
tScore

<> Goals

- <> Representation of value curves indexed by time. Readable by humans and by machines, similar to multi-part music scores. For arts in arbitrary media, in all application fields and with all kinds of parameter scales.
- <> Representation by pure text, no invisible data behind the scenes. Can be employed by paper and pencil.
- <> One single source als the common basis for automated processing like sound synthesis, analysis, type setting, transformations.
- <> Can be employed in artistic production for prescription (composition) and proto-colling (of performances etc.). Esp. suited for genres which do not have a notation system yet.
- <> For integration of different media, e.g. conventional music notation and electronic value curves. But also down to mere technical applications like heating control.
- <> Simple to use by programmers when defining score formats and by artists when entering data.

<> Means

- <> Written in Java, runs on any type of computer.
- <> Simple construction of the required score format and simple programming of data processing by the use of sophisticated library code.
- <> Both the value range of parameters (the “y-Axis” of score lines) as well as the ruling time model (“x-axis”, e.g. conventional musical meter, technical milliseconds, times of day, own sync events etc.) can be defined and combined arbitrarily.
- <> Parsing of syntax and extracting the semantics are integrated in library building blocks. Therefore data processing is possible immediately, with little programming effort.

<> Prototypical applications

- <> Diverse abstract graphical movies, see <http://markuslepper.eu/tsi.html>.
- <> Score data of the whole “Art of Fugue” by von J.S.Bach, for printing and automated analysis.
- <> Diverse avantgardistic composition projects, where the score is made up from own, specially defined event formats.

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