The decision to switch over to Linux was taken at the end of 2017, shortly after the adjustment period: Linux multimedia production it offers, as well as its ease of use. On top of the Linux environment and reevaluate the studio’s main tools. Though this task was undertook by someone new to Linux, the fact that these various tasks have been maintained and a Dome of 19.2 speakers for 3D sound rendering was set-up. Even if the hardware used is a set of old (2009 - 2013) Mac machines. At the time of the first installation, the latest Ubuntu Studio release was 17.04 beta. The ability to start over from scratch and re-install the system proved very useful, especially when working with multiple versions of Linux and recompiling these various tools. The hardware used is a set of old (2009 - 2013) Mac machines.

The Mosca case

Multimedia production on Linux differs mainly with commercial operating systems by its “decentralized” aspect. Whereas commercial environments attempt to be all-encompassing while remaining closed black boxes, the great number of independent modules and the freedom to have them interact encourages a more specialized and distributed approach. Further development of the Mosca project at SCHIME exemplifies this practice. Initially created by Iain Mott, Mosca is a SuperCollider class for real time 3D sound processing. It’s many features rely on the interconnection between different environments:

- **ossia score** [2] for interactive sequencing and control
- **AmbiDecoderToolBox** [4] for direct rendering on speaker Arrays
- **Ardour** [3] for editing and prototyping (connected through MMC)
- **Aliki** [1] for creating and editing room impulse responses
- **Arduino** for head tracking and control with gestures

### Compatibility

- Foursite, MOTU and RME support with either USB or FireWire
- ALSA drivers for MADIface Pro, Fireface UFX, Scarlett 2i2...
- FFADO drivers for S2B Mk2, UltraLight Mk3, Fireface 800...
- Digidesign C24 control through OSC/Query
- Digidesign 002 and Mbox support (originally restricted with Pro Tools).

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