The Somax 2 Developer's Documentation

Rev. 0.1.0

Joakim Borg

March 13, 2023

Credits

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Somax 2 is a renewed version of the Somax reactive co-improvisation paradigm by G. Assayag. Architecture, UI and code completely redesigned and written by Joakim Borg in Max and Python.

Legacy:

- Early Java prototype by Olivier Delerue: adding reactivity to OMax.
- Versions 0.1 to 1.3 by Laurent Bonnasse-Gahot: conception of the reactive memory and influence dimensions model.
- Versions 1.4 to 1.9 by Axel Chemla-Romeu-Santos: separation of the Python server and object oriented design.

The Somax 2 project is part of the ANR project MERCI (Mixed Musical Reality with Creative Instruments) and the ERC project REACH (Raising Co-creativity in Cyber-Human Musicianship).

PI : Gérard Assayag
Music Representation Team
IRCAM STMS Lab (CNRS, Sorbonne University, Ministry of Culture).

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