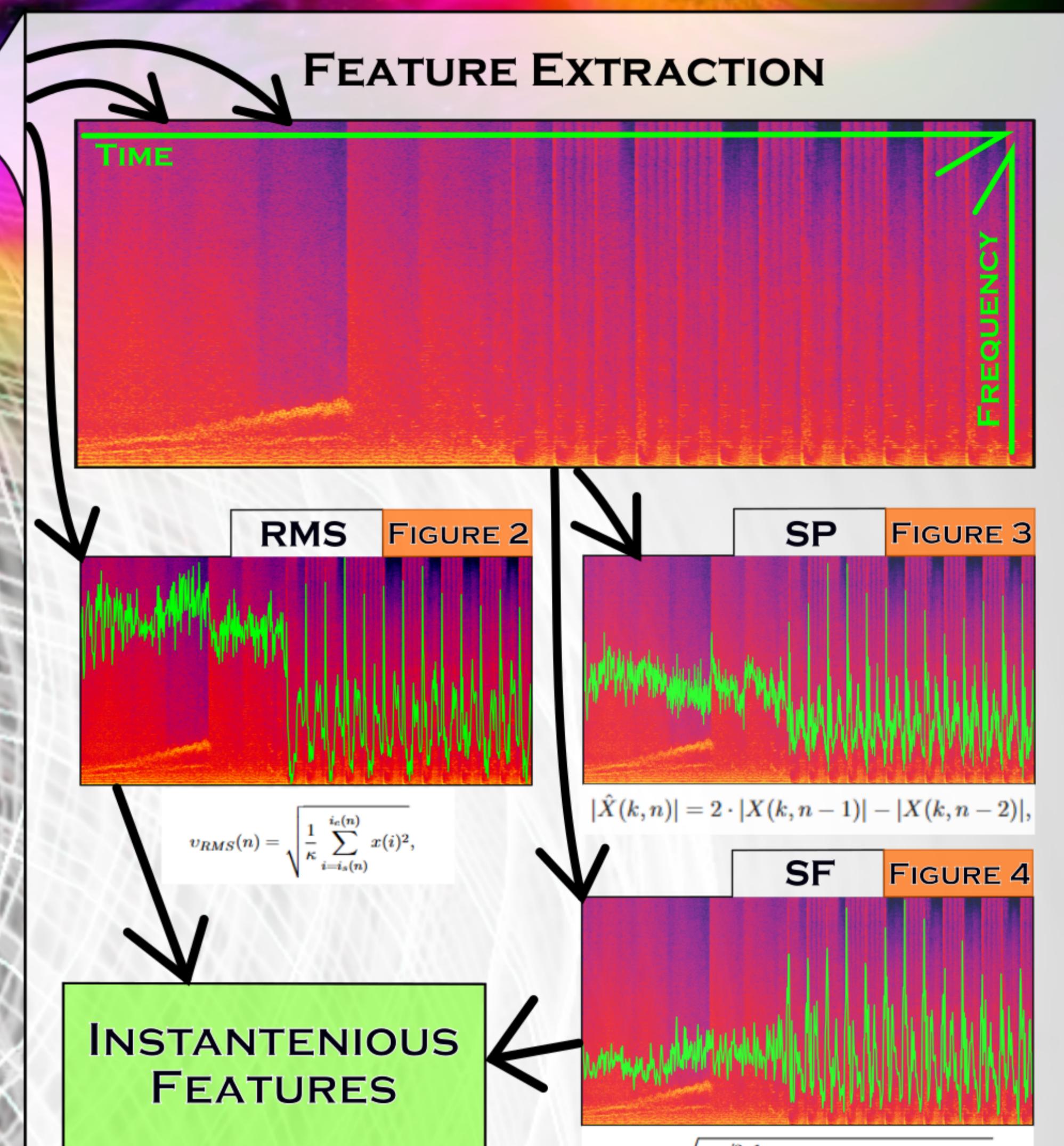
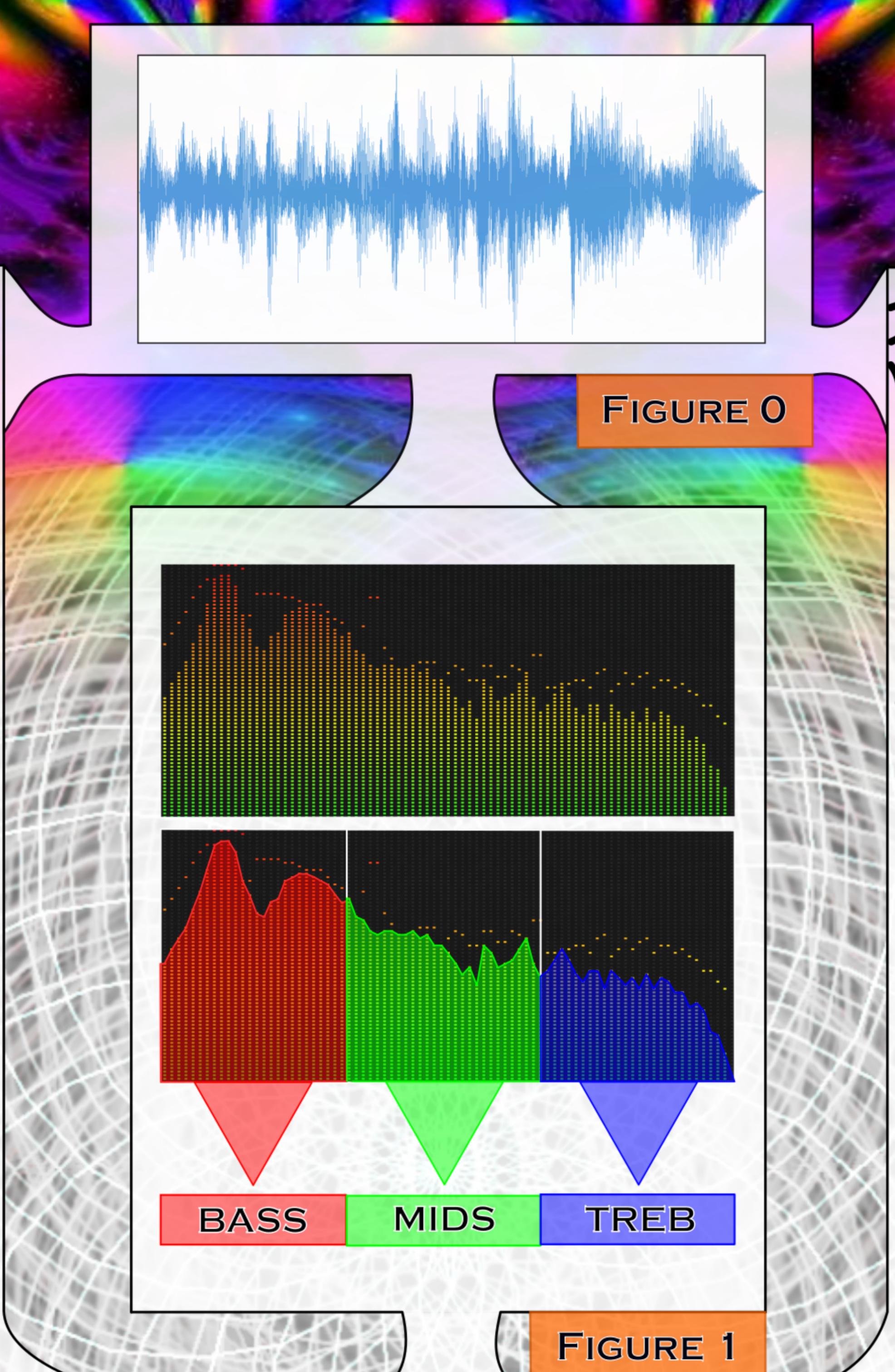
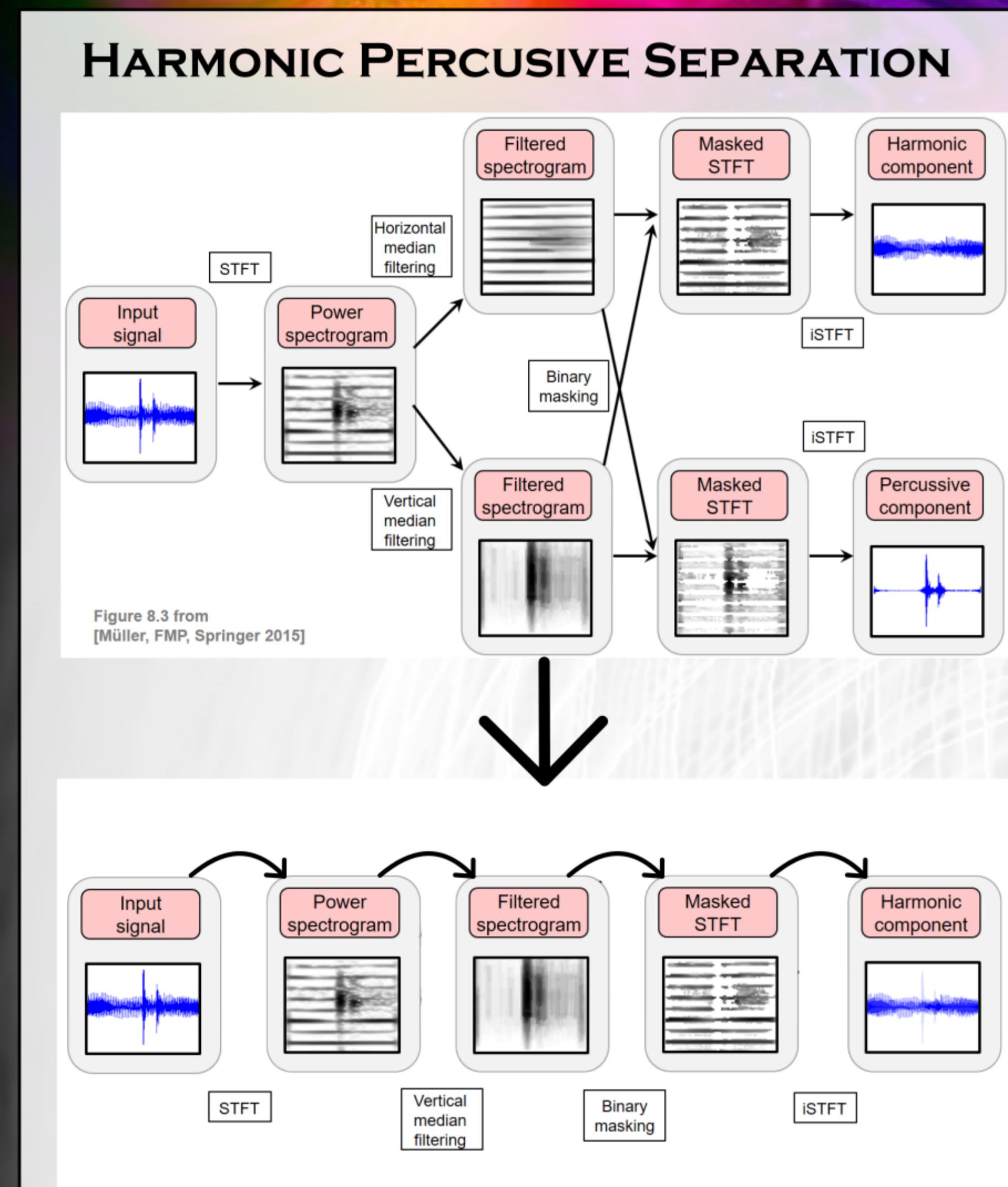


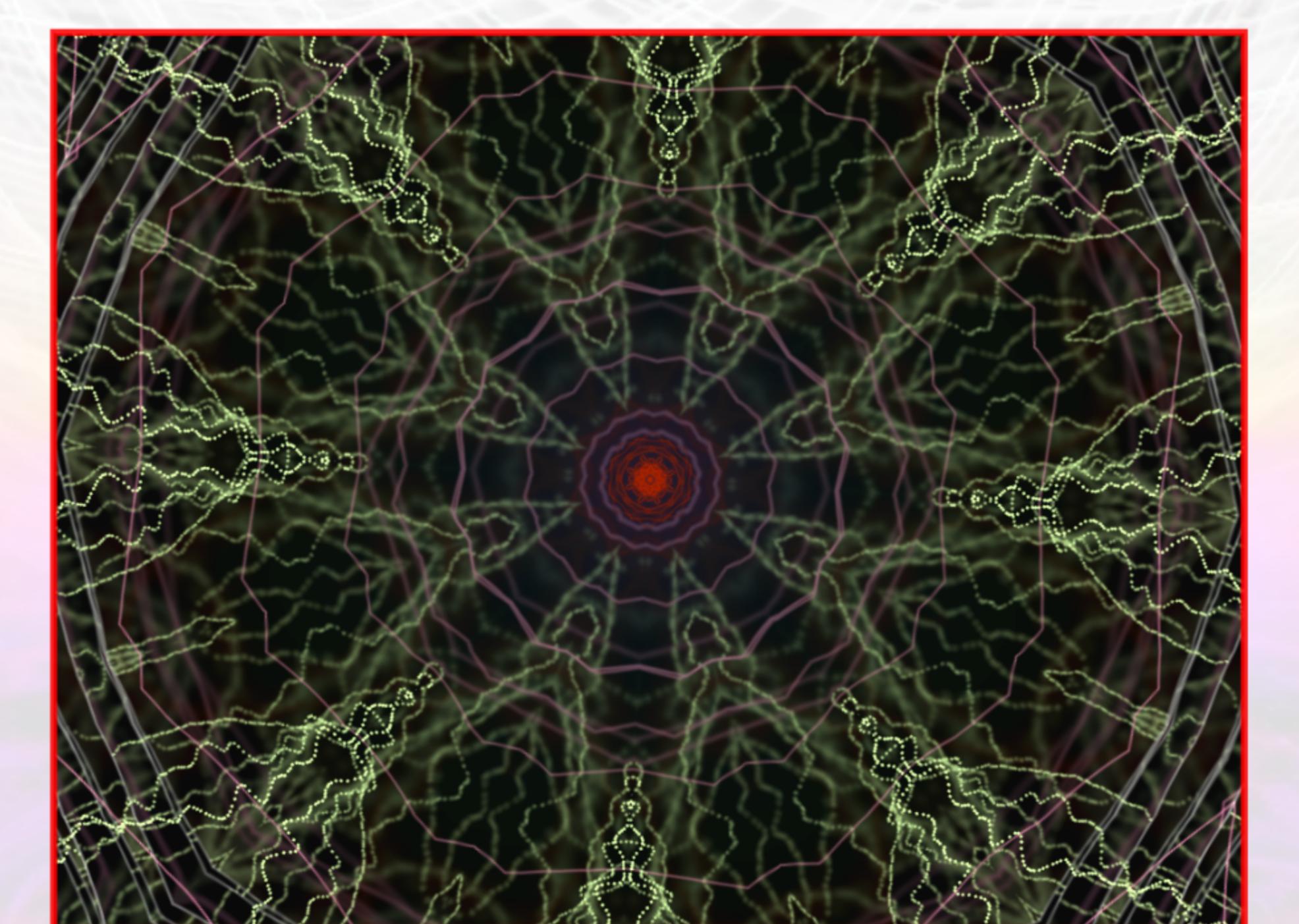
REAL-TIME ANALYSIS AND VISUALIZATION OF ELECTRONIC MUSIC



```
wavecode_0_enabled=1
wavecode_0_samples=512
wavecode_0_sep=30
wavecode_0_bSpectrum=0
wavecode_0_bUseDots=0
wavecode_0_bDrawThick=0
wavecode_0_bAdditive=0
wavecode_0_scaling=0.08000
wavecode_0_smoothing=0.60000
wavecode_0_r=0.500
wavecode_0_g=0.100
wavecode_0_b=0.000
wavecode_0_a=1.000

shapecode_0_enabled=1
shapecode_0_sides=8
shapecode_0_x=0.5
shapecode_0_y=0.5
shapecode_0_r=1.0
shapecode_0_g=1.0
shapecode_0_b=1.0
shapecode_0_a=0.05
shapecode_0_rad=2.0
shapecode_0_border_r=1.000
shapecode_0_border_g=1.000
shapecode_0_border_b=1.000
shapecode_0_border_a=1.000
```

FIGURE 6.1



```
shape_0_per_frame1=rad = 2.0 - mid_att;
shape_0_per_frame2=border_r = border_r +
0.40*sin(1.045*time);
shape_0_per_frame3=border_g = border_g +
0.40*sin(0.910*time);
shape_0_per_frame4=border_b = border_b +
0.40*sin(0.980*time);

shape_0_per_frame5=a = treb/100;
shape_0_per_frame6=r = r +
0.500*( 0.60*sin(0.933*time));
shape_0_per_frame7=g = g +
0.500*( 0.60*sin(0.900*time));
shape_0_per_frame8=b = b +
0.500*( 0.60*sin(0.910*time));

per_frame_1=wave_r = wave_r +
0.500*( 0.60*sin(0.933*time));
per_frame_2=wave_g = wave_g +
0.500*( 0.60*sin(0.900*time));
per_frame_3=wave_b = wave_b +
0.500*( 0.60*sin(0.910*time));

per_frame_4=zoom = zoom +
0.010*( 0.60*sin(0.339*time));
per_frame_5=rot = rot + 0.040 *
( 0.60*sin(0.381*time));
per_frame_6=decay = decay -
0.01*equal(frame%50,0);
per_frame_7=zoom=zoom+(bass_att-1.0)*0.2;
```

FIGURE 6.2