

Writing interaction with i-score

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The problem

- ▶ A lot of tools for entirely fixed temporal content
→ traditional song-writing.
- ▶ A lot of tools for fully interactive content
→ artistic installations.
- ▶ What goes in between ?

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Visual temporal programming language

The interface displays a visual temporal programming language environment. The main workspace shows a sequence of events and transitions over time, with a timeline from 0:00.0 to 0:30.0. The sequence includes a Boolean condition on remote parameters, a full dots cue, and various elements that can rejoin themselves. A loop pattern is also shown, containing Automation.1.

Annotations in the workspace:

- This will trigger when a condition on remote parameters become true
- Various elements can rejoin themselves
- The full dots will send a cue (a list of OSC messages)
- Boolean condition on remote parameters
- A curve
- Other curves
- In sequence
- A loop
- Loop pattern

The left sidebar shows a list of parameters and their values:

Address	Value
OScDevice	
u1	
focus	1
master	
still	0
flash	0.2
imColor	0
soundOutLevel	0
trackLevel	
soundLevelCapture	1
imColorB	0
imColorG	0
imColorR	0
addColorB	0
addColorG	0
addColorR	0
backgroundColorB	0
backgroundColorG	0.5
backgroundColorR	0
alpha	1
scale	0.4
speed	0.6
TimeRecPosition	0
layerSetGroupB	0
layerSetGroupA	0
crossfader	
layer	
mediaSet	0
media	999
auto	
transformer	false
on	0
type	
particle	
patch	
thickness	1
subdivT	30
subdivX	30
soundInput...	false
dimapinAlp...	false
colorOn	true
soundInput...	0
resetLevel	0
dimappingL...	0
fillMode	0
shapeType	0
matrix	
RipX/Y/Z	0
RipX/Y/Z	0
RipX/Y/Z	0
extrusionLe...	0
devDevice	0
devDevice	0

The right sidebar shows the Inspector panel with the following settings:

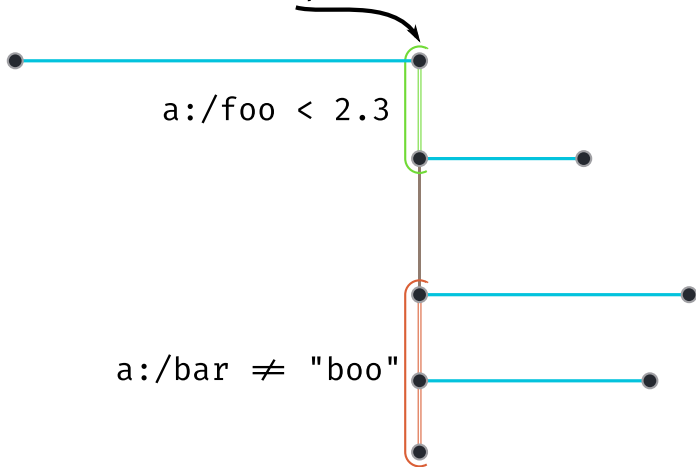
- Contraint: X
- Name: Other curves
- Label:
- Full view: Start State, End State
- Durations: Default Duration: 0.00.06.809, Loop content:
- Processes: View, Add Process, Processes: Automation.1 (X)
- Automation.1: OSCdevice/master/flash, Min: 0.00, Max: 1.00, Display in new Slot
- Start: OSCdevice/master/flash 0
- End: OSCdevice/master/flash 0.2
- Duration: 0.00.06.809
- Automation.2 (X)
- Automation.3 (X)
- Automation.4 (X)
- Automation.5 (X)

Working with distributed software

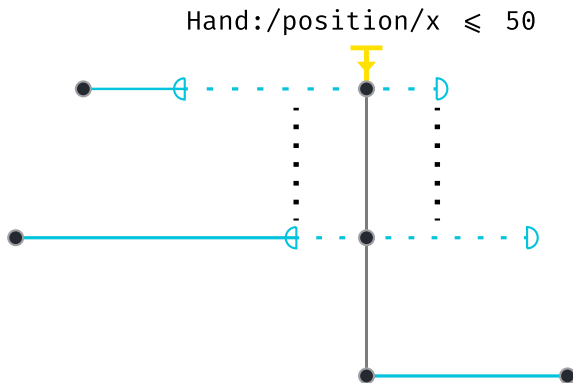


Conditions

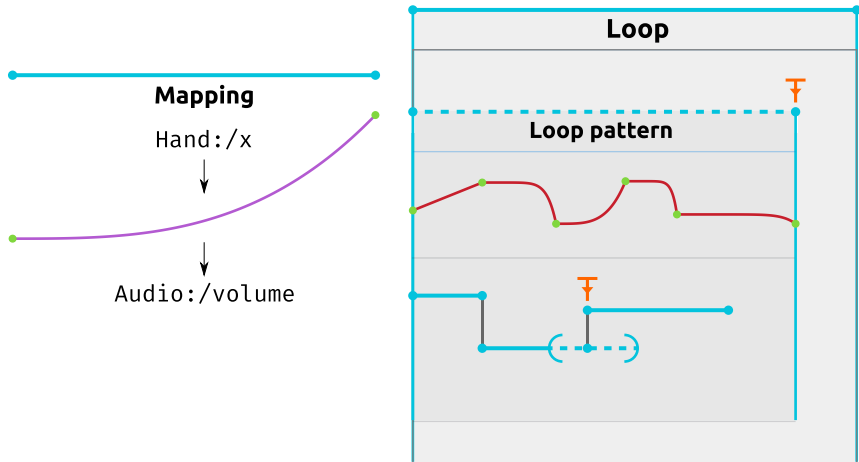
Evaluated at this point in time



Interactive triggering



Mapping, looping, and computations



Demonstration

Ongoing research

- ▶ Spatial data creation and management.
- ▶ Audio integration.
- ▶ Handling specific interaction patterns (gestures, etc).
- ▶ Constraint solving to check unsound scores.

Thanks for your attention.