I-SCORE

Scoring time and interactivity

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[1]GMEA

[2]LaBRI - SCRIME

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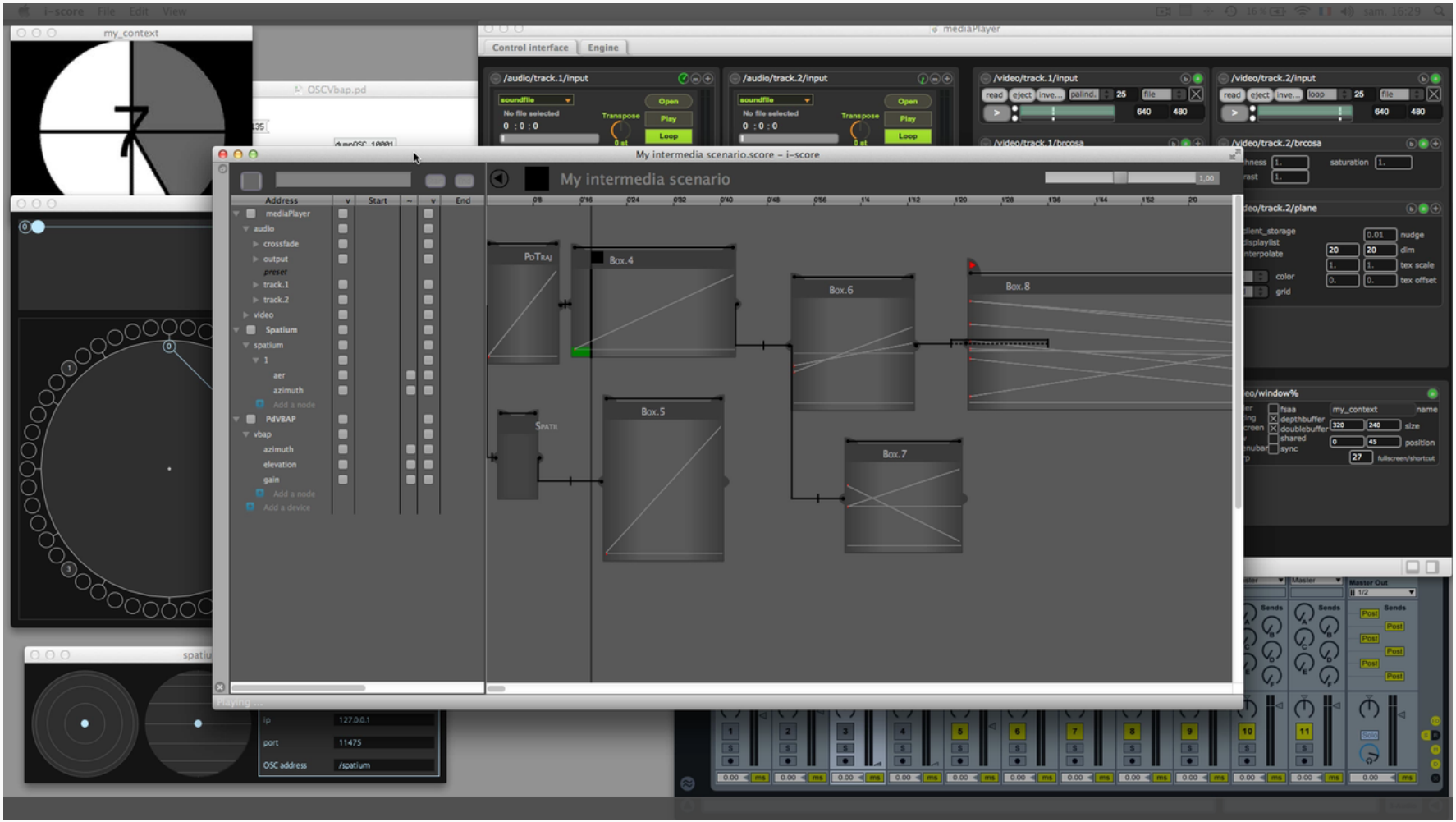
PRESENTATION, DEMO, FUTURE

I-SCORE

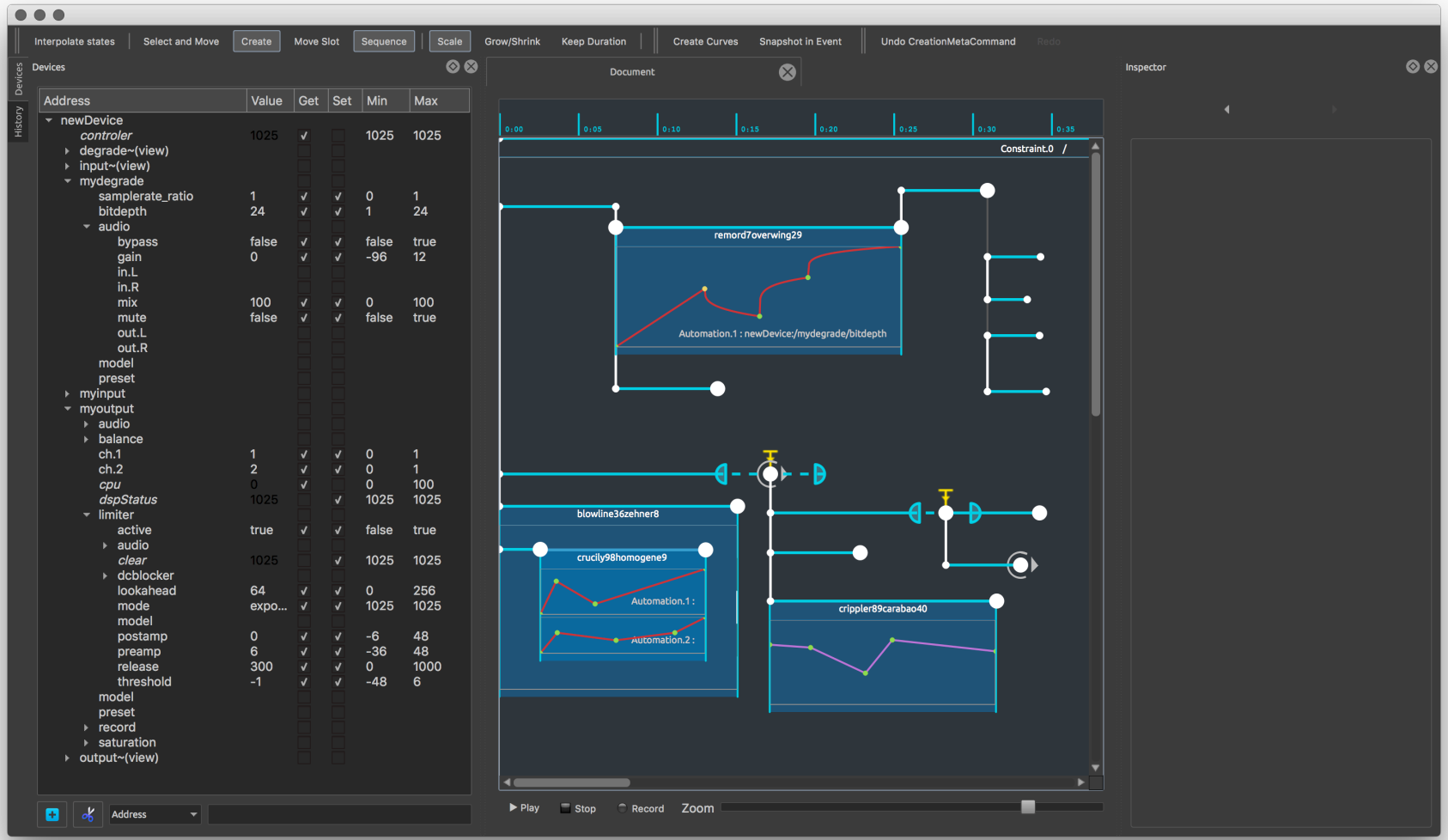
- Generalist tree-based data sequencer.
- Target : authoring of interaction-heavy content.
- Applications : interactive shows, music, museography.
- Execution semantics based on formal models.

HISTORY



Old i-score

HISTORY


Interpolate states
Select and Move
Create
Move Slot
Sequence
Scale
Grow/Shrink
Keep Duration
Create Curves
Snapshot in Event
Undo CreationMetaCommand
Redo
Devices
History
Document
Inspector
Address
Value
Get
Set
Min
Max
newDevice
controler
degrade~(view)
input~(view)
mydegrade
samplerate_ratio
bitdepth
audio
bypass
gain
in.L
in.R
mix
mute
out.L
out.R
model
preset
myinput
myoutput
audio
balance
ch.1
ch.2
cpu
dspStatus
limiter
active
audio
clear
dcblocker
lookahead
mode
model
postamp
preamp
release
threshold
model
preset
record
saturation
output~(view)
Constraint:0 /
remord7overwing29
Automation.1 : newDevice:/mydegrade/bitdepth
blowline36zehner8
crucily98homogene9
Automation.1 :
Automation.2 :
crippler89carabao40
Play
Stop
Record
Zoom

GRAPHICAL CHART

TERMINOLOGY

CONTENT

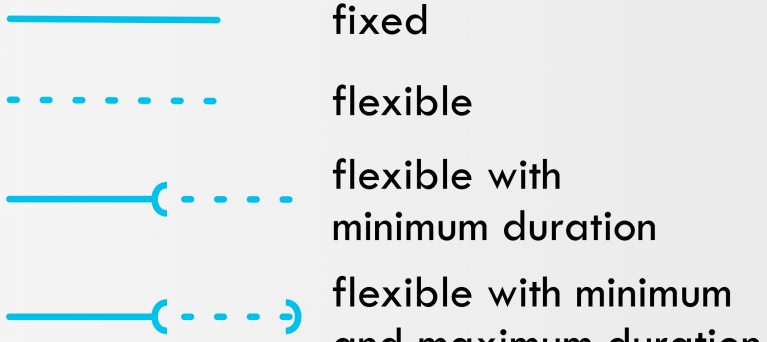
State

Process

TIME

Event

Interval

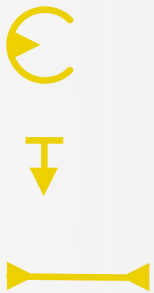


LOGIC

Condition

Trigger

Pattern



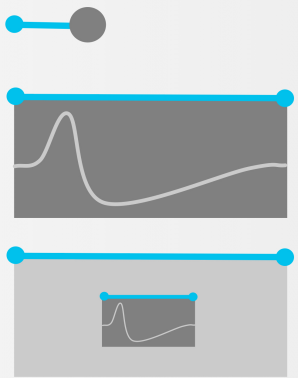
GRAPHICAL CHART

SYNTAX

Recall

Progression

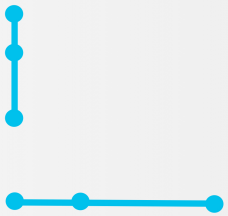
Encapsulation



CONTENT

Synchrony

Sequence

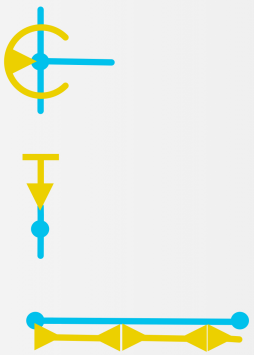


TIME

Choice

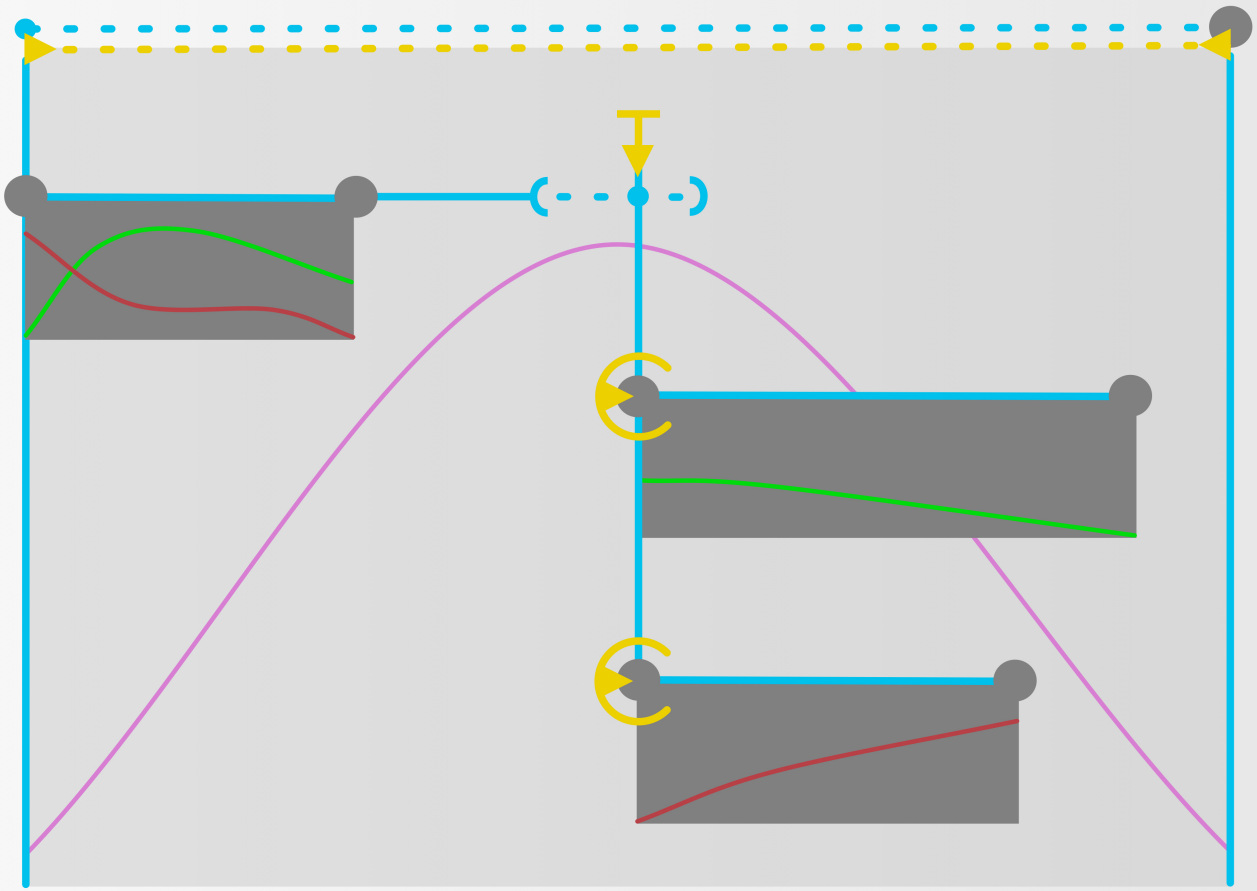
Interaction

Loop



LOGIC

EXAMPLE



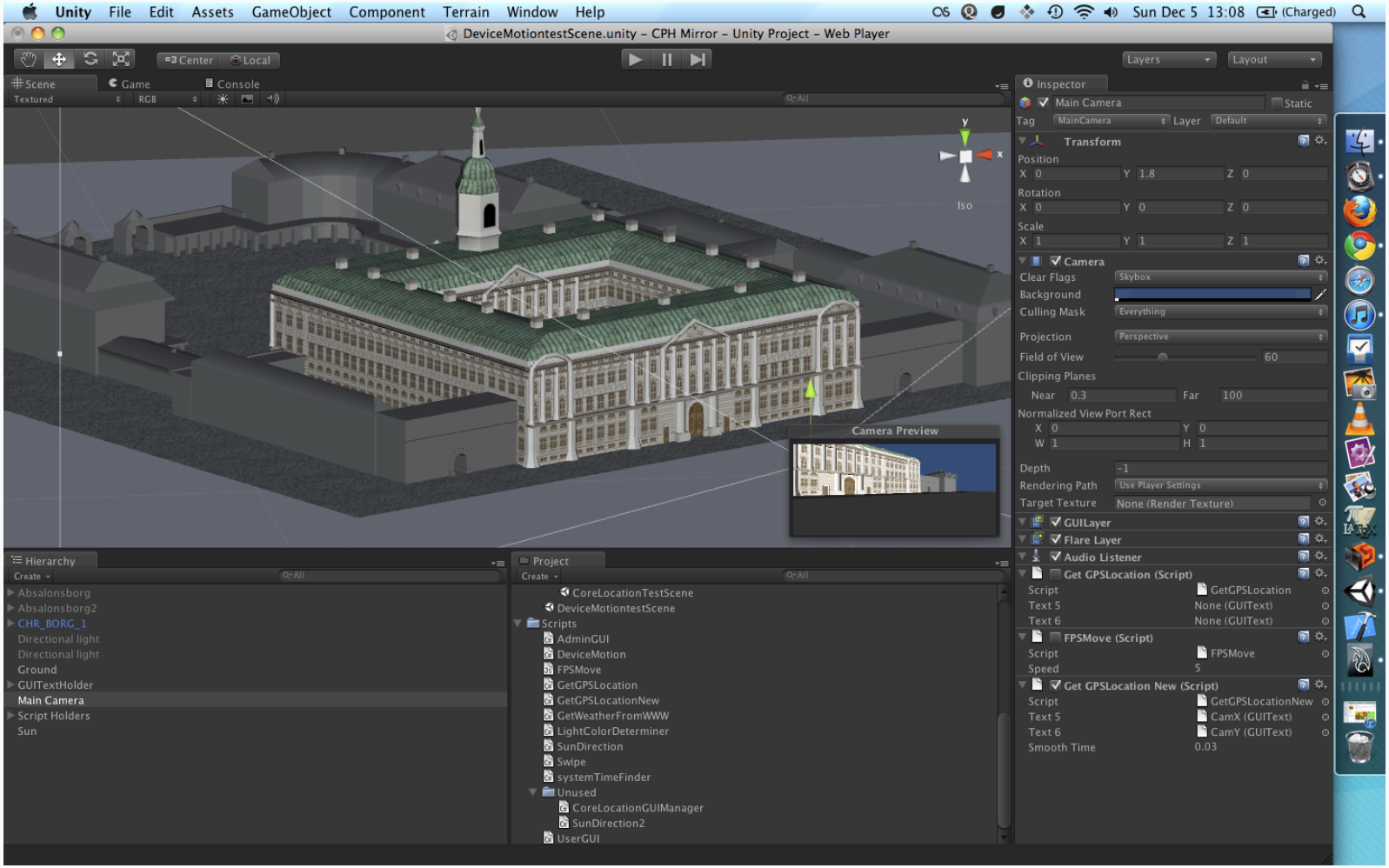
FEATURES

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

MINUIT INTEGRATIONS

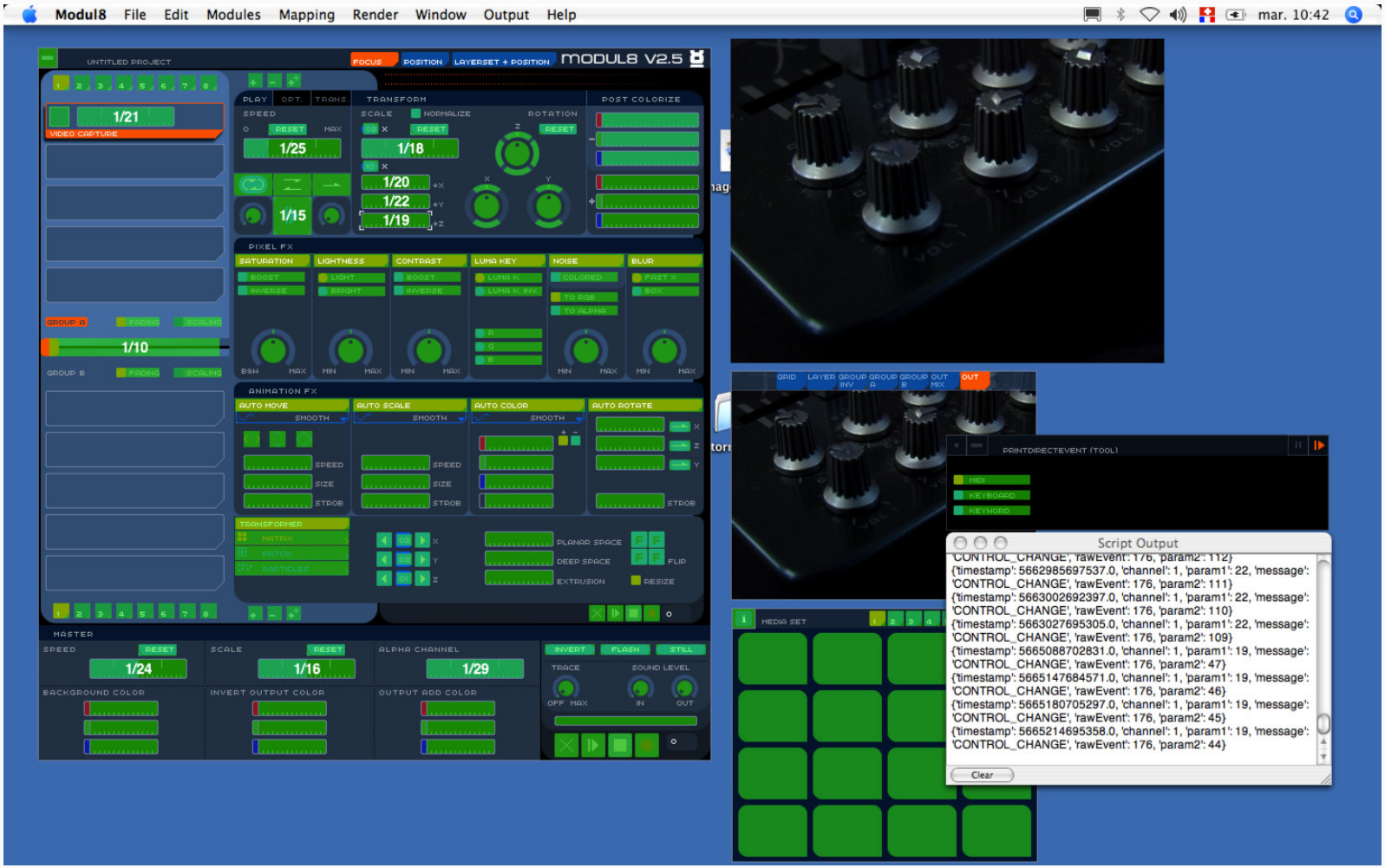
Max/MSP with Jamoma

MINUIT INTEGRATIONS



Unity

MINUIT INTEGRATIONS



Modul8

PERSPECTIVES

- **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.).
  - Collaborate with IanniX ?
- **Sound** :
  - Integrating i-score with FaUST / libaudiostream (in progress).
  - It would allow ”Audio” processes that would behave like traditional DAW tracks.

LINKS

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

We welcome contributions (GPL-v3).

Thanks !