

Workshop

Presentation Of the Software

QUINCE

new kinds of modular musical editing

- what is quince?
 - how i came up with it and what it could be for you
 - old and new paradigms
 - the structure of quince
 - technical details
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- hands on: use case examples
 - do it yourself: extending quince
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quince is a program for editing time based data on the mac. Although quince was developed to serve musical purposes, theoretically, not only audio but video and every other time based data type can be edited in quince. Generally speaking, the main application for quince is the creation and editing of sequences of events in time.

The biggest difference between quince and the standard daw is that quince does not operate in the 'tape recorder vs mixing desk'-paradigm. In quince there are no channels in which audio data is arranged, and since there are no channels, there also is no need for a mixer to mix them. Instead, quince presents it's contents in display strips which can contain arbitrary numbers of layers of data of any kind.

It's flexible plug-in based structure allows for quince to be used in a great variety of applications from complex hierarchical event operations to graphical csound score editing to the translation into standard musical notation. Furthermore, the API for creating custom quince plug-ins is kept small and powerfull, so that developing custom plug-ins for quince is pretty straight forward.

One of the many features of quince is the CSoundPlayer, a plug-in that allows users to playback sequences of events using Csound in realtime. The development of Csound orchestras can be done directly in quince so that it can be used as a graphical front end for Csound.