

sc-dance Library: Readme

IOANNIS ZANNOS

July 21, 2025

1 Purpose

This is a supercollider library networked live coding for dance and animation. The library plays animations on GODOT. It is recommended to run GODOT on the same computer as SuperCollider and sc-dance.

2 Installation, Getting Started

To install, clone this repository and place it or link it inside the Extensions directory of your SuperCollider User support directory.

To try out:

1. Recompile the ScClass Library (control-shift-L in SuperCollider IDE).
2. Open Godot 4 on our computer.
3. In the Godot 4 application, import project `boy_and_birds` found in folder `./Godot_project`.
4. Start (play) project `boy_and_birds` in Godot.
5. Boot the local server in SuperCollider
6. Run the following line in SuperCollider to load and start playing the default animation:

```
Avatar.load.sendToGodot.play
```

3 Documentation

Documentation is found found in `./Documentation/sc-dance_documentation.pdf`.

4 Example files

Code examples are found in `./Guides/`. (Under development).