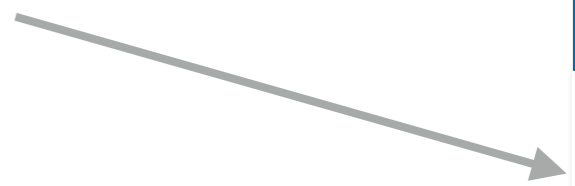
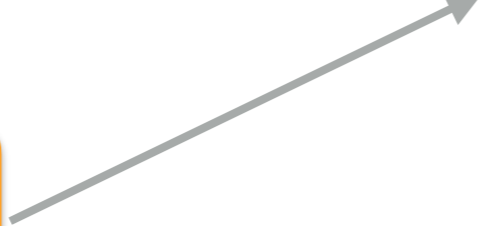
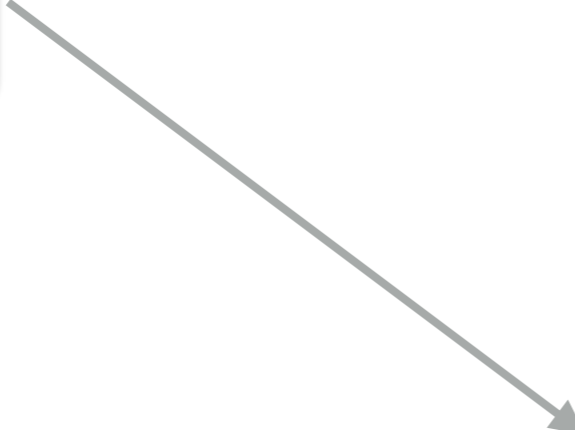
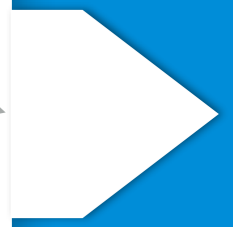


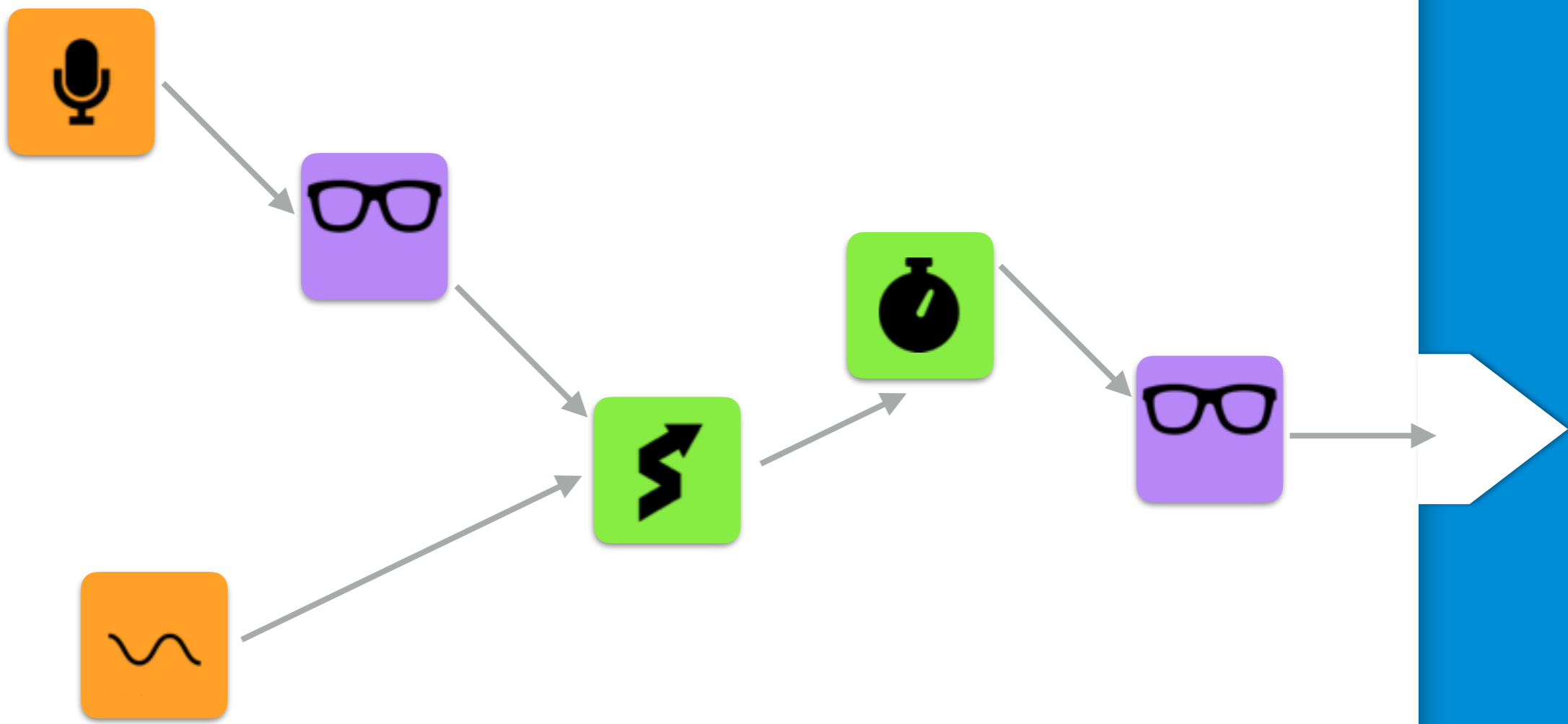
Web audio Visualizations

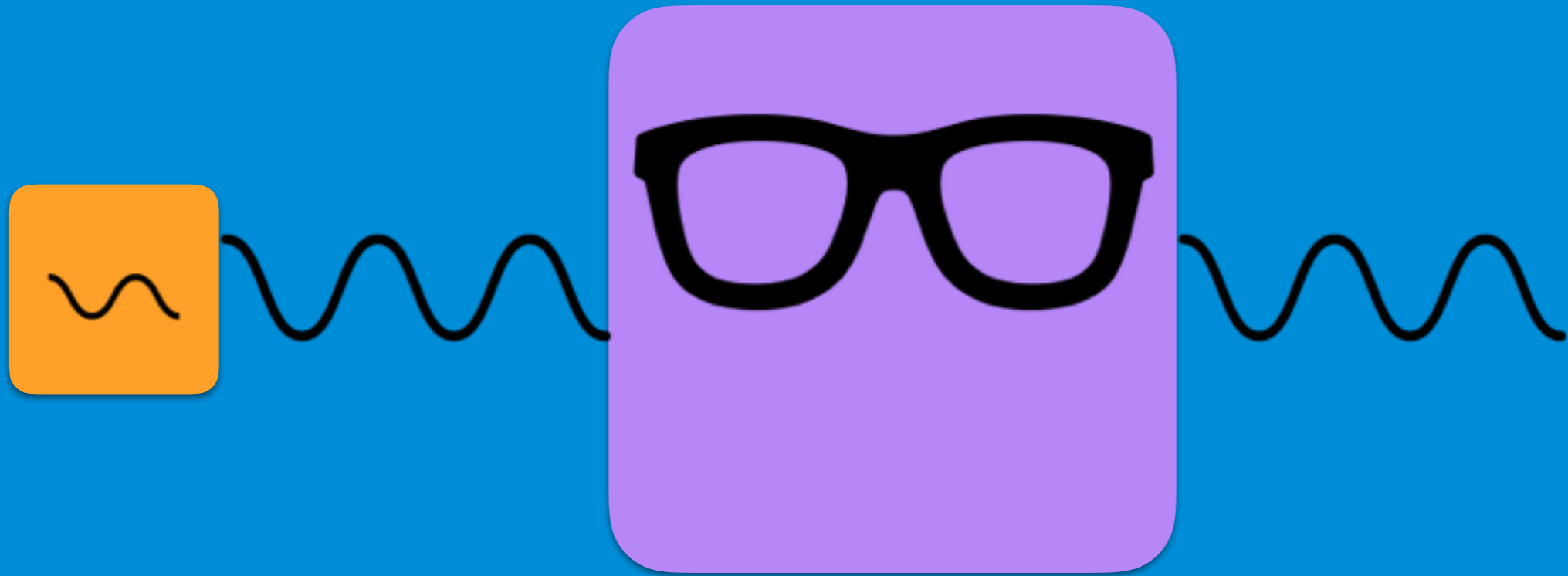


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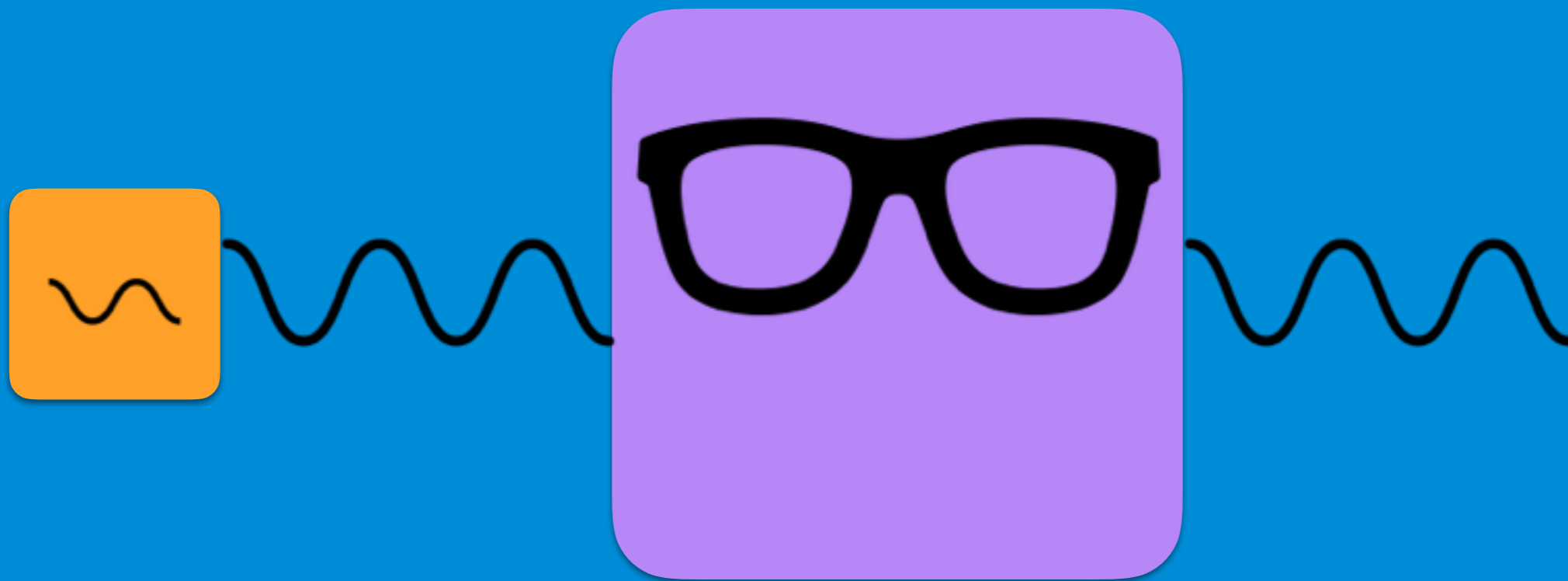




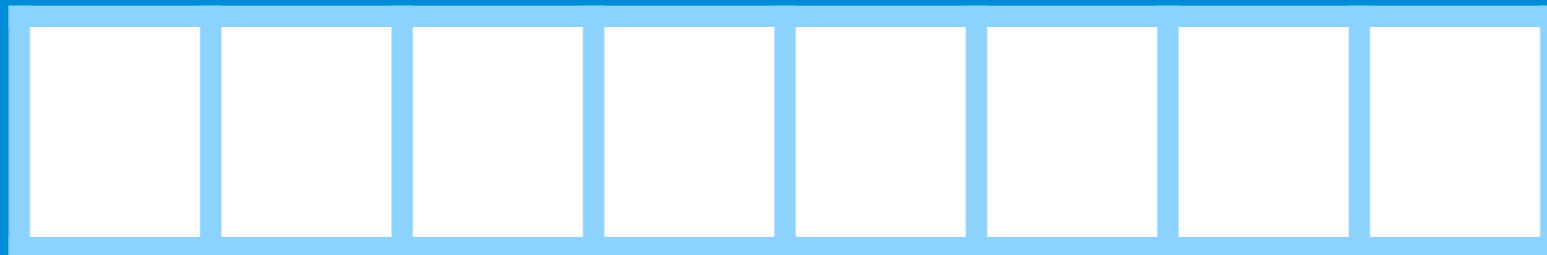


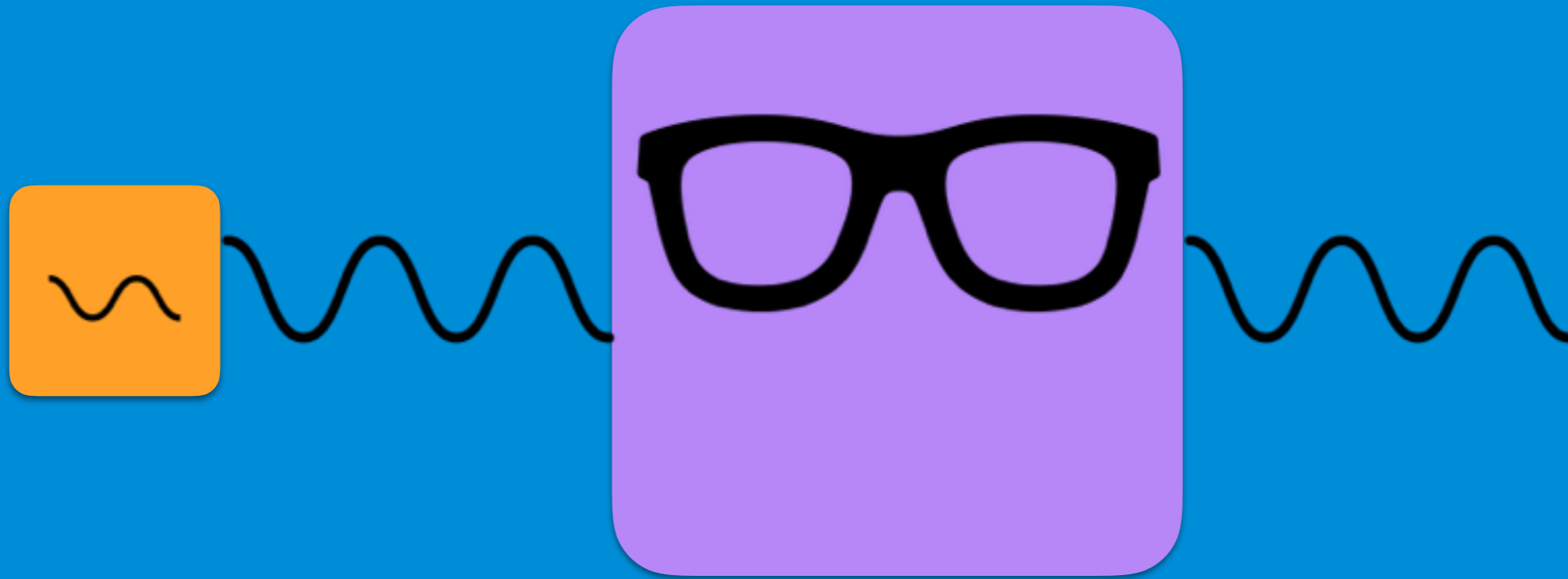


Analyser node



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





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



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



Time domain

Frequency domain

byte

getBytesTimeDomainData

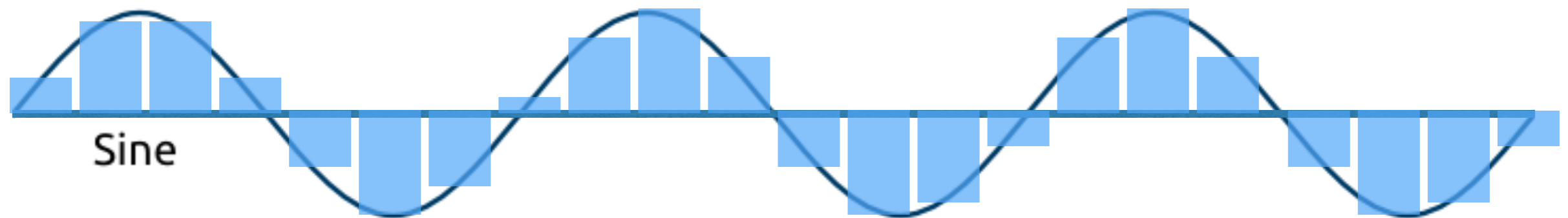
getBytesFrequencyData

float

getFloatTimeDomainData

getFloatFrequencyData

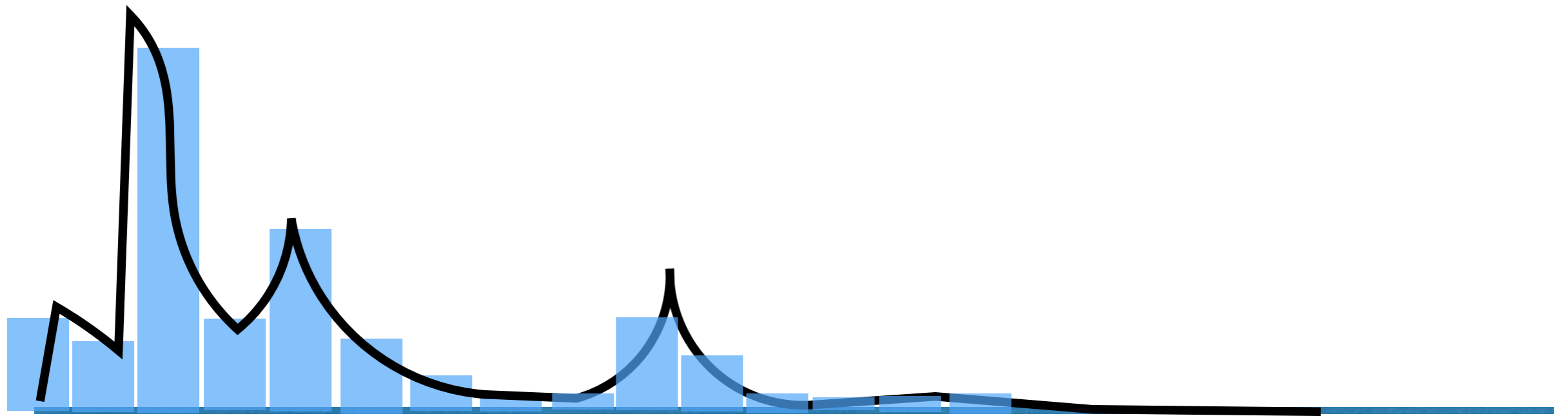
Time domain



Time



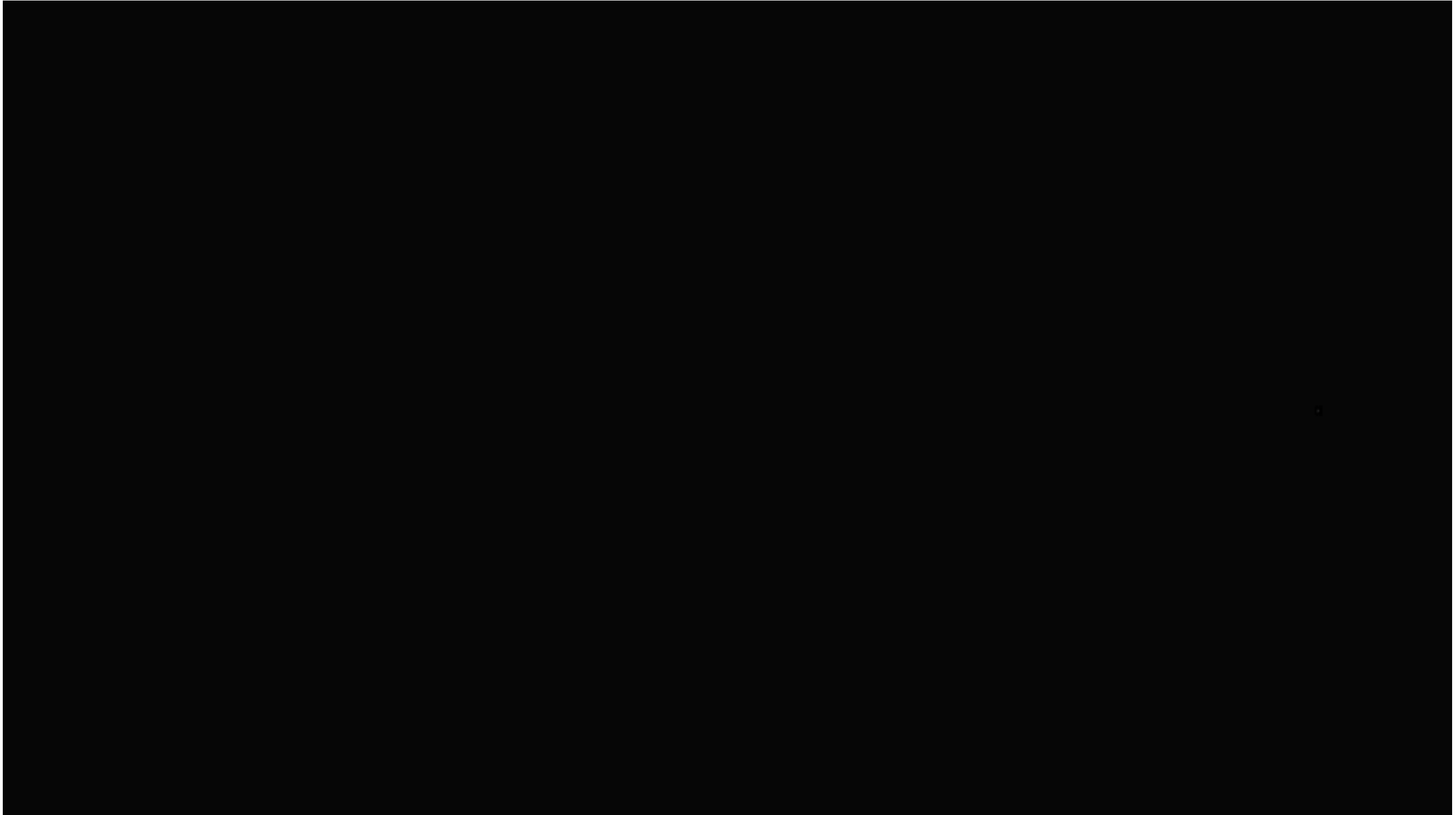
Frequency domain



Frequency



Frequency domain



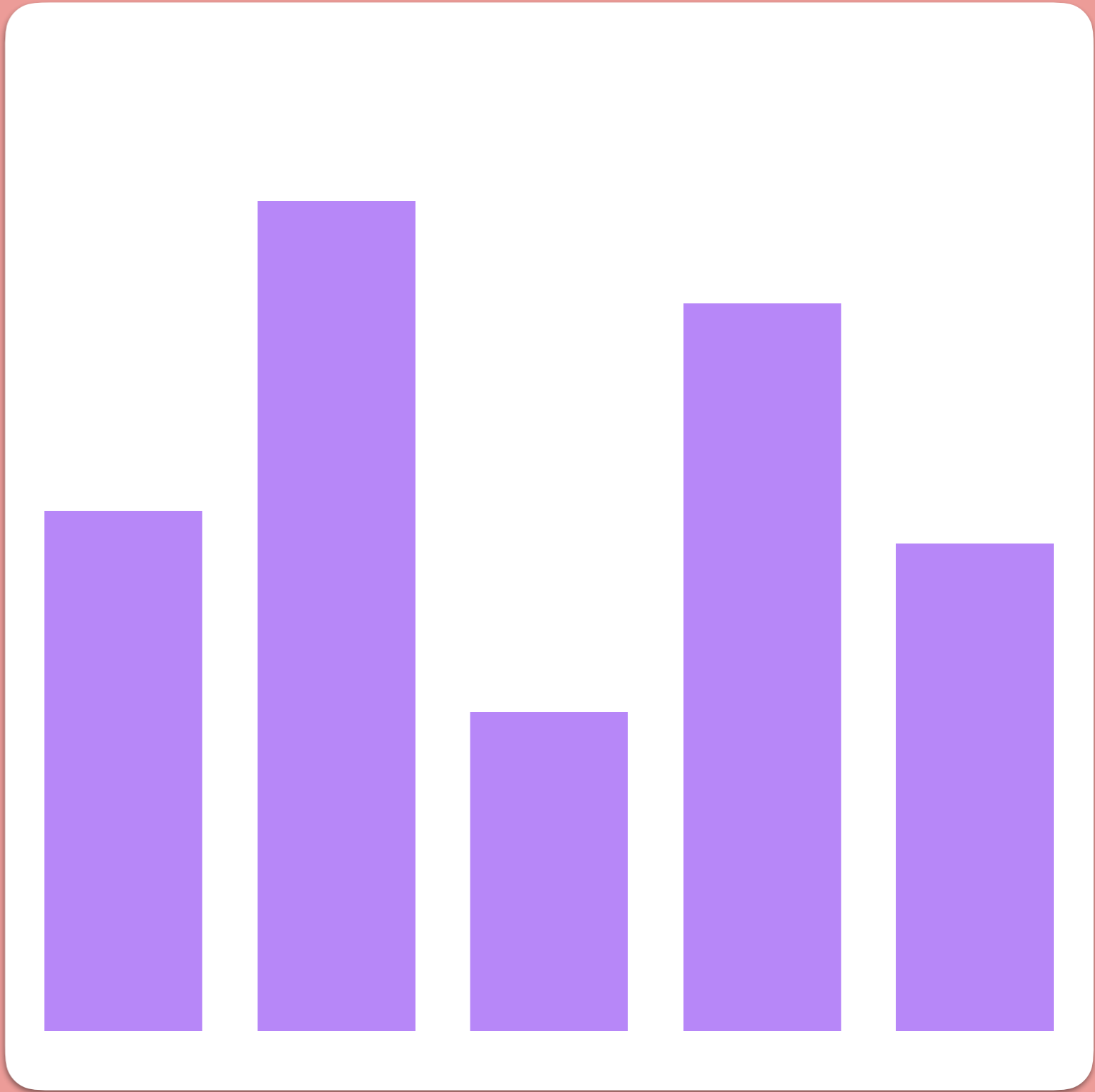
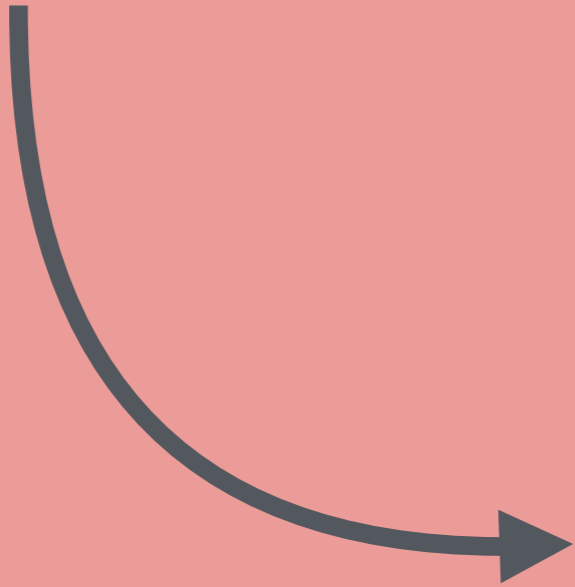


AU

CODE



1 5 9 5 7 4 3 1

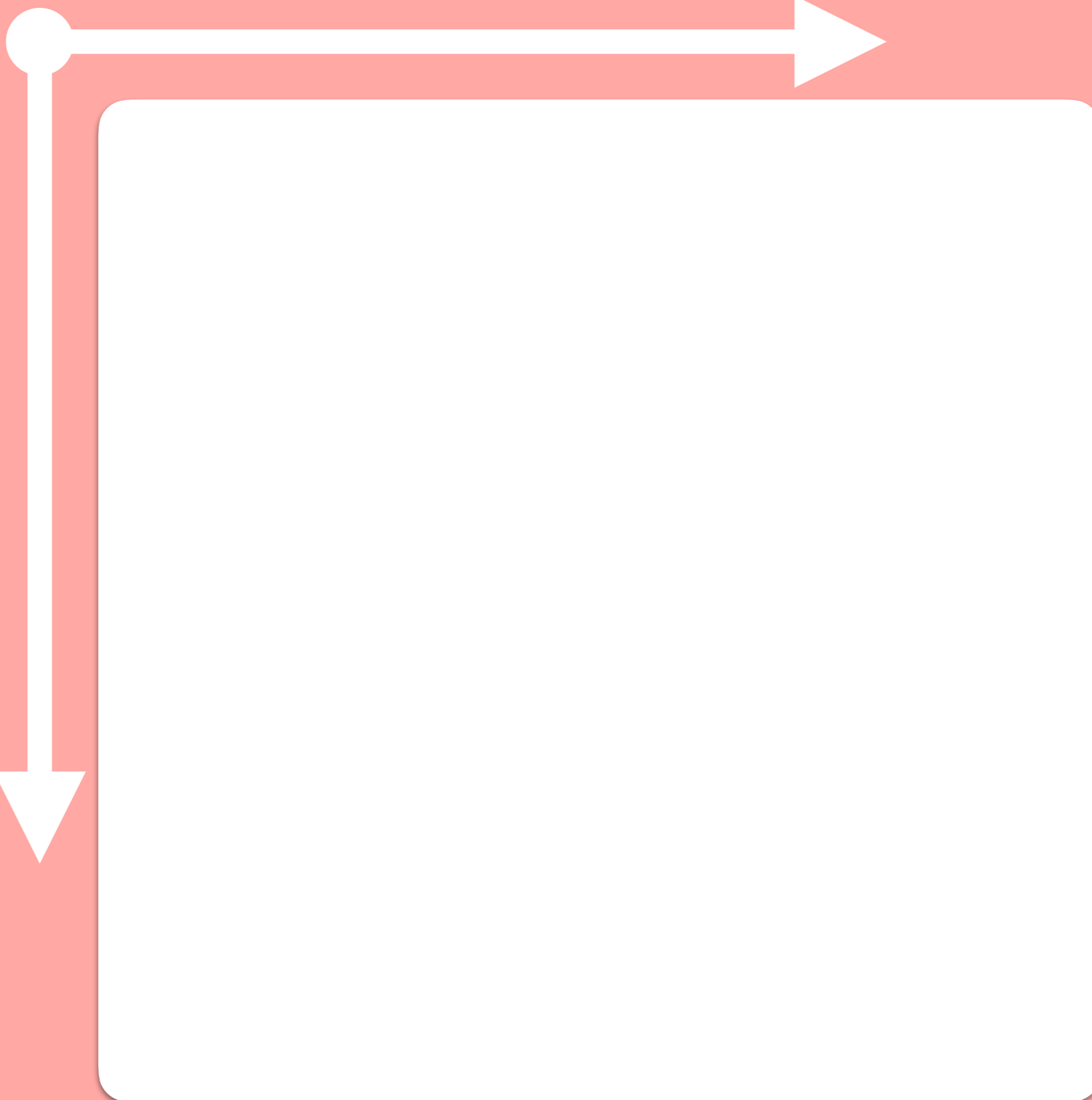


canvas

(0,0)

x

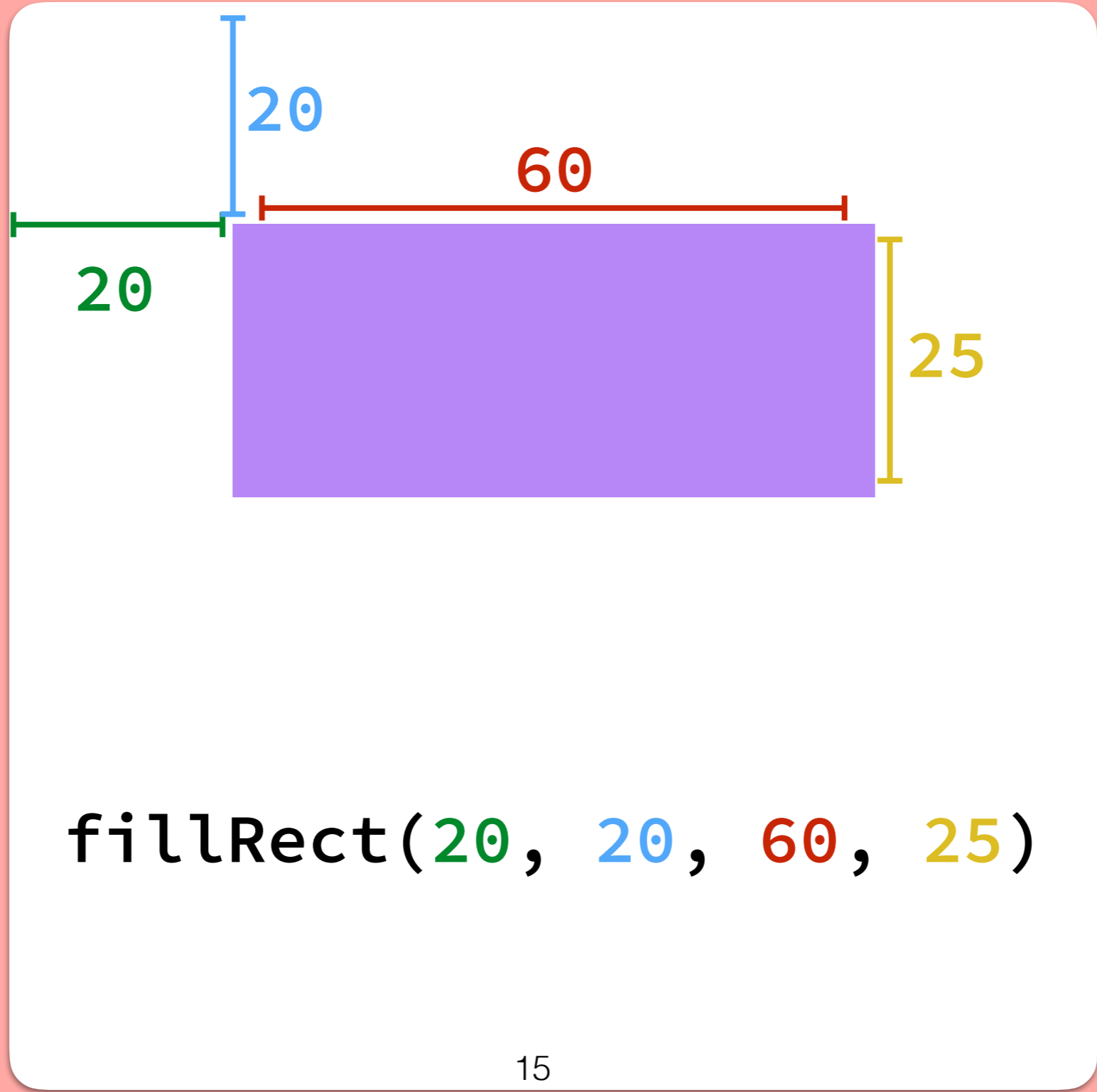
y



(0,0)

x

y



`fillRect(20, 20, 60, 25)`



AU
CODE

Resources

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

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



README.md

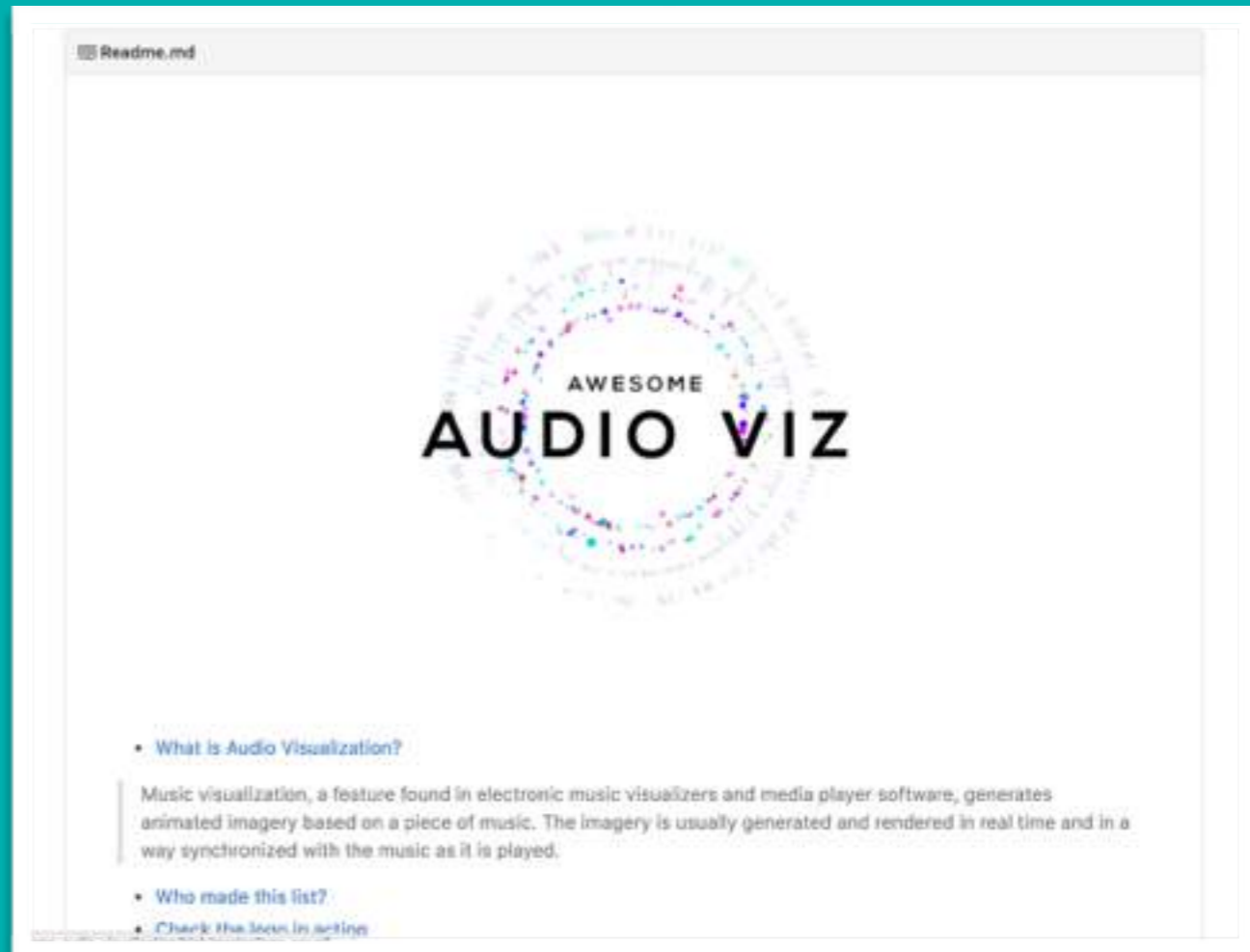


web audio resources


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 Smud.
- [Noisehack](#) - A Blog about audio programming with plenty of articles about web audio api.
- [Web audio gotchas](#) - A small list of tricky web audio gotchas 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.



Readme.md



AWESOME AUDIO VIZ

- [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 the live in action](#)

Merci



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