

```
import ddf.minim.analysis.*;
import ddf.minim.*;
import processing.video.*;
```

```
Minim minim;
AudioPlayer jingle;
FFT fft;
```

```
// initialize variables for 3 videos
```

```
//////////
Movie myMovie0;
Movie myMovie1;
Movie myMovie2;
Movie myMovie3;
Movie myMovie4;
Movie myMovie5;
```

```
float myDuration0;
float myDuration1;
float myDuration2;
float myDuration3;
float myDuration4;
float myDuration5;
```

```
float currentBandValue0;
float currentBandValue1;
float currentBandValue2;
float currentBandValue3;
float currentBandValue4;
float currentBandValue5;
```

```
float bandValue0 = 0.0;
float bandValue1 = 0.0;
float bandValue2 = 0.0;
float bandValue3 = 0.0;
float bandValue4 = 0.0;
float bandValue5 = 0.0;
```

```
//////////
```

```
int w;
PImage fade;
```

```
void setup()
```

```
{
  size(1280, 400, P2D);
  frameRate(30);

  minim = new Minim(this);
  jingle = minim.loadFile("123.mp3", 2048);
  jingle.loop();
  fft = new FFT(jingle.bufferSize(), jingle.sampleRate());
  fft.logAverages(60, 7);
  //fft.linAverages(16);
  w = width/fft.avgSize();
  //w = 1;
  strokeWeight(w);
```

```
  myMovie0 = new Movie(this, "al.mov");
  myDuration0 = myMovie0.duration();
  myMovie0.play();
  myMovie0.speed(8.0);
```

```
  myMovie1 = new Movie(this, "al.mov");
  myDuration1 = myMovie1.duration();
  myMovie1.play();
  myMovie1.speed(8.0);
```

```
  myMovie2 = new Movie(this, "al.mov");
  myDuration2 = myMovie2.duration();
  myMovie2.play();
  myMovie2.speed(8.0);
```

```
  myMovie3 = new Movie(this, "al.mov");
  myDuration3 = myMovie3.duration();
  myMovie3.play();
  myMovie3.speed(5.0);
```

```
  myMovie4 = new Movie(this, "al.mov");
  myDuration4 = myMovie4.duration();
  myMovie4.play();
  myMovie4.speed(8.0);
```

```
  myMovie5 = new Movie(this, "al.mov");
  myDuration5 = myMovie5.duration();
  myMovie5.play();
  myMovie5.speed(8.0);
```

```
  background(0);
  fade=get(0, 0, width, height);
}
```

```
void draw()
```

```
{
  background(0);
```

```
  stroke(255);
```

```
  image(myMovie0, 30, 0);
  image(myMovie1, 230, 0);
  image(myMovie2, 430, 0);
  image(myMovie3, 630, 0);
  image(myMovie4, 830, 0);
  image(myMovie5, 1030, 0);
```

```
  fft.forward(jingle.mix);
```

```
  currentBandValue0 = fft.getBand(20);
  currentBandValue1 = fft.getBand(21);
  currentBandValue2 = fft.getBand(22);
  currentBandValue3 = fft.getBand(23);
  currentBandValue4 = fft.getBand(24);
  currentBandValue5 = fft.getBand(25);
```

```
  /*
  if (currentBandValue0 > bandValue0 + 10.0) myMovie0.jump(myDuration0 / currentBandValue0);
  if (currentBandValue1 > bandValue1 + 0.0) myMovie1.jump(myDuration1 / currentBandValue1);
  if (currentBandValue2 > bandValue2 + 20.0) myMovie2.jump(myDuration2 / currentBandValue2);
  */
```

```
  //
  if (currentBandValue0 > bandValue0 + 5.0) myMovie0.jump(currentBandValue0/8.5);
  if (currentBandValue1 > bandValue1 + 5.0) myMovie1.jump(currentBandValue1/8.5);
  if (currentBandValue2 > bandValue2 + 5.0) myMovie2.jump(currentBandValue2/8.5);
```

```
  if (currentBandValue3 > bandValue0 + 5.0) myMovie3.jump(currentBandValue0/8.5);
  if (currentBandValue4 > bandValue1 + 5.0) myMovie4.jump(currentBandValue1/8.5);
  if (currentBandValue5 > bandValue2 + 5.0) myMovie5.jump(currentBandValue2/8.5);
```

```
  bandValue0 = currentBandValue0;
  bandValue1 = currentBandValue1;
  bandValue2 = currentBandValue2;
  bandValue3 = currentBandValue3;
  bandValue4 = currentBandValue4;
  bandValue5 = currentBandValue5;
```

```
  // println("value0 " + bandValue0);
  // println("value1 " + bandValue1);
  // println("value2 " + bandValue2);
  // println("value3 " + bandValue3);
  // println("value4 " + bandValue4);
  // println("value5 " + bandValue5);
```

```
  for ( int i=0; i<fft.avgSize(); i++)
  {
    // line(((i*w)+(w/2))*2, height, ((i*w)+(w/2))*2, height - fft.getAvg(i));
  }
```

```
  fade=get(0, 0, width, height);
}
```

```
void keyPressed()
```

```
{
  if ( key == 'n' )
  {
    jingle.skip(50000);
  }
}
```

```
void stop()
```

```
{
  jingle.close();
  minim.stop();

  super.stop();
}
```