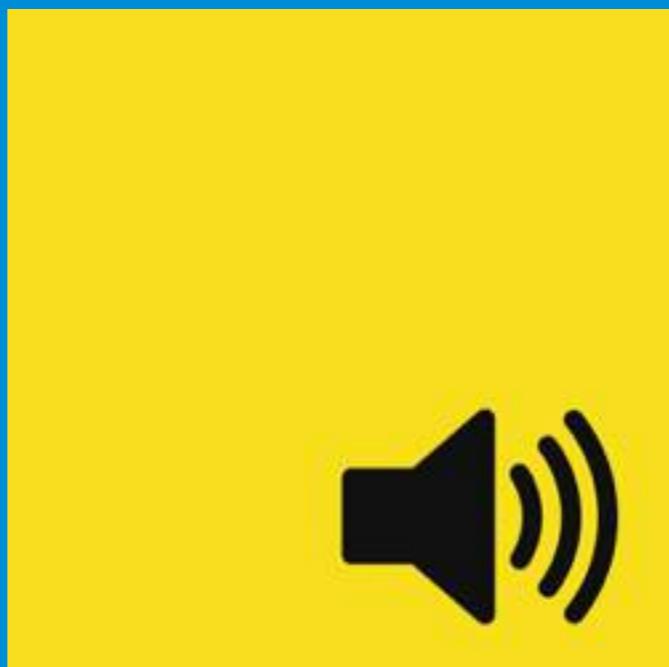
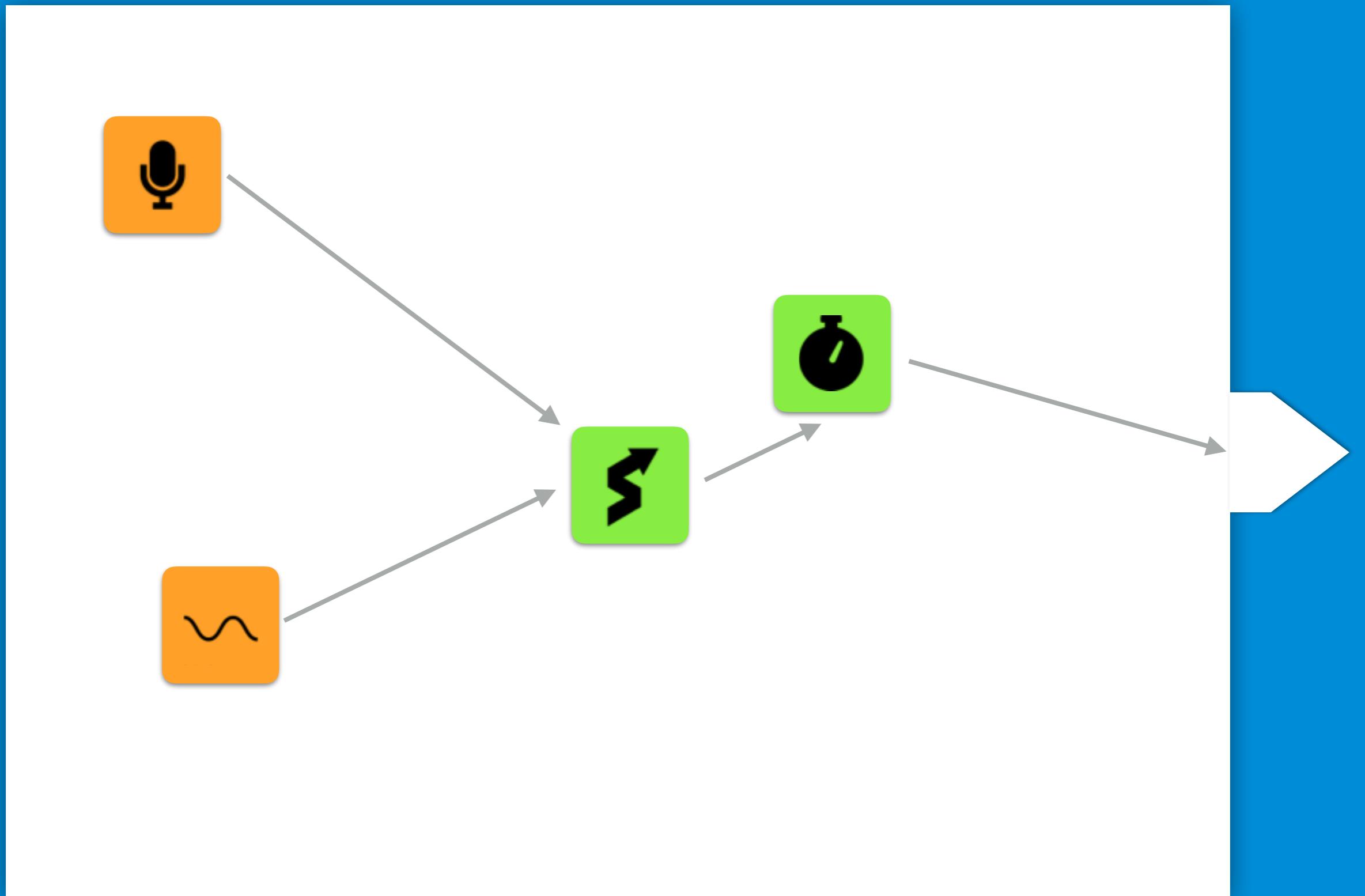


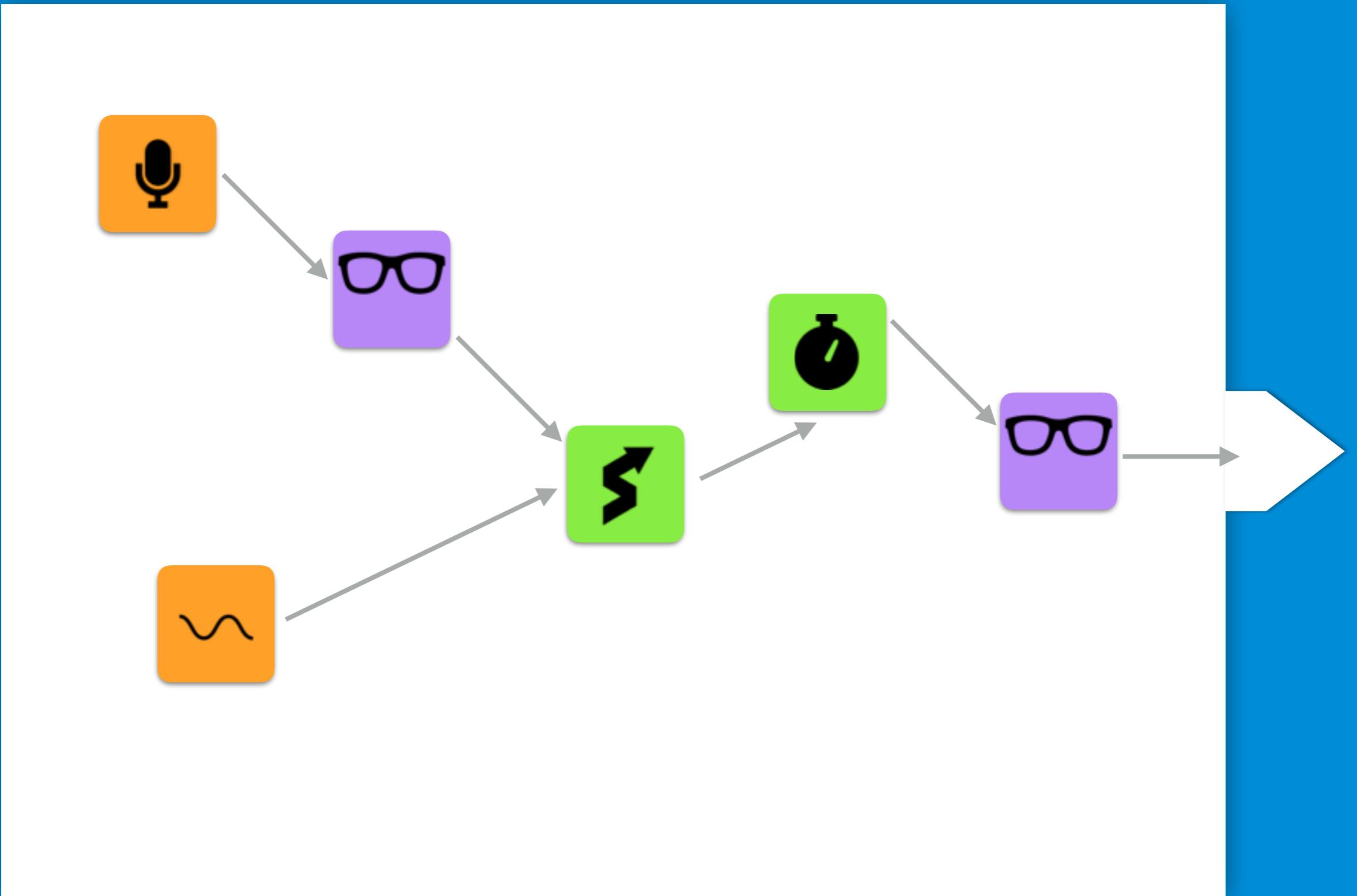
Web audio visualizations

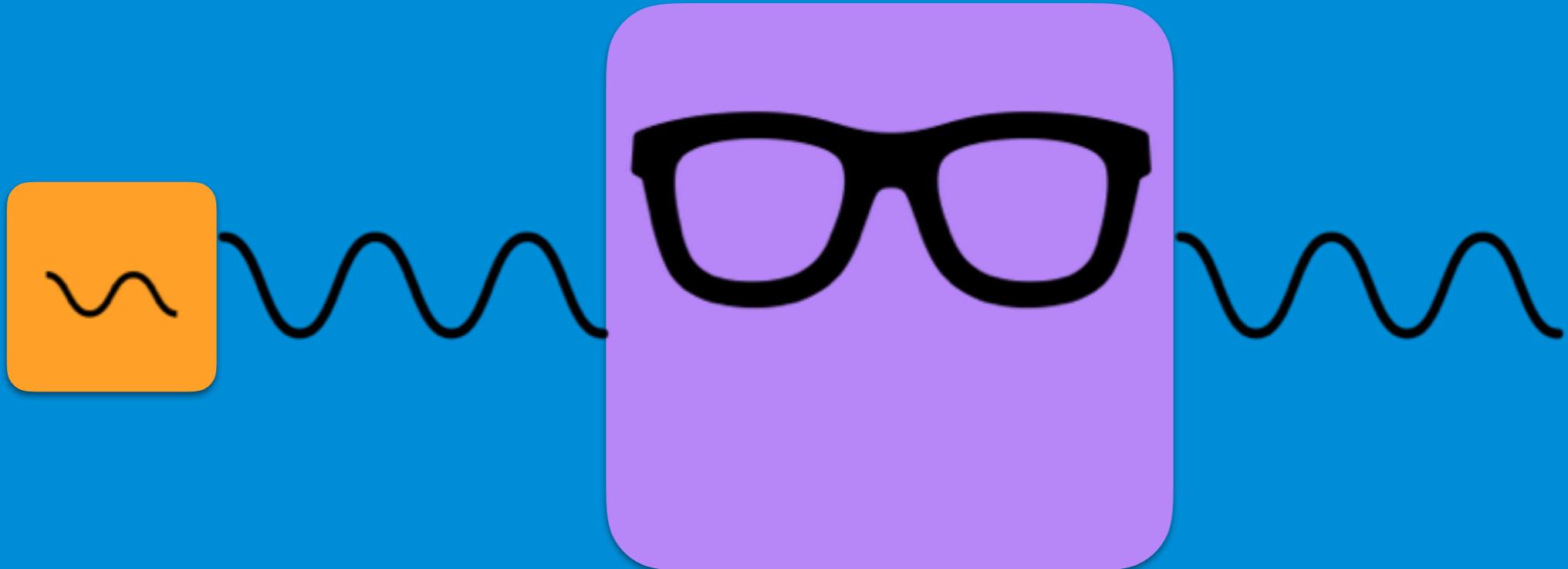


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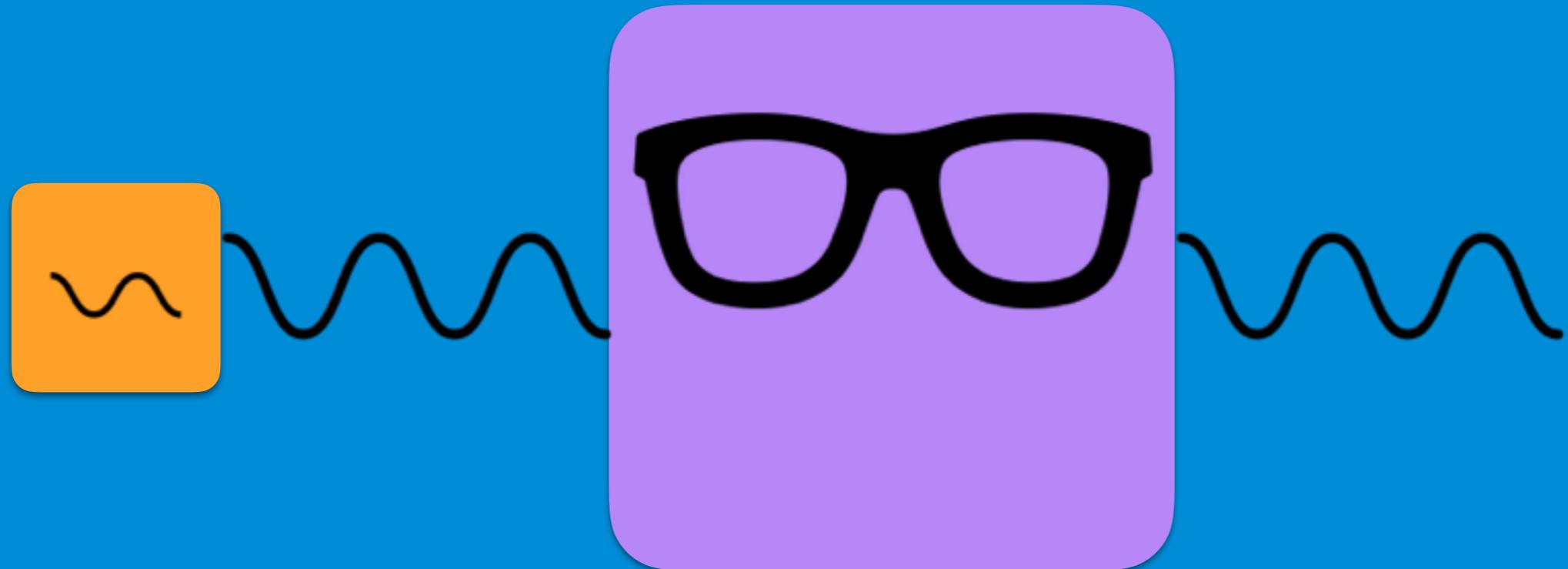






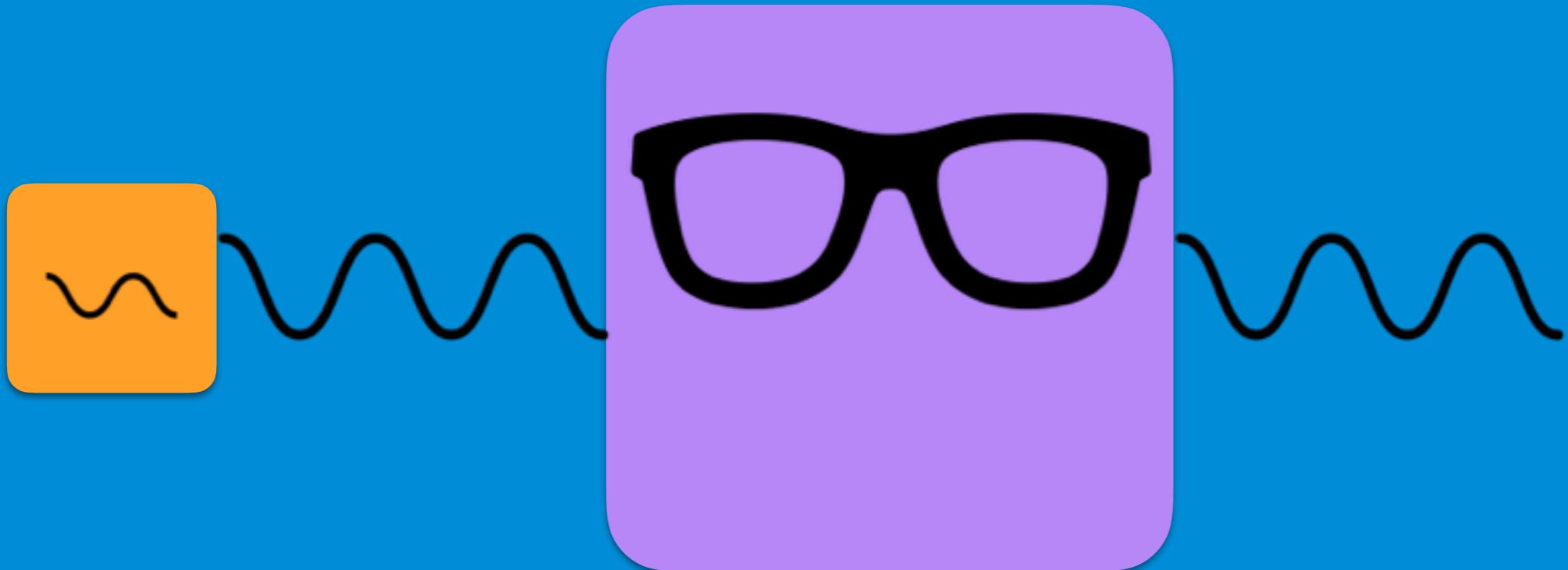


Analyser node



```
arr = new Float32Array(analyser.frequencyBinCount);
```





```
arr = new Float32Array(analyser.frequencyBinCount);
```



```
analyser.getFloatFrequencyData(arr);
```



Time domain

byte

getByteTimeDomainData

Frequency domain

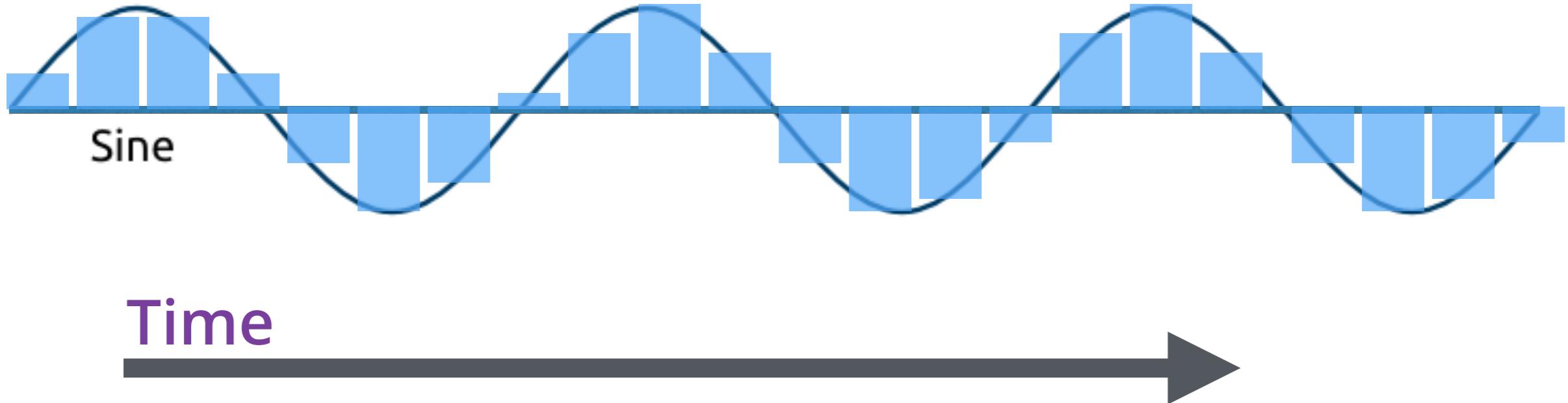
getByteFrequencyData

float

getFloatTimeDomainData

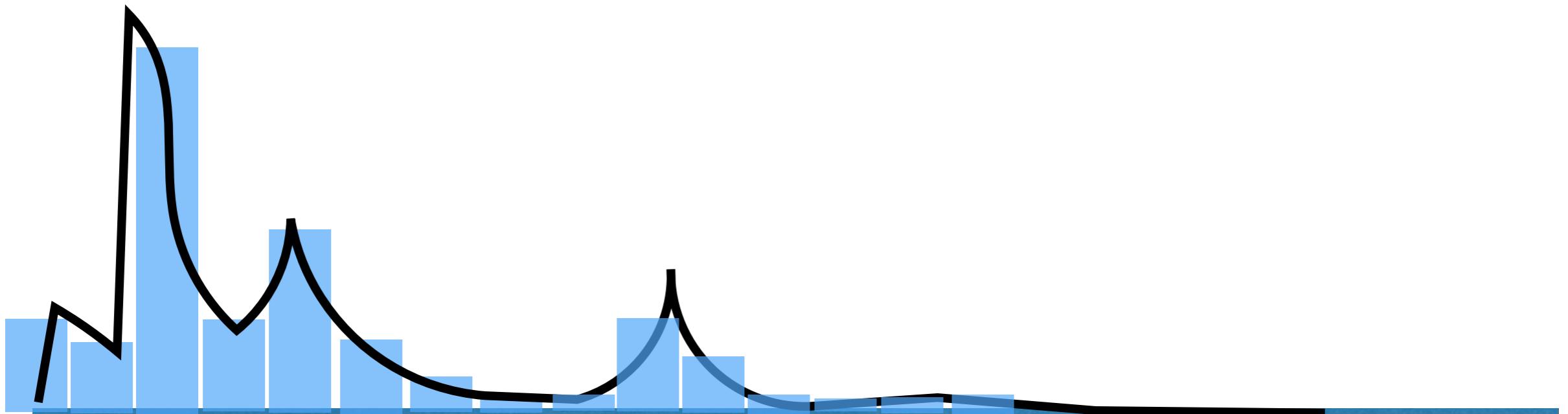
getFloatFrequencyData

Time domain



0.2	0.8	0.9	0.3	-0.4	-0.9	-0.3	0.1	0.5	0.9	0.4	-0.2	-0.8	-0.7	-0.2	0.3
-----	-----	-----	-----	------	------	------	-----	-----	-----	-----	------	------	------	------	-----

Frequency domain



Frequency



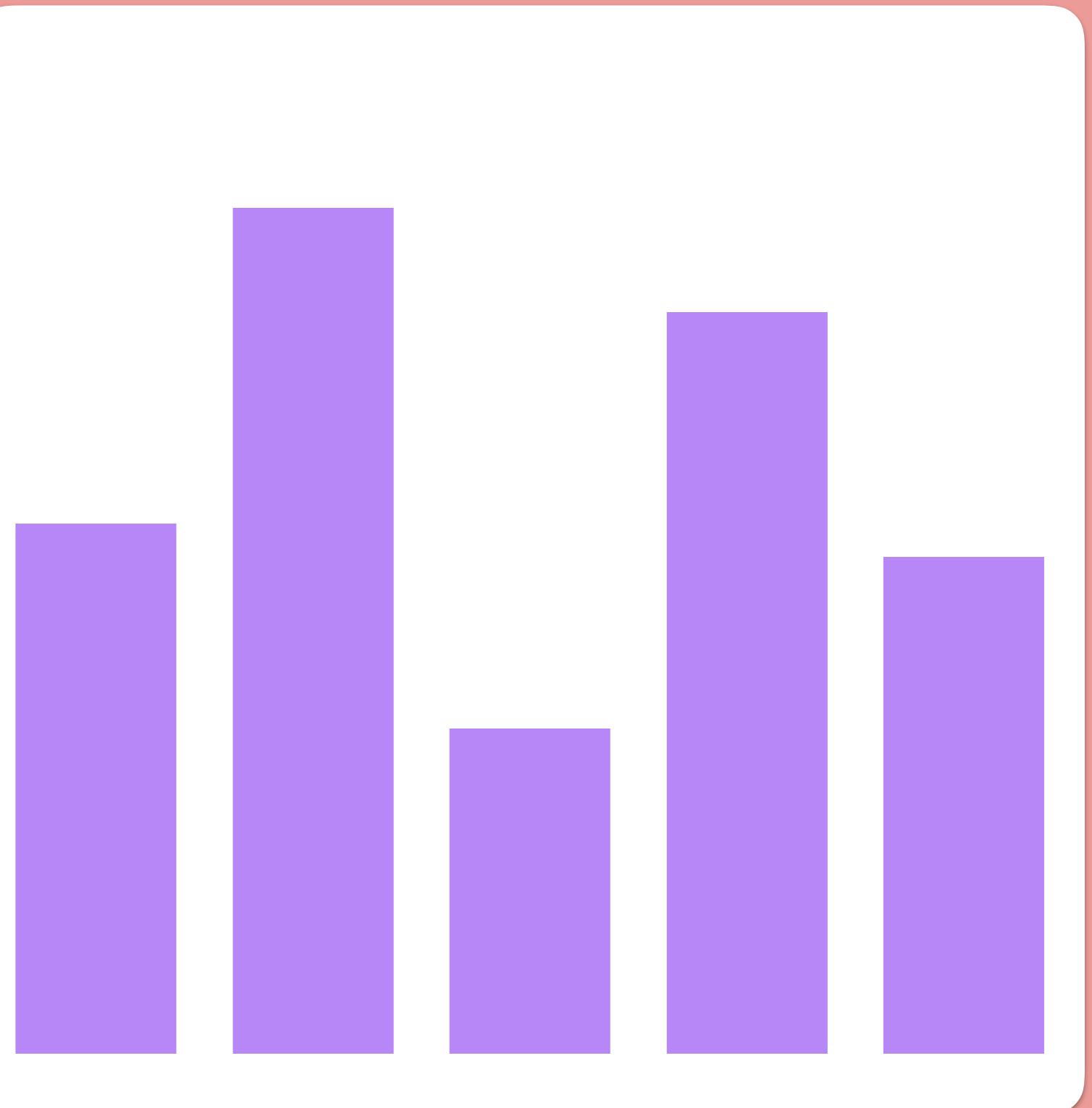
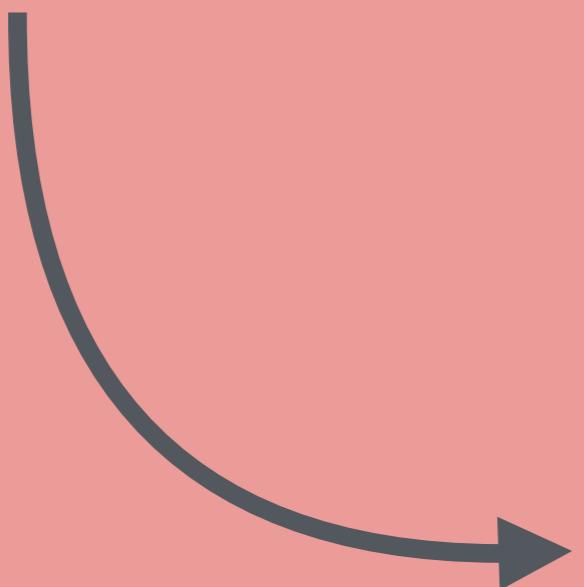
Frequency domain

A man with glasses and a mustache, wearing a camouflage jacket over a t-shirt with a blue graphic, stands in a dark, futuristic control room. He holds a vintage-style computer monitor labeled "microk" in his left hand. The monitor displays a dark interface with some text and icons. In his right hand, he holds a small, light-colored device with a screen and buttons. The background is filled with various screens, cables, and equipment, creating a high-tech atmosphere.

AU
CODE



1 5 9 5 7 4 3 1



canvas

(0, 0)

x

y



(0,0)

x

y

20

60

20

25

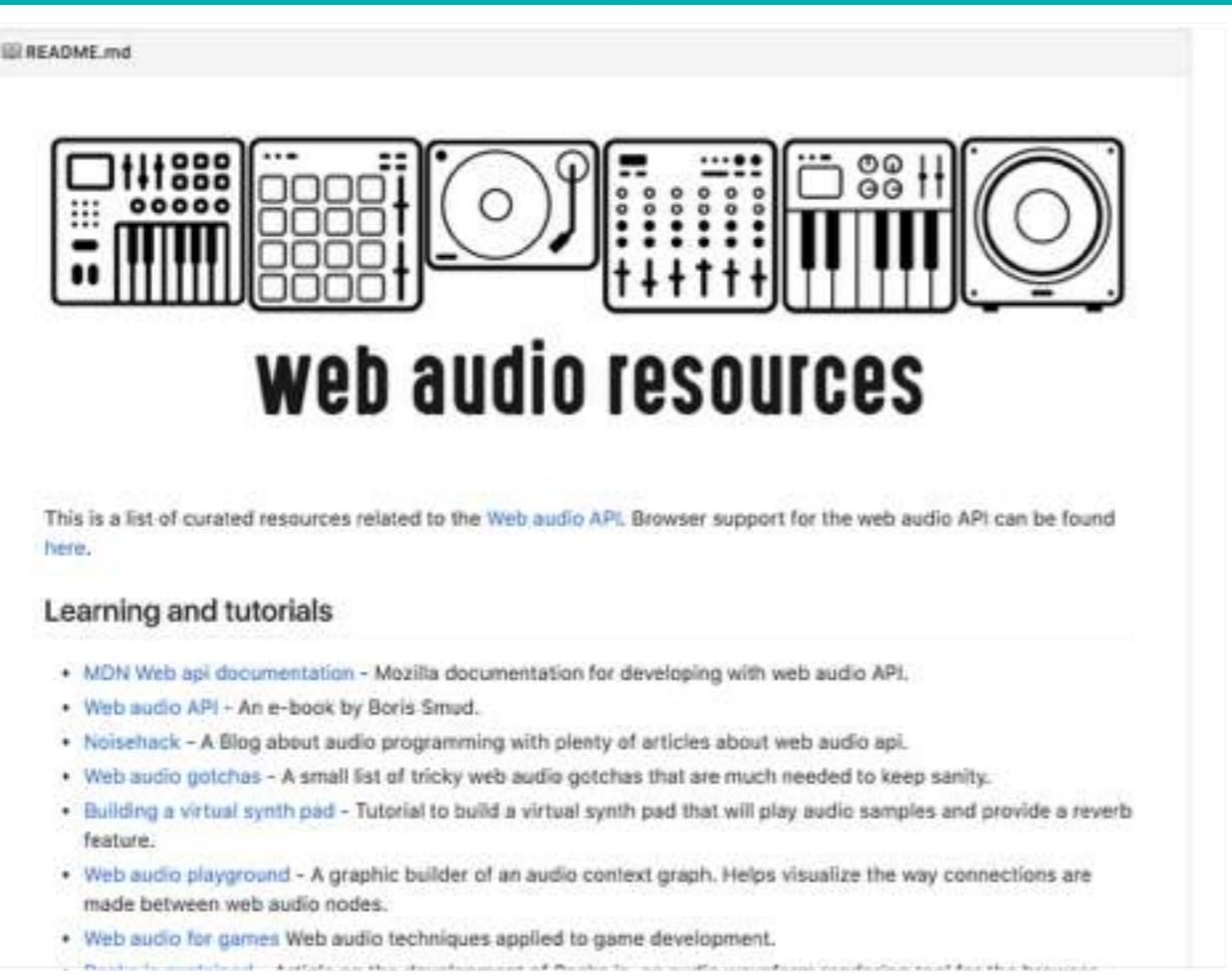
fillRect(20, 20, 60, 25)

A close-up photograph of a person's hand wearing a green Iron Man suit. The hand is wearing the iconic Iron Man gauntlet, which is glowing with a bright blue energy. The background is dark and out of focus.

AU
CODE

Resources

<https://github.com/alemangui/web-audio-resources>

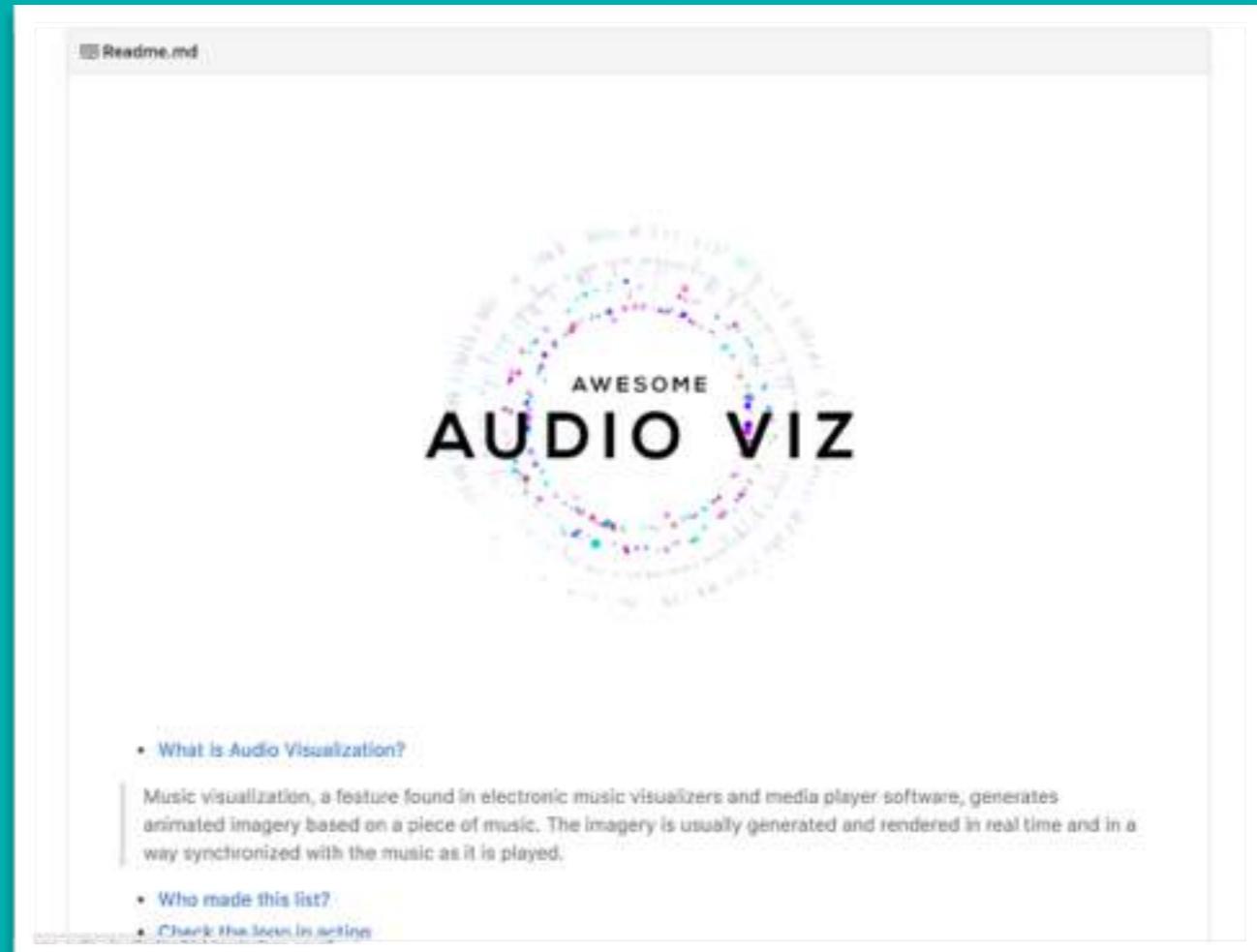


This is a list of curated resources related to the [Web audio API](#). Browser support for the web audio API can be found [here](#).

Learning and tutorials

- [MDN Web api documentation](#) - Mozilla documentation for developing with web audio API.
- [Web audio API](#) - An e-book by Boris Smad.
- [Noisehack](#) - A Blog about audio programming with plenty of articles about web audio api.
- [Web audio gotches](#) - A small list of tricky web audio gotches that are much needed to keep sanity.
- [Building a virtual synth pad](#) - Tutorial to build a virtual synth pad that will play audio samples and provide a reverb feature.
- [Web audio playground](#) - A graphic builder of an audio context graph. Helps visualize the way connections are made between web audio nodes.
- [Web audio for games](#) Web audio techniques applied to game development.

<https://github.com/willianjusten/awesome-audio-visualization>



- [What Is Audio Visualization?](#)
Music visualization, a feature found in electronic music visualizers and media player software, generates animated imagery based on a piece of music. The imagery is usually generated and rendered in real time and in a way synchronized with the music as it is played.
- [Who made this list?](#)
- [Check this out in action](#)

Merci



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