

blue: music composition environment for Csound

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Introduction

- A Music Composition Environment
- Programmed in Java and runs on any Java Virtual Machine version 1.4 or higher
- Uses Csound as Audio Engine

History

- Originally began as Object Composition Environment (OCE) in 2000
- Started as a desire to do one small thing
- Later grew into a full environment

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- Csound as base for representation of music
- Non-Realtime Focus
- Model Complete Musical System (Composition Environment)
- Allow an environment where one can express different ideas in ways that are convenient to the user (not only what's possible, but what's conveniently doable)

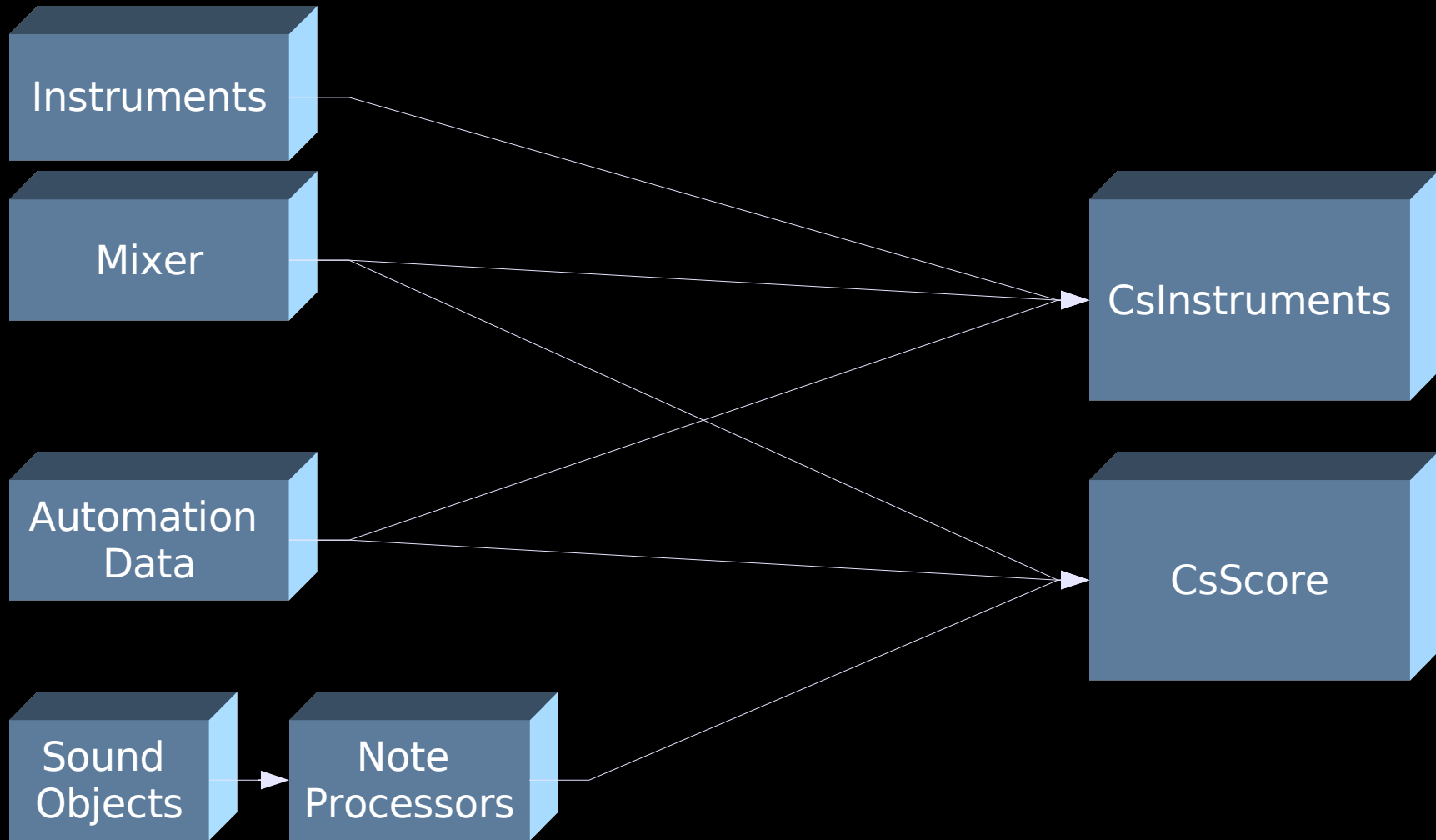
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- Diverse Community
 - People with different musical interests can have a common platform that they can share their ideas and work
- Designed for the long term
 - Program is generalized and open ended (does not impose single view on music *too* much)
 - Protect user investment (open source, open file formats, virtual machine)

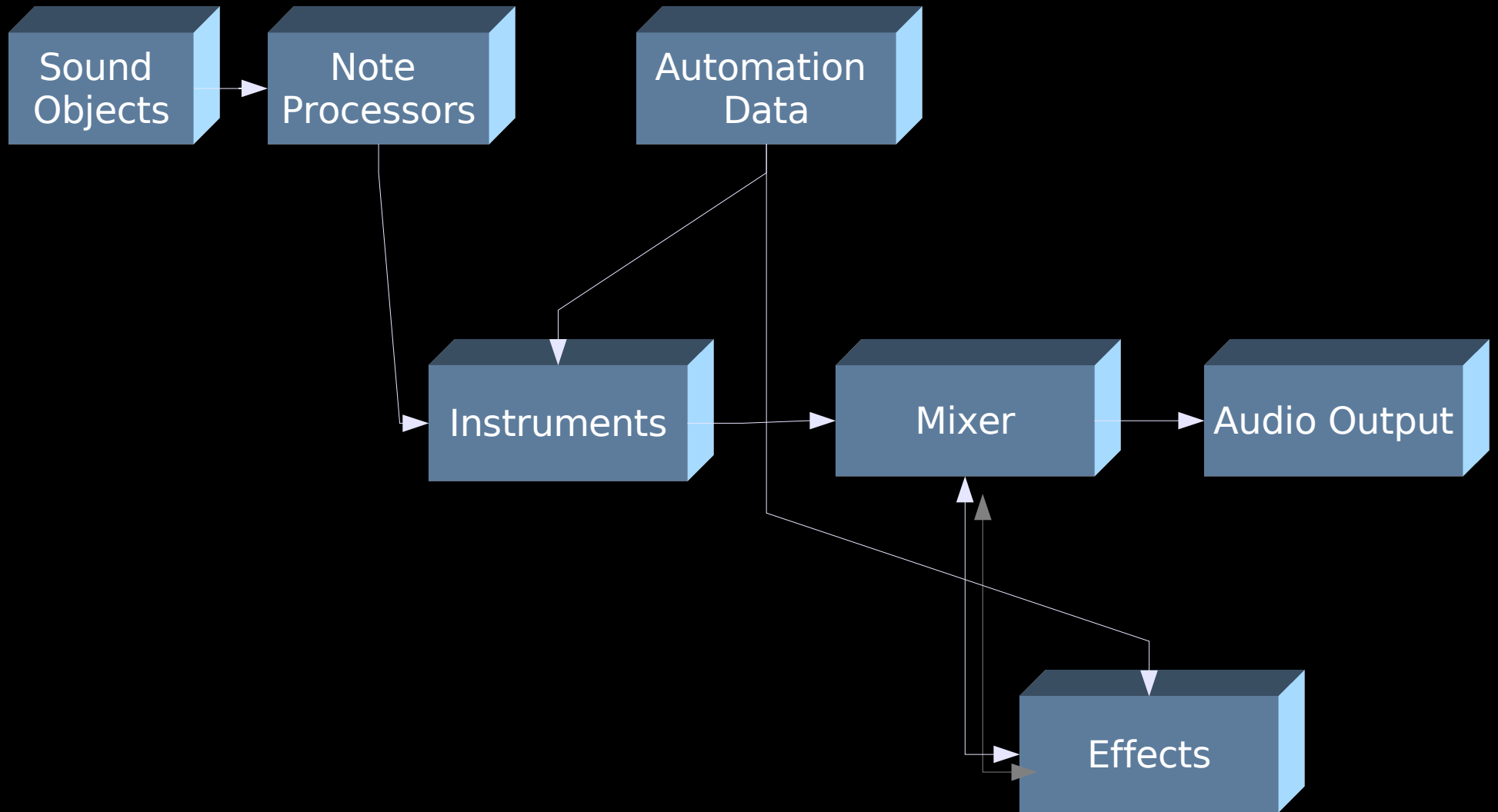
Design Goals

- Access to using most of Csound
- Build tools which are common practice representations of music (PianoRoll, PatternEditor, Tracker)
- For non-common practices, make it possible to do by offering tools for the user to customize the environment for their own work (script, plugins)
- Offer solutions, not impose

Implementation - Technical



Implementation - Abstract



DEMONSTRATION OF BLUE

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