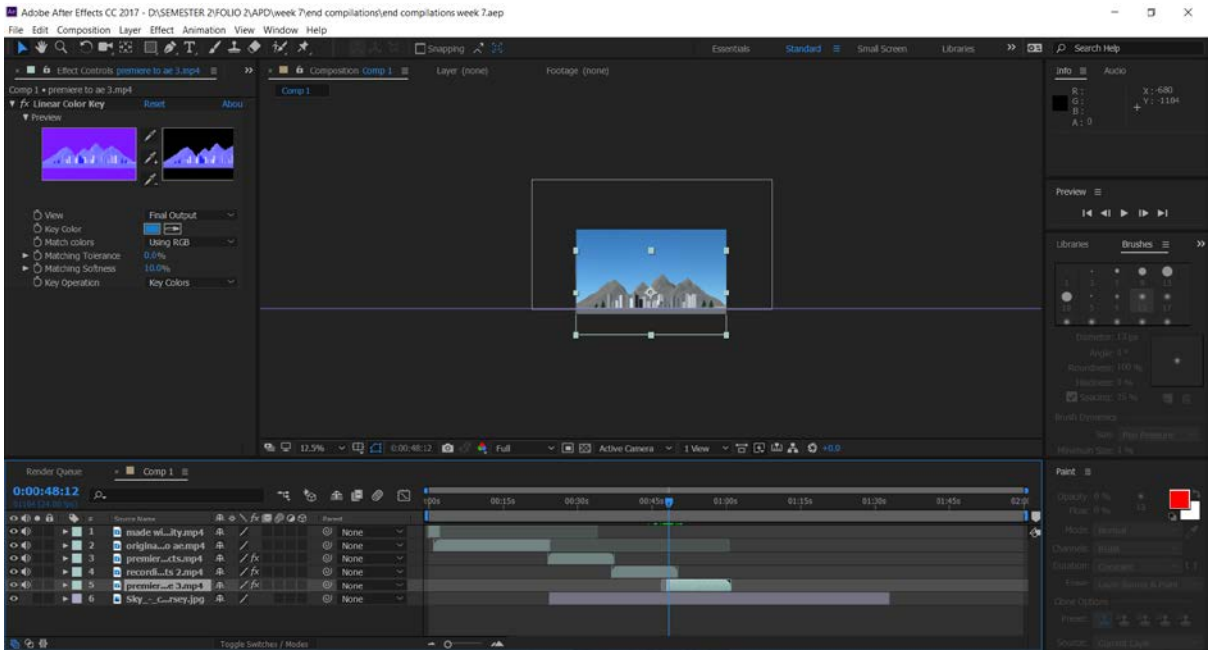
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