Rethinking the audio workstation : tree-based sequencing with i-score and the LibAudioStream

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ABSTRACT

Place your abstract at the top left column on the first page. Please write about 150–200 words that specifically highlight the purpose of your work, its context, and provide a brief synopsis of your results. Avoid equations in this part.

1. INTRODUCTION

Progression du papier -¿ dfinitions et prsentation des outils -¿ extensions de la libaudiostream -¿ traduction de i-score en expression libaudiostream

2. EXISTING WORKS

- Audiographe, etc.

3. CONTEXT

In this section, we will present the two tools that are used to achieve rich audio sequencing : i-score and the LibAudioStream. i-score is an interactive sequencer which allows to position events in time, and gives the possibility to introduce interaction points and conditions in the score. The detailed execution semantics are given in [**?**].

The LibAudioStream provides the ability to write rich audio expression by combining streams.

3.1 Description i-score

- interactivit -¿ mapping and JS -¿ donner example scnario i-score

3.2 Description LibAudioStream

-¿ donner example flux stream

4. AUDIO NOVELTIES

-¿ donner smantique de flux des Stream Group, Send, Return.

- Comme la dure de chaque contrainte peut varier avec le ralentissement, on utilise principalement des dates symboliques -¿ Processus audio dans i-score : - FX =¿ Supports FaUST. - Instrument. - Send. - Return. - Mixing. - Hirarchie profondeur arbitraire. - Automations : exporte les paramtres dans le modle d'objet

Faire graphe pour une Time Constraint et donner un exemple avec effets appliqus sur scnario. Expliquer graphe hirarchique de dpendances : penser au cas ou un a un return dans une hirarchie puis un send un niveau suprieur; il faut faire le grpahe de A Z et s'assurer qu'il ne soit pas cyclique

1er cas : Un son avec une piste d'effets.

2eme cas : scnario hirarchique, boucle

Cas de la boucle avec un coup A, un coup B selon la condition ? -¿ excution d'un timenode doit reset le flux.

Piste send / return : permet de maintenir les queues de reverb.

5. ROUTING, MULTI-CHANNELS, ETC.

-¿ mettre maquettes track mix

6. UI

7. CONCLUSION

-¿ lackluster areas : - MIDI support (but OSC) - no musical time information : first aimed for artists, but improvements could be the waiting of triggering on some measure of time. - "play from anywhere" - audio input ? - correction de latence ?

Acknowledgments

ANRT, Blue Yeti, Magali

8. REFERENCES

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