

# Annexe

Open source

<http://larcen.ensa-limoges.fr/annexe/>

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# Cross-platform

## Processing [Cross-platform]

Computer programming language and IDE for visual arts.

<https://processing.org/>

## Cinder [Cross-platform]

Open source library for professional-quality creative coding in C++.

<https://libcinder.org/>

## openFrameworks [Cross-platform]

Open source C++ toolkit for creative coding.

<http://openframeworks.cc/>

## Unity [Mac, Win]

Game engine, but useful for creative coding and installations.

<https://unity3d.com/>

# Open-source creative coding framework for iOS.

<http://www.c4ios.com/>

# Langage graphique

Visual Programming Languages

## Pure Data [Cross-platform]

Open source visual programming language for multimedia.

<https://puredata.info/>

## TouchDesigner [Mac, Win]

Visual development platform to create realtime projects.

<http://www.derivative.ca/>

## Max [Mac, Win]

Visual programming language for media.

<https://cycling74.com/products/max/>

## Quartz Composer [Mac]

Development tool for processing and rendering graphical data.

<https://developer.apple.com/>

# vvvv [Mac, Win]

Hybrid visual/textual live-programming environment for easy prototyping and development.

<https://vvvv.org/>

# NodeBox [Mac, Win]

Cross-platform, node-based GUI for efficient data visualizations and generative design.

<https://www.nodebox.net/node/>

# Vuo [Mac]

Live interactive-media programming environment.

<http://vuo.org/>

# i-score [Cross-platform]

Interactive sequencer to control creative coding libraries and toolkits.

<http://i-score.org/>

# tooll [Win]

Open source tool for creating interactive 3d content and animations.

<http://tooll.io/>



# Langages de programmation sonore

Sound Programming Languages

## SuperCollider [Multi-platform]

Platform for audio synthesis and algorithmic composition.

<http://supercollider.github.io/>

## Chuck

Strongly-timed, concurrent, and on-the-fly music programming language.

<http://chuck.cs.princeton.edu/>

## TidalCycles

Domain specific language for live coding of pattern.

<https://tidalcycles.org/>

# Sonic Pi

The live coding music synth for everyone.

<http://sonic-pi.net/>



# Programmation web • Bibliothèques

Web Programming • Libraries

## three.js

JavaScript 3D library.

<https://github.com/mrdoob/three.js/>

## regl

Functional WebGL.

<https://github.com/regl-project/regl>

## Stackgl

Open software ecosystem for WebGL, built on top of browserify and npm.

<http://stack.gl/>

## Paper.js

The swiss army knife of vector graphics scripting.

<http://paperjs.org/>

# Pixi.js

HTML 5 2D rendering engine that uses WebGL with canvas fallback.

<http://www.pixijs.com/>

# p5.js

JavaScript library that starts with the original goal of Processing.

<https://p5js.org/>

# Fabric.js

Javascript canvas library, SVG-to-canvas parser.

<http://fabricjs.com/>

# Sketch.js

Minimal JavaScript creative coding framework.

<http://soulwire.github.io/sketch.js/>

# Two.js

Two-dimensional drawing api geared towards modern web browsers

<https://two.js.org/>



# Mapping vidéo • Vjing

Projection Mapping • Vjing

## MadMapper [Mac]

Video mapping projections and Light mapping.

<http://www.madmapper.com/>

## VDMX [Mac]

Realtime multimedia performance application.

<https://vidvox.net/>

## Modul8 [Mac]

Real time video mixing and compositing.

<http://www.modul8.ch/>

## Resolume [Mac, Win]

Mixing of digital video and effects in a realtime.

<https://resolume.com/>

# CoGe VJ [Mac]

VJ software designed for realtime HD video mixing and compositing with a modular user interface.

<http://imimot.com/cogevj/>

# VirtualMapper

Realtime preview tool for projection mapping.

<https://github.com/baku89/VirtualMapper>

# 3D

## MagicaVoxel

<https://ephtracy.github.io/>

## Houdini

<https://www.sidefx.com/products/houdini-education/>

## Blender

<https://www.blender.org/>

## MeshLab

<http://www.meshlab.net/>

# Matériel

Hardware

## Arduino

Open source microcontroller kits for building digital devices and interactive objects.

<https://www.arduino.cc/>

## Raspberry Pi

Small single-board computers.

<https://www.raspberrypi.org/>

## Intel Edison

Computer-on-module offered by Intel as a development system for wearables and Internet of Things devices.

<https://software.intel.com/en-us/iot/hardware/edison>

## Puck.js

Open source JavaScript microcontroller you can program wirelessly.

<https://www.puck-js.com/>

# BeagleBoard

Low-power open source single-board computers.

<http://beagleboard.org/>

# Makey Makey

Turn everyday objects into touchpads and combine them with the internet.

<http://www.makeymakey.com/>

# Tessel

Easy to use microcontroller that runs JavaScript.

<https://tessel.io/>

# Leap Motion

Sensor device that supports hand and finger motions as input

<https://www.leapmotion.com/>



# Machine learning • Computer Vision • Ai ml4a

Machine learning for artists.

<http://ml4a.github.io/>

## Keras.js

Run Keras models (tensorflow backend) in the browser, with GPU support.

<https://transcranial.github.io/keras-js/>

## Tesseract.js

Pure Javascript Multilingual OCR.

<http://tesseract.projectnaptha.com/>

## Google ML

Cloud machine learning by Google.

<https://cloud.google.com/ml/>

# TensorFlow

Open source software library for machine intelligence.

<https://www.tensorflow.org/>

# ConvNetJS

Deep Learning in your browser.

<http://cs.stanford.edu/people/karpathy/convnetjs/started.html>

# Wekinator

Allows anyone to use machine learning.

<http://www.wekinator.org/>

# Machine Learning

Coding Train repo with links to machine learning resources.

<https://github.com/CodingTrain/Machine-Learning>

# CreativeAI

Space to share creative Ai projects.

<http://www.creativeai.net/>

# AI Playbook

Ai microsite intended to help newcomers get started.

<http://aiplaybook.a16z.com/>

# Autres

## Structure Synth [Cross-platform]

Application for generating 3D structures by specifying a design grammar.

<http://structuresynth.sourceforge.net/>

## F3 [Mac]

Powerful 3D design app that enables you to live code 3D form.

<http://www.syedrezaali.com/f3-mac-app/>

## Fragment [Mac]

App to live code GLSL graphics.

<http://www.syedrezaali.com/store/fragment-osx-app>

## ShaderTool [Win]

Modern shader IDE for programmers and FX artists.

<http://store.steampowered.com/app/314720/>

# Syphon [Mac]

Allows applications to share frames with one another in realtime.

<http://syphon.v002.info/>

# KodeLife

Real-time GPU shader editor, live-code performance tool and graphics prototyping sketchpad.

<https://hexler.net/software/kodelife>

# ISF

GLSL shaders for use in interactive applications.

<https://www.interactiveshaderformat.com/>