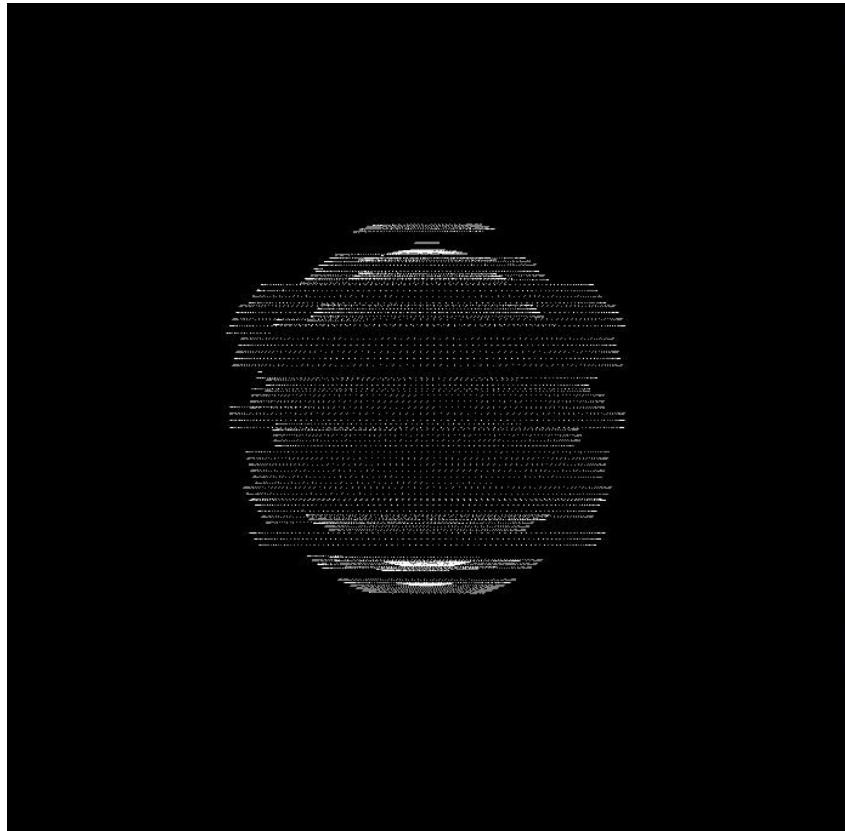


## Tercer código



```
int radius = 100;
float nScale = 200;

import ddf.minim.*;
import ddf.minim.analysis.*;

Minim minim;
AudioPlayer player;
AudioMetaData meta;
BeatDetect beat;

float noiseMulti = 300;

void setup() {
  size(700, 700, P2D);
  background(0);
  smooth();
  minim = new Minim(this);
  player = minim.loadFile(""); //carga la cancion
  player.loop();
  meta = player.getMetaData();
  beat = new BeatDetect(player.bufferSize(), player.sampleRate());
  beat.setSensitivity(300);
}

void draw() {
```

```

noStroke();
fill(0);
rect(0, 0, width, height);
translate(width/2, height/2);

beat.detect(player.mix);
if (beat.isKick()) {
  noiseMulti = 300;
  nScale = 150;
} else {
  if (nScale > 100) nScale *= 0.9;
  noiseMulti *= 0.5;
}

stroke(255);
for (int lat = -90; lat < 90; lat+=2)
{
  for (int lng = -180; lng < 180; lng+=2)
  {
    float _lat = radians(lat);
    float _lng = radians(lng);
    // noise
    float n = noise(_lat * noiseMulti / 100, _lng * noiseMulti / 100 +
millis() );

    float x = (radius + n * nScale) * cos(_lat) * cos(_lng);
    float y = (radius + n * nScale) * sin(_lat) * (-1);
    float z = (radius + n * nScale) * cos(_lat) * sin(_lng);

    point(x, y, z);
  }
}
// saveFrame();
}

void stop()
{
  player.close();
  minim.stop();
  super.stop();
}

```