

**external media
rendering applicaiton**

sound/video/IO etc.

OSC
UDP

io defs

mapping
for data performance
and server-side
actions

data

score

data

OSC

HTML
HTTP

JSON
WebSocket

browser

webpage

client-side js

ui defs

bi-directional
mapping
between graphic
and data

Drawsocket JSON
HTML/CSS/SVG/JS

editor GUI



(Max, Pd, SuperCollider, etc.,
anything that understands OSC)