

Hands-On WebAudio - resources

Environment:

nodejs: <https://nodejs.org/en/blog/release/v0.12.7/>

note: "npm" stands for "node package manager" and is shipped with nodeJS

sublime text editor: <http://www.sublimetext.com/3>

To install a global http-server using nodeJS, write in a console :

(<https://github.com/indexzero/http-server>)

```

```
sudo npm install -g http-server
```

```

then run it in any folder with the following command:

```

```
http-server
```

```

Tools:

WavesUI

Interactive temporal visualizations of audio and timeseries data

source: <https://github.com/wavesjs/ui>

documentation: <http://wavesjs.github.io/ui/>

WavesAudio

Audio synthesis and scheduling

source: <https://github.com/wavesjs/audio>

documentation: <http://wavesjs.github.io/audio/>

WavesLoaders

Helpers to load audio files

source: <https://github.com/wavesjs/loaders>

SoundWorks

Framework to build distributed and interactive experiences on the web

source: <https://github.com/collective-soundworks/soundworks>

MotionInput

Module to harmonize implementations of motion sensors between browsers

source: <https://github.com/collective-soundworks/motion-input>

es6-boilerplate

Starting point project structure to build EcmaScript 6 applications

source: <https://github.com/Ircam-RnD/es6-prototyping-boilerplate>