

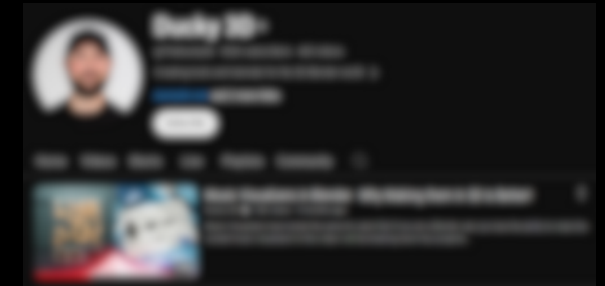
visualizing audio

with interactive objects

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background, pre-production, inspirations



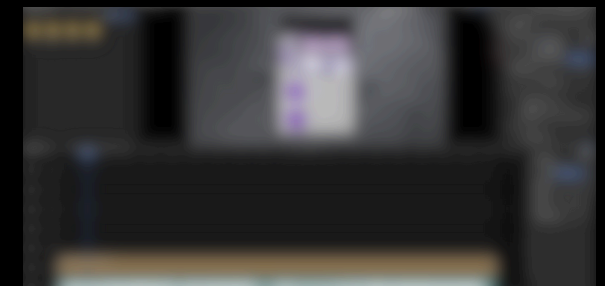
process

production, challenges, anecdotes



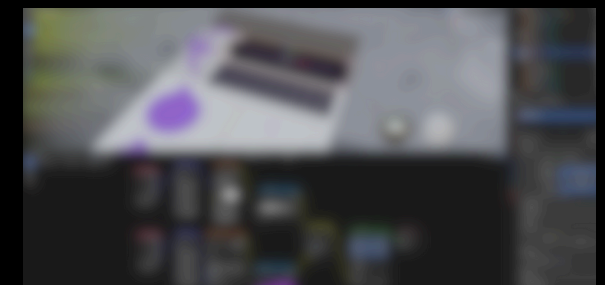
product

final product, new skills learned



reflection

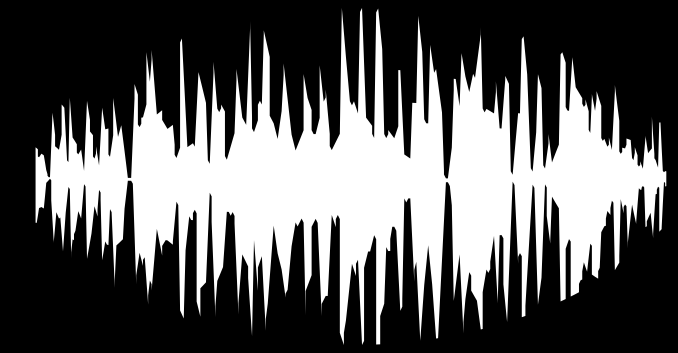
moving forward, what I left out, conclusion



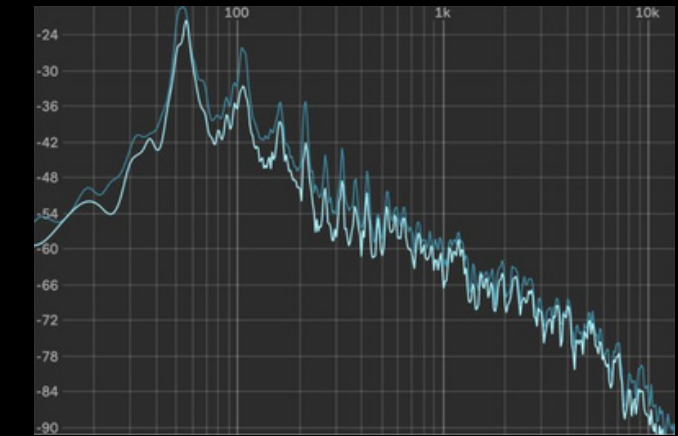
introduction

Types of Visualizers

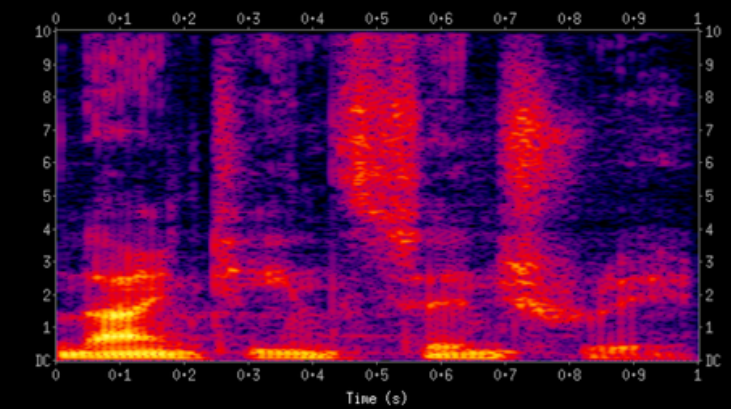
● — **Waveform Analysis**
(waveform)



● — **Frequency Analysis**
("curve" or eq)



● — **Pitch Analysis**
(spectrogram)



● — **Stereo Analysis**
(oscilloscope)



why edm?

I think the waveforms in EDM songs tend to be quite interesting looking (and easy to see).

why 3d and not 2d?

I've made a handful of 2D visualizers before, so I wanted to challenge myself.

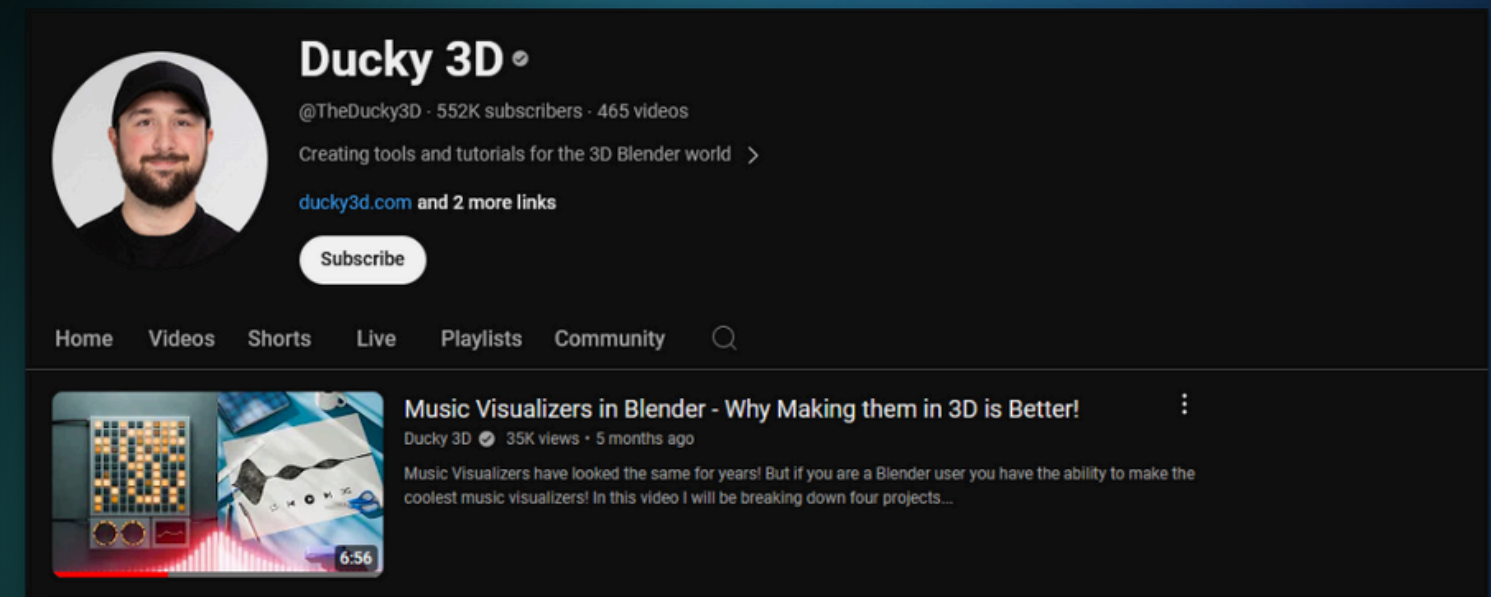
why blender?

It's a free software! It's also a bit easier to pick up than Maya or Cinema 4D (plus more tutorials online).

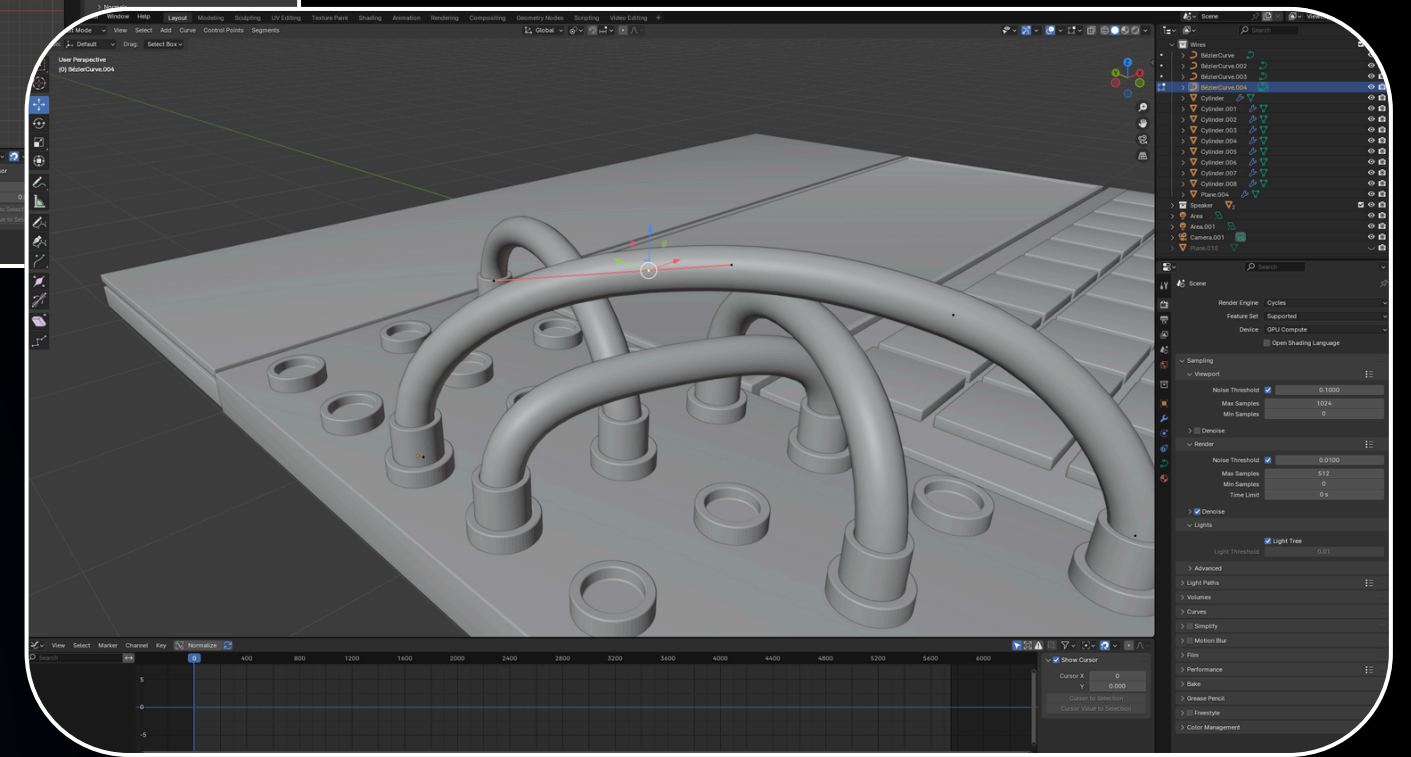
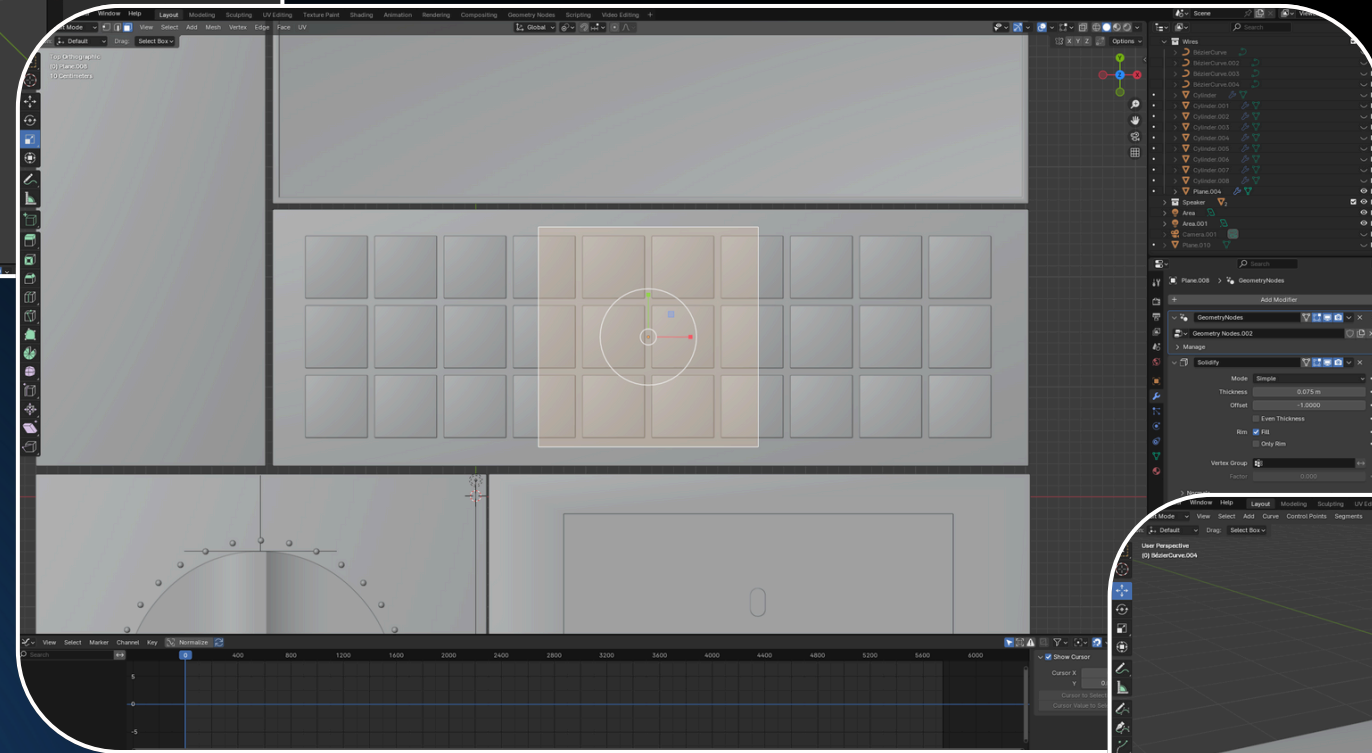
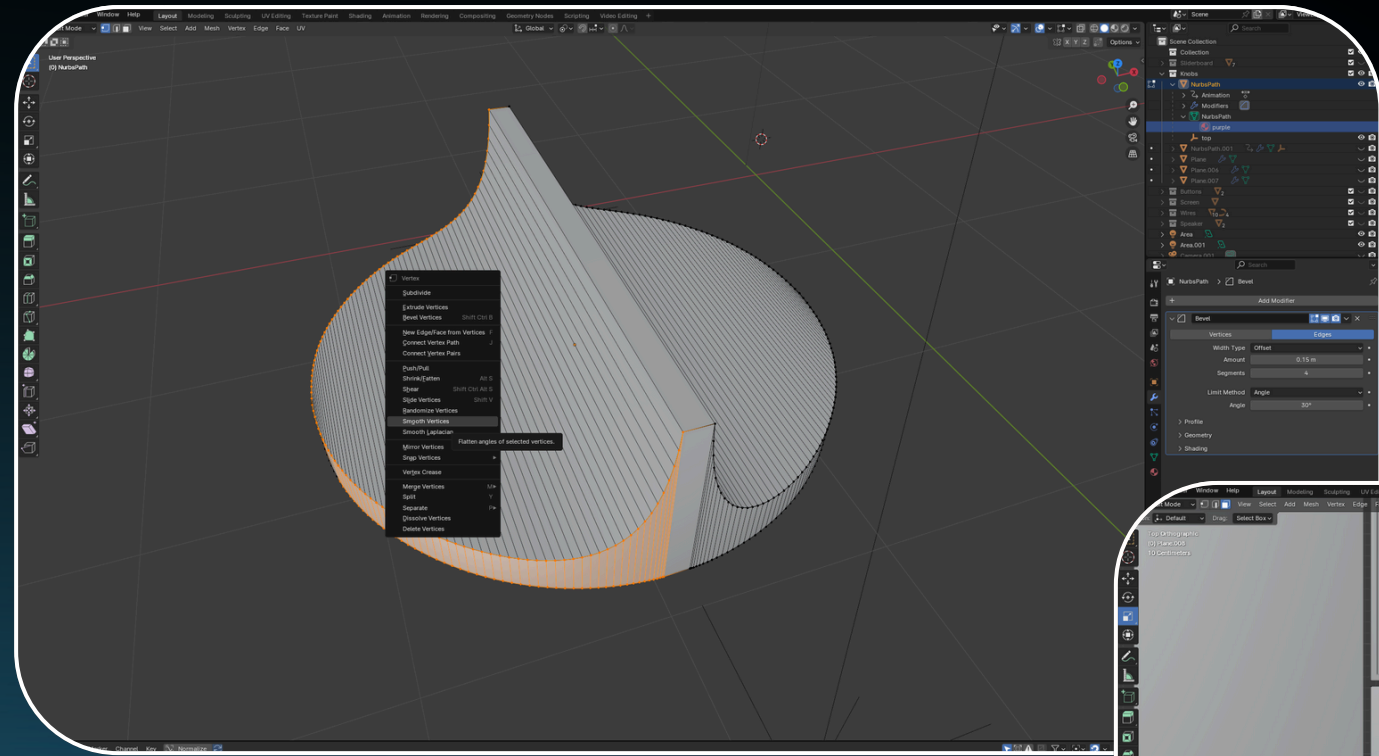
Creating a 3d visualizer

My main reference & inspiration

I followed this really awesome "moodboard-style" tutorial video from YouTuber Ducky 3D! (and his Patreon)

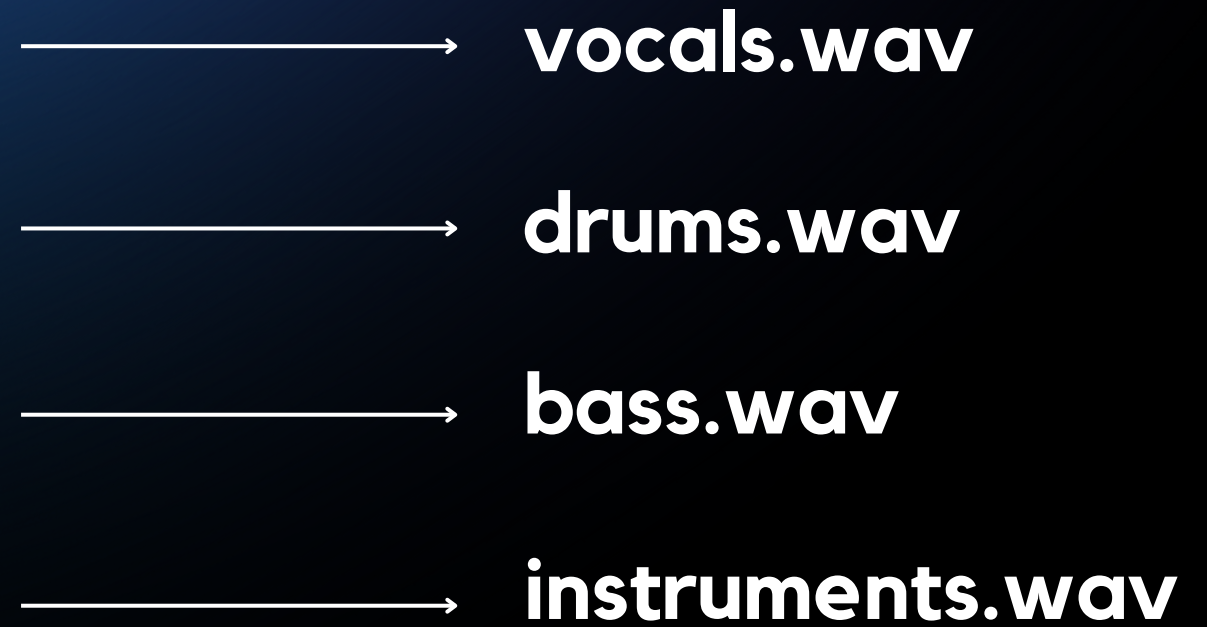


process



Modeling

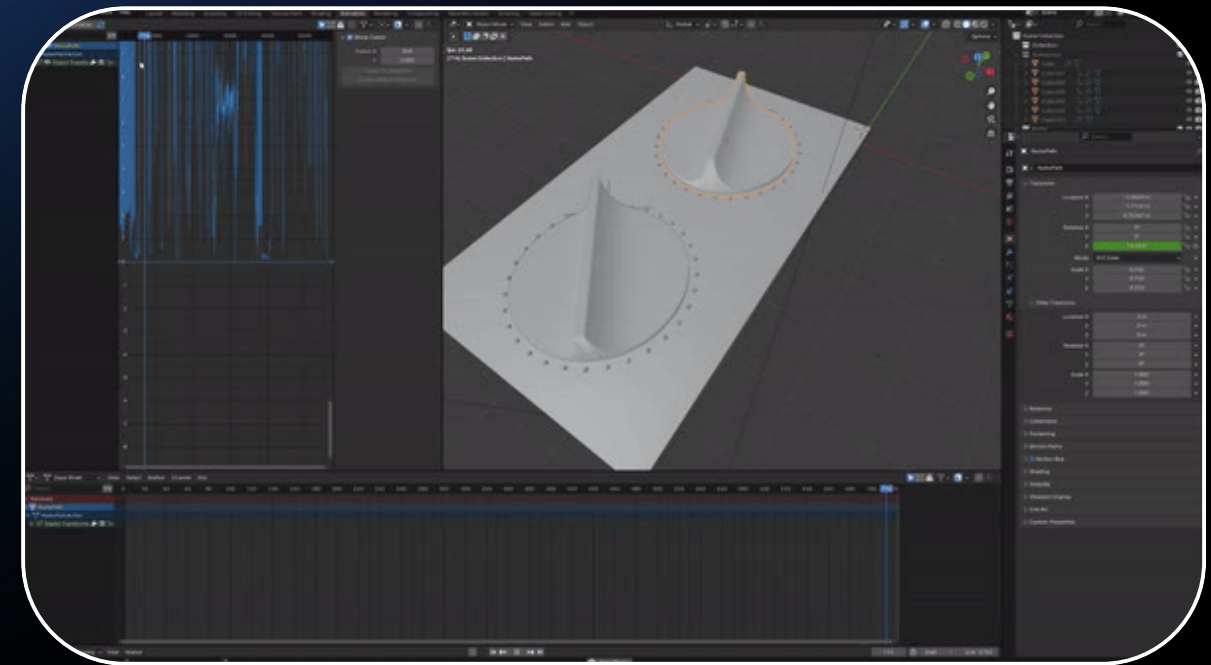
Stem Extraction

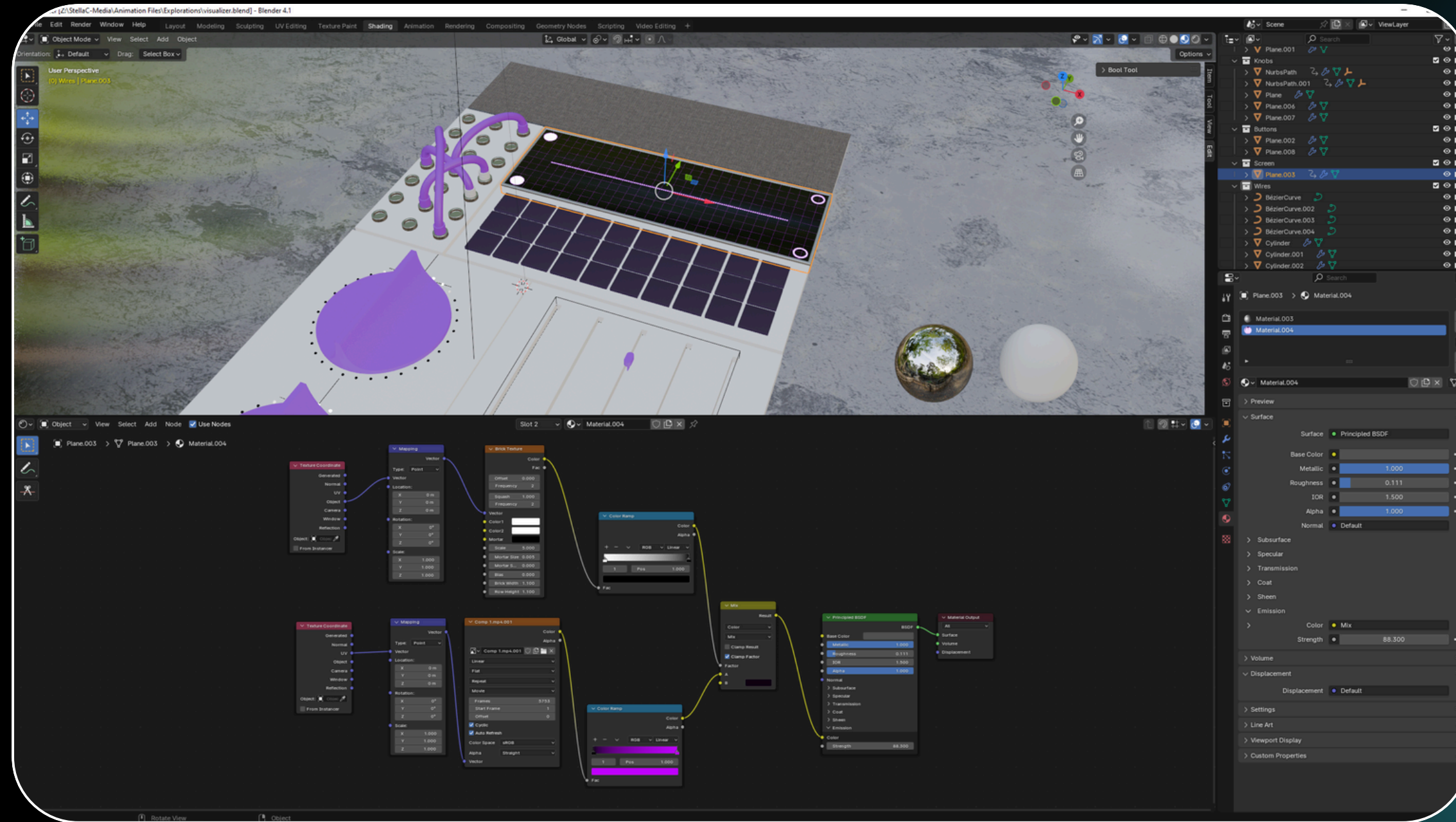


Animation



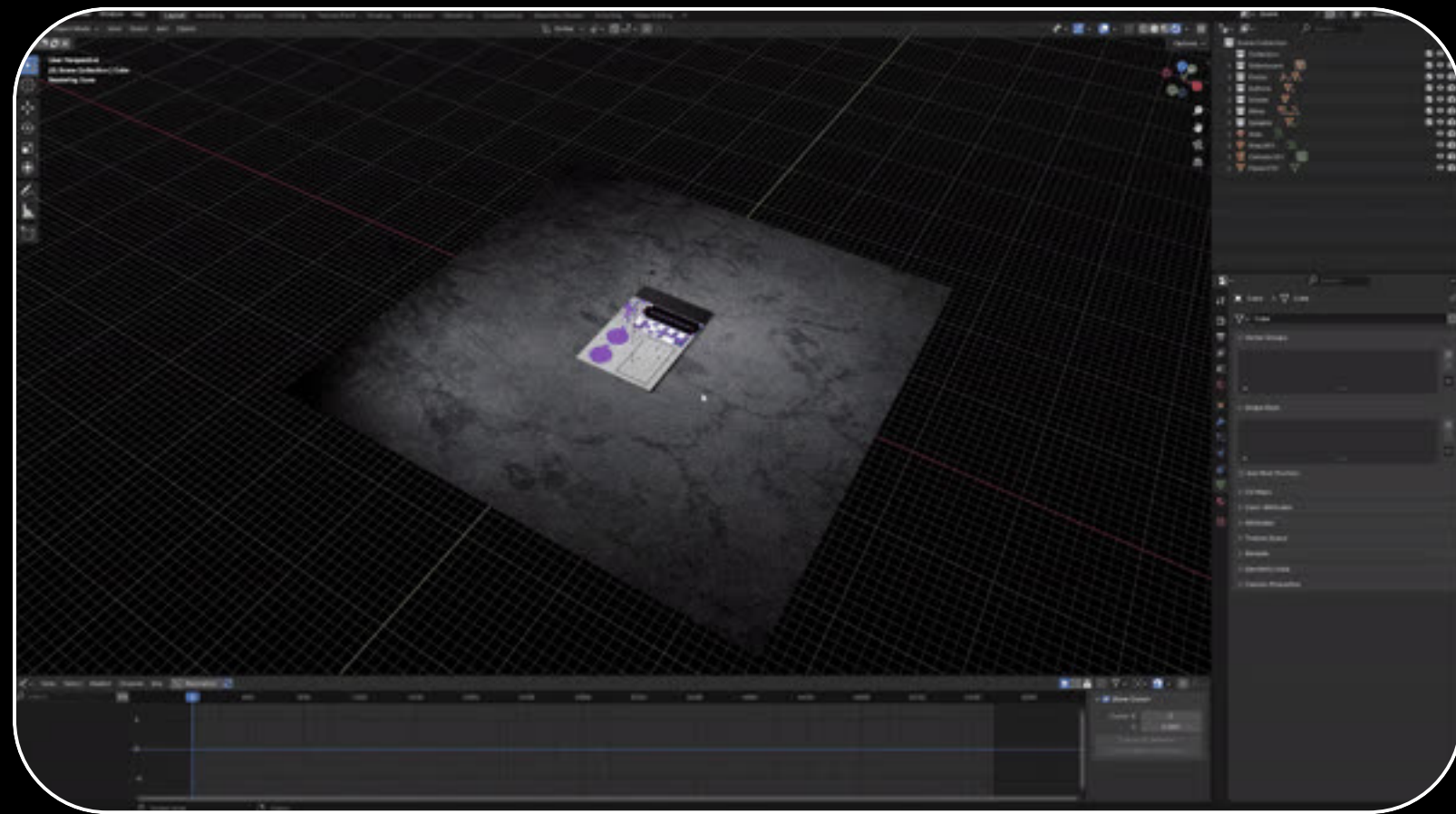
Keys to Samples
Samples to Keys
Sound to Samples ←
Bake Channels



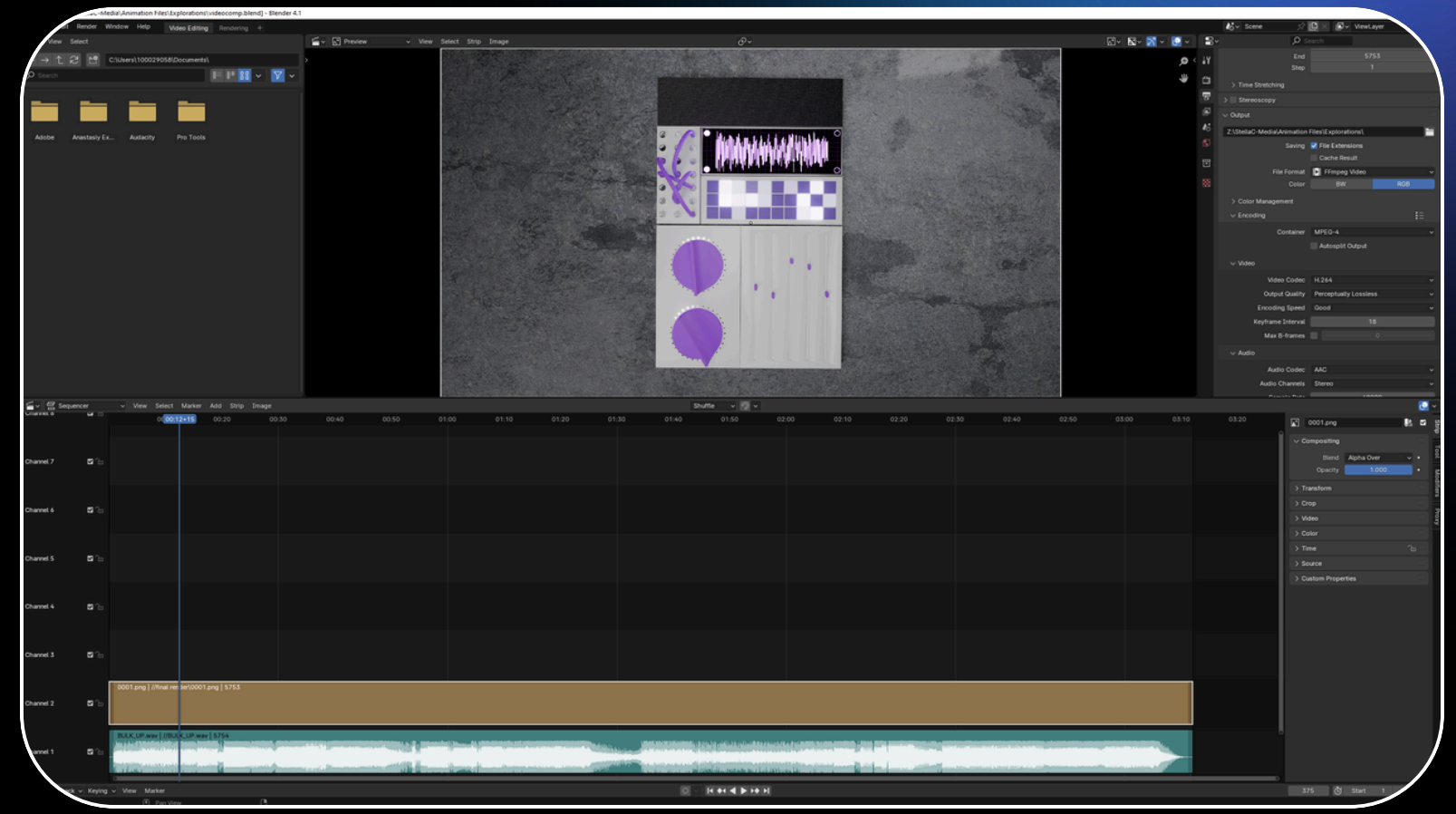


Materials & Shading

Lighting / Staging



(this drove me crazy)



product



reflections

Negative reflections

- **Better lighting**
(could definitely be better and more realistic)
- **More cohesive animation**
(unfortunately stem extractors are not perfect)
- **Less crazy sequencer pad**
(i seriously underestimated how nuts the sequencer would go)
- **Should've attempted a "soft render" first**
(it took almost 70 hours of rendering for me to see the final product)

Positive reflections

- I know how to use Blender now!
- I'd like to use my own music
- I now can expand on what I made (more modules, for example)
- It actually took a lot less time than I thought

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Thank you for listening!