

ESTUARY

Theme ClassicLanguage English

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Estuary is a platform for collaboration and learning through live coding. It enables you to experiment with sound, music, and visuals in a web browser. Estuary brings together a curated collection of live coding languages in a single environment, without the requirement to install software (other than a web browser), and with support for networked ensembles (whether in the same room or distributed around the world). Estuary is free and open source software, released under the terms of the GNU Public License (version 3). Some of the live coding languages available within Estuary are:

- TidalCycles: for making patterns of musical events (created/maintained by Alex McLean)
- Punctual: for synthesizing audio and/or video from the same notation (created/maintained by David Ogborn)
- CineCer0: for videos and typography (created/maintained by the Estuary development team)
- TimeNot: for creating temporal canons (created/maintained by Alejandro Franco Briones)
- Seis8s: for exploring Latin musical genres (created/maintained by Luis Navarro del Angel)
- Hydra: for video synthesis (created/maintained by Olivia Jack)

Some additional features of Estuary are:

- interfaces for collaboration and communication in networked ensembles
- built-in tutorials and reference materials
- text localization to an expanding set of natural languages
- visual customization via themes (described by CSS)

Some places where further help/discussion/resources/etc about Estuary are available include:

- The Estuary Discord server - all welcome! Sign-up at the following link (note that it's recommended to make an account on discord.com first):
<https://discord.gg/snvFzkPtFr>
- Bug reports and similar issues can be filed at
<https://github.com/dktr0/Estuary/issues>

The development of Estuary is the result of ongoing work by many individuals, with the benefit of generous public and institutional support. Key contributions to work on the Estuary platform itself include:

- Ongoing development and maintenance of Estuary by the Estuary development team, coordinated by David Ogborn, with members who have included Jamie Beverley, Alejandro Franco Briones, Alex MacLean, Luis Navarro del Angel, Matthew Paine, Spencer Park, and Jessica Rodriguez.
- Estuary was born as part of research project supported by Canada's Social Sciences and Humanities Research Council (SSHRC): "Projectional interfaces for musical live coding" (2015-17, principal investigator: David Ogborn, co-applicant: Jacques Carette, collaborators: Alex McLean and Eldad Tsabary)
- Estuary development continues as part of a second SSHRC-funded research project: "Platforms and practices for networked, language-neutral live coding" (2018-23, principal investigator: David Ogborn, co-applicant: Eldad Tsabary, collaborator: Shelly Knotts)
- Most Estuary development happens in and around the Networked Imagination Laboratory, a research space at McMaster University created with support from the Canada Foundation for Innovation, Ontario's Ministry of Research and Innovation, and McMaster's Faculty of

30 connections, latency 86ms, load 1%, 30FPS