JAW dropping Visual Effects
via Audio Spectral Analysis
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Our idea is to create a dynamically updating spectrum analyzer on an arbitrarily drawn outline, either in an image or in a live/recorded video. An example of this is presented in the series of images below, with a link to the video to which we got them from. The plan is to have a recorded video of a white background/whiteboard, followed by an arbitrarily drawn outline on the board, which will serve as the baseline for the analyzer. The drawn outline will then move and modulate according to the spectral content of music/audio input. Our plan is to start with a basic FFT of the input audio source as our modulation scheme for the visual effects. By mapping the various input frequencies around input image contour, we hope to distort the image uniquely to the input music source. Ideally this would occur in real time on a live video stream, but our initial goal is achieve functionality with a prerecorded image followed by a prerecorded video.

https://www.youtube.com/watch?v=gMcBdE9sI28
https://www.youtube.com/watch?v=ek7cafqgYB4
https://www.youtube.com/watch?v=BFKQIzh6iQU