I-SCORE

Scoring time and interactivity

Théo de la Hogue[1] Pierre Cochard[2] Jean-Michaël Celerier[3]

Novembre 2015

[1]GMEA

[2]LaBRI - SCRIME

[3]LaBRI - Blue Yeti

TABLE OF CONTENTS

PRESENTATION

I-SCORE

- 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.

DEMO

PERSPECTIVES

SPATIAL SCORES

Means of authoring spatial-heavy scores.

Examples : audio trajectories, video games, interactive kiosks.

- Generic method based on a powerful computer algebra system : GiNaC.
- 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.

Download now !

`https://github.com/OSSIA/i-score/releases`

Thanks !