

Skini

Interactive and generative music

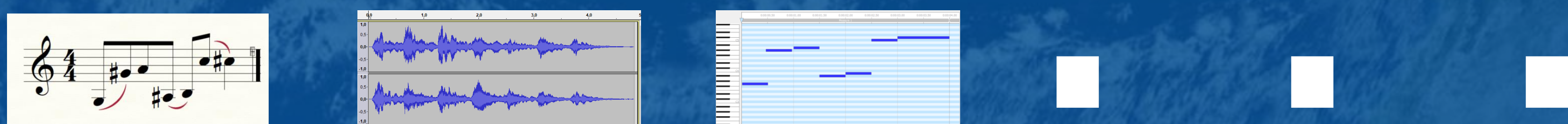
WHAT IS SKINI USED FOR?

- Performing interactive concerts and shows with smartphones
- Generating non-repetitive music for video games
- Producing music automatically for audio-visual environments

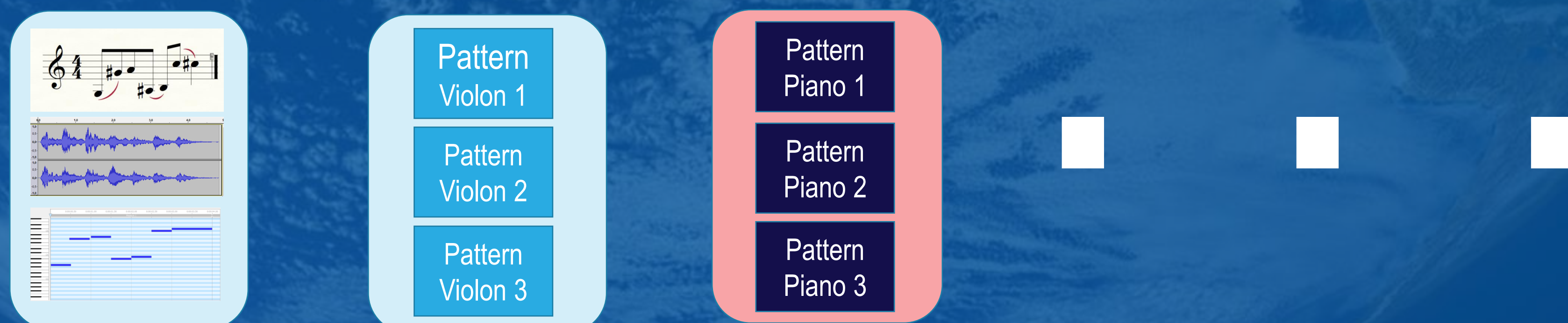


HOW DOES SKINI WORK?

- ▶ The musician designs basic musical *patterns* or clips



- ▶ The musician organizes the patterns in *groups*

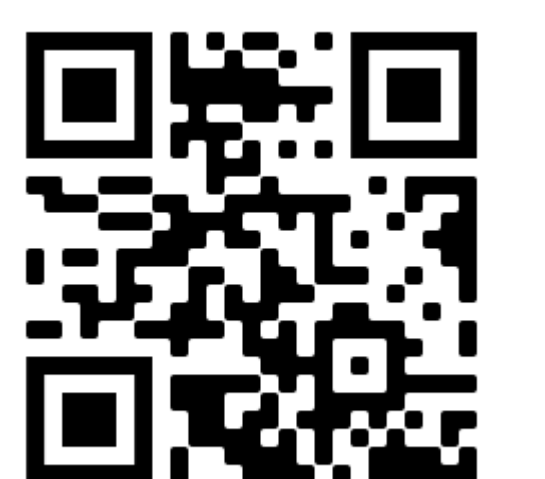
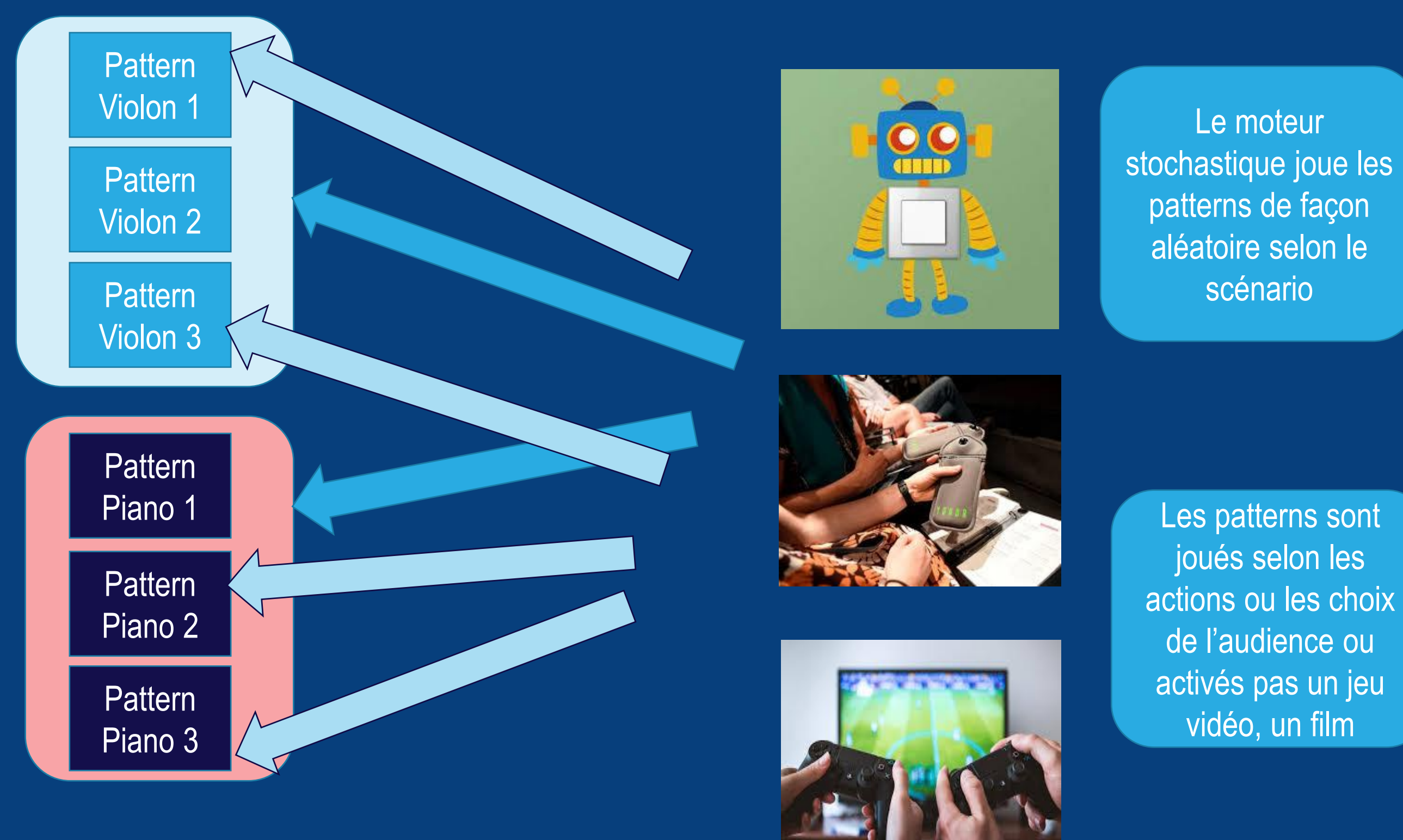


- ▶ The musician *programs scenarios* for activating groups with *HipHop.js* according to events

```
emit PatternViolin(true);  
await await count (2, PatternViolinN.now);  
emit PatternPiano(true);
```

Synchronous
reactive
programming

- ▶ Skini runs a stochastic engine or/and proposes an interaction (web interface for an audience, connection to a video game...)



SKINI AND INRIA TECHNOLOGY

- Multi-tier WEB technology, *Hop.js*
- Scenario programming using the *synchronous reactive* language HipHop.js

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Inria
INVENTEURS DU MONDE NUMÉRIQUE