Writing interaction with i-score

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LaBRI

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The problem

- A lot of tools for entirely fixed temporal content
  $\rightarrow$ traditional song-writing.
- A lot of tools for fully interactive content
  $\rightarrow$ artistic installations.

- What goes in between ?

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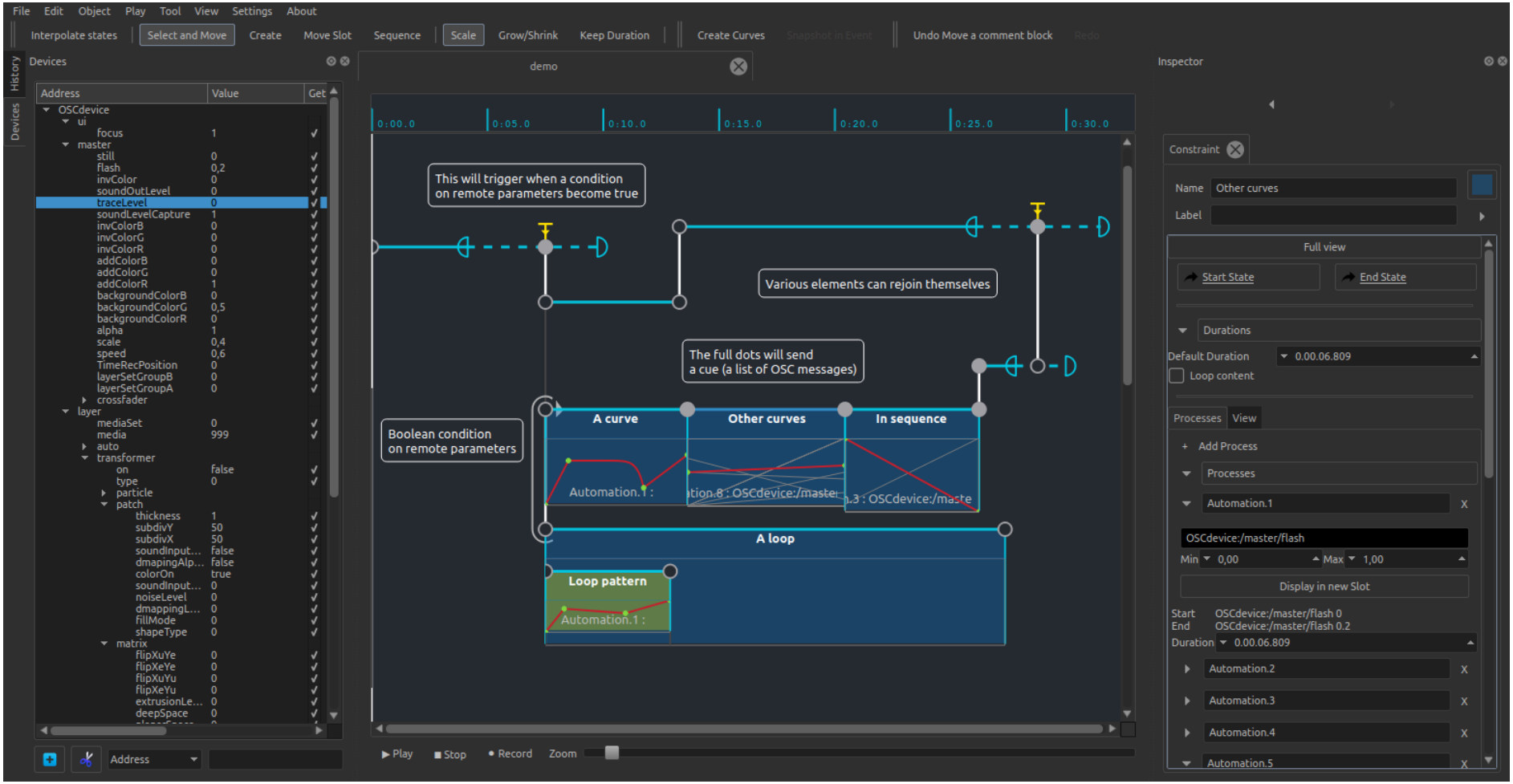
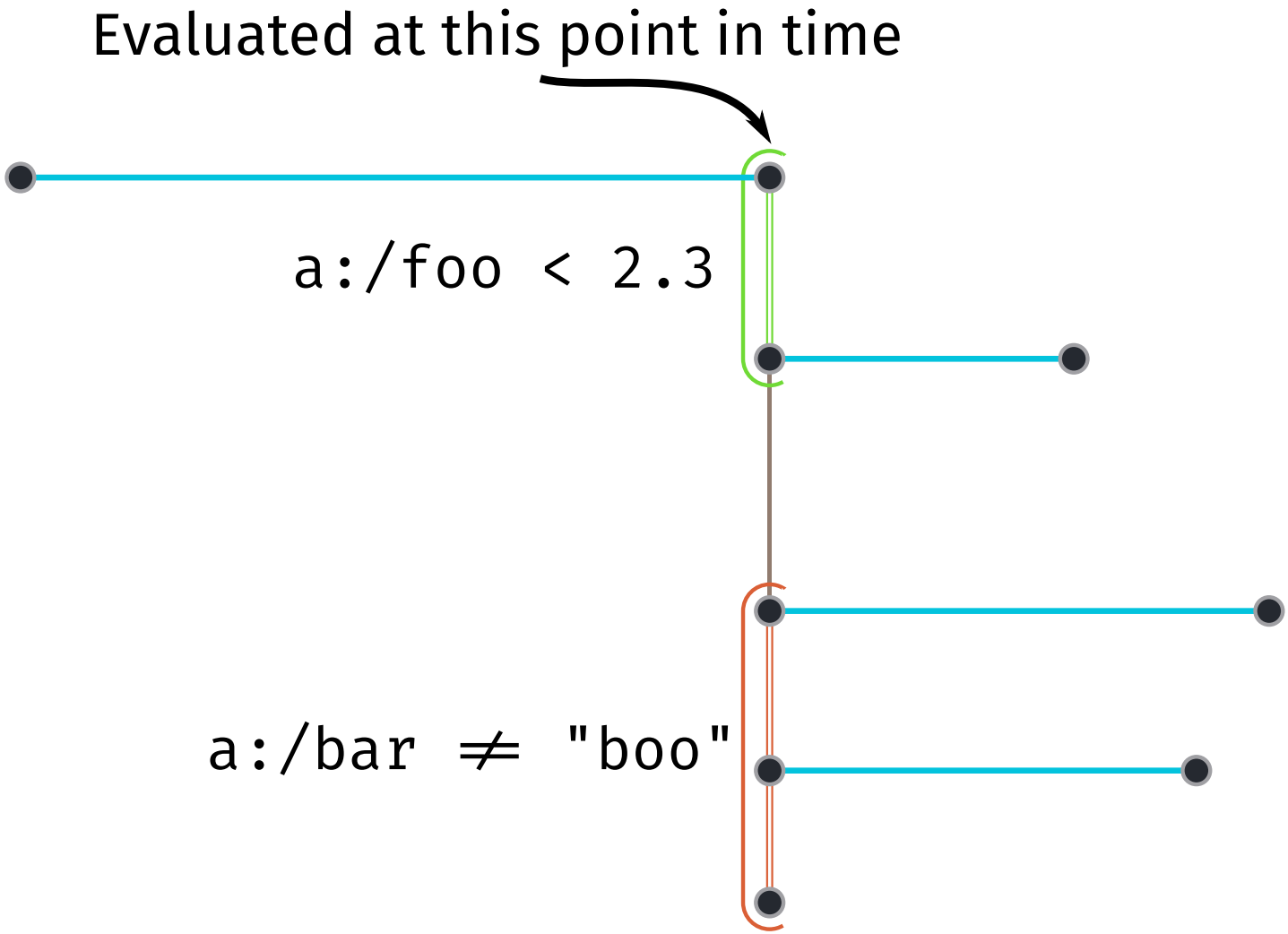
Visual temporal programming language

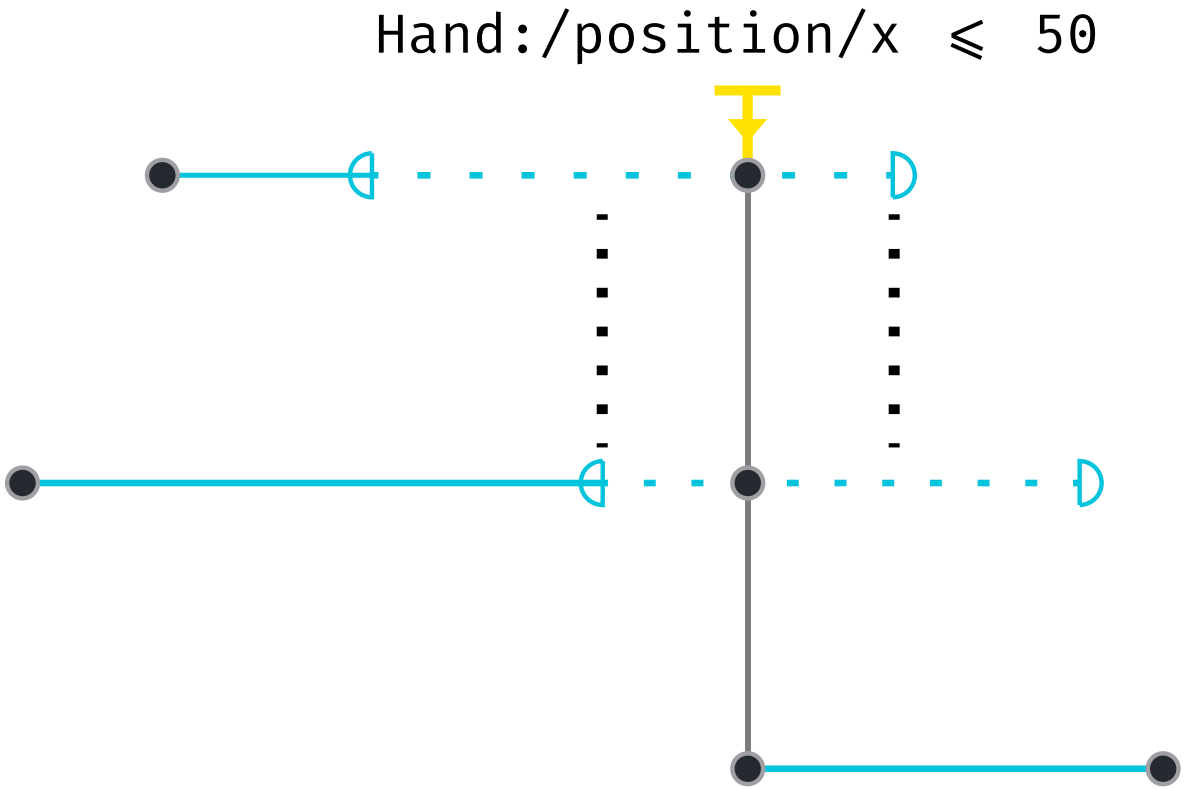


Working with distributed software

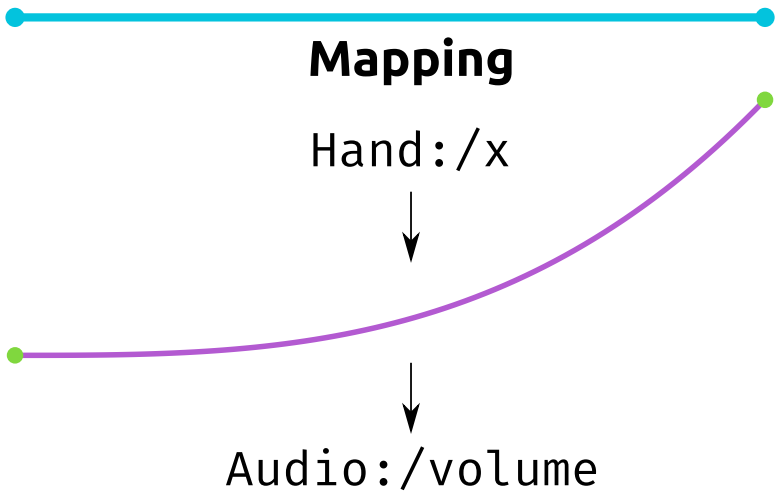
Conditions

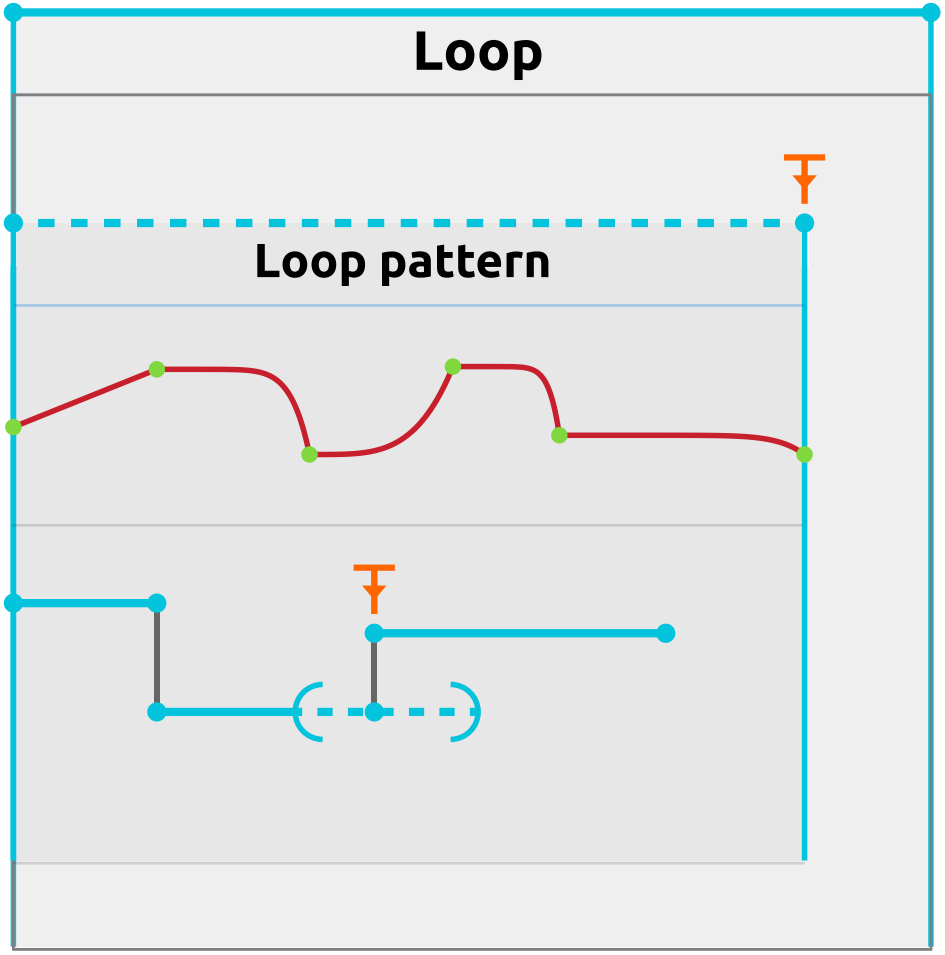


Interactive triggering



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.