

I-SCORE

SCORING TIME AND INTERACTIVITY

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PRESENTATION, DEMO, FUTURE

- Generalist tree-based data sequencer.
- Target : authoring of interaction-heavy content.
- Applications : interactive shows, music, museography.
- Execution semantics based on formal models.

GRAPHICAL CHART

FEATURES

- Hierarchy, automations, mappings, custom Javascript execution.
- Protocols : OSC, MIDI, Minuit, OSCQuery (in progress).
- Multiple plug-in interfaces for extensibility.
- Collaborative editing.
- Works on OS X, Windows, Linux (desktop and embedded), Android.
- Integrated to Max/MSP and command-line player.
- Web UI.

- **Spatial data authoring :**
 - For audio trajectories, video games, interactive kiosks.
 - Generalized mapping between any parameters.
 - The created structures can influence each other and properties can be extracted (such as collisions, etc.).
- **Sound :**
 - Integrating i-score with FaUST or the libaudiostream?
 - It would allow "Audio" processes that would behave like traditional DAW's tracks.

- Stable (old) :
`www.i-score.org`.
- Alpha (this) :
`github.com/OSSIA/i-score/releases`.

We welcome contributions (GPL-v3).

Thanks !