Open presentation/hands-on workshop on **Intermedia Mapping and Scripting**

December 13th - 2 to 6 PM - Centre for Interdisciplinary Research in Music Media and Technology (CIRMMT), McGill University, 527 Sherbrooke Street West, Montréal.

Digital artists today make extensive use of software tools to create interactive, dynamic time-based works on a variety of media, including sound, images, videos, etc. Though a variety of creativity support tools exist, these usually offer limited support to carry out two essential functions: advanced **mapping** of sensor information to control media synthesis, and accurate **scripting** of interaction behaviours over time. Furthermore, most common tools do not benefit from recent advances in machine learning and artificial intelligence, which could provide novel and improved usages for artistic creation. On the other hand, several research-based tools provide such facilities, though they lack common frameworks and are not necessarily compatible among themselves. The result is that artists tend to spend substantial amounts of time focusing on technical issues instead of focusing on actual aesthetic work.

To tackle this issue, a group of Canadian researchers from the IDMIL (McGill University), Metacreation Lab (Simon Fraser University), GEM Lab (Dalhousie University), Dispersion Lab (York University) and Topological Media Lab (Concordia University) are joining forces to investigate the topic of **Intermedia Mapping and Scripting.** The Canadian partners have invited a panel of local and international researchers and practitioners in intermedia arts and music-technology for a **one-week meeting/workshop**, to be held at CIRMMT, from the 8th to the 13th December 2019.

Based on decades of experience designing and using software tools for interactive musical and artistic applications, participants will map out the main challenges of **designing and artistically using tools for mapping and scripting** in music and media arts and will **create a roadmap for long-term partnerships for joint investigation and development**, through sustained programs of scholarly research, international network-building and dissemination towards the artistic communities. Building on the feedback gathered over decades by the research teams, in close conversation with composers, artists, designers, and developers, this unique meeting will help harmonize research between these groups and define a joint platform for investigating the techniques and methodologies for Intermedia Mapping and Scripting, within an **ecology of active dialogue and exchange between academic and artistic communities**.

In order to foster this dialogue and to open new paths for collaboration between cultural actors and academia, between artistic practice, research-creation and research & development, a public event open to the practitioner community will be held on **December 13th** afternoon**, from 2PM to 6PM, CIRMMT, McGill University, 527 Sherbrooke Street West, Montréal.**

This event will start with presentations of the several research topics and tools developed by the workshop participants. Then, a hands-on session will follow, to give the opportunity to the attendants to actually experiment these tools and to share feedback, usages and ideas for their further development and evolutions.
The presentations will be made in English, however many of the workshop participants are native French speakers, so exchanges during the hands-on session can also happen in French.

Attendants are invited to bring their own computers, so the workshop participants can help them installing various pieces of software. If they wish to install those (or just check them out) ahead of the workshop, a list of links is given below.

libmapper: an open-source, cross-platform software library for declaring data signals on a shared network and enabling arbitrary connections to be made between them https://libmapper.github.io/

ossia: https://ossia.io/
- *score*: an interactive sequencer for intermedia authoring. It allows to create flexible and interactive scenarios and is especially designed for live performance, art installations, museography or any context requiring a precise and interactive execution of timed events.
- *libossia*: l a framework for declaring an application's functions as a discoverable/queriable tree of OSC nodes and parameters, with implementations for Max, Pd, openframeworks, Supercollider... and bindings for C, C++, C#, Java, python and more....

Wekinator: allows anyone to use machine learning to build new musical instruments, gestural game controllers, computer vision or computer listening systems, and more. http://www.wekinator.org/

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