

Audio-graphic Modeling and Interaction

Workshop @ NIME 2011, Oslo, Norway

Sunday, May 29: 1PM-4PM.

Program

- 1:00pm - 1:15pm Workshop introduction
Roland Cahen, Hui Ding,
Christian Jacquemin, Diemo Schwarz
- 1:15pm - 1:35pm Sound Level of Detail in Interactive Audio-
graphic 3D Scenes
Diemo Schwarz, Roland Cahen, Christian
Jacquemin and Hui Ding
- 1:35pm - 1:55pm INScore An Environment for the Design of Live
Music Scores
D. Fober, Y. Orlarey, and S. Letz
- 1:55pm - 2:15pm The 'Sonified Urban Masterplan' (SUM): Towards
a cross-modal compositional tool
Sara Adhitya and Mika Kuuskankare
- 2:15pm - 2:30pm -----Break-----
- 2:30pm - 2:50pm Spatdif and Audio-graphic Scene Modelling
Jan Schacher
- 2:50pm - 3:10pm Audio-graphic scene representation
Hui Ding
- 3:10pm - 3:30pm Integration of Text and Music in Audio-graphic
Performance Oli's Dream
Jaroslaw Kapuscinski
- 3:30pm - 4:00pm Round table discussion