Artsmesh- An Incremental Development in Telematic Art

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Within the past two decades, telematic art has pushed technological boundaries and created opportunities for artists to collaborate in ways that were not once possible. For example, *Auksalaq*, a telematic opera created by Scott Deal, DMA, in 2011, incorporates both *JackTrip Audio* and *ConferenceXP Video*. Some social media platforms such as *Skype* and *Google Hangouts* have also integrated audio and video within their interfaces in order to explore these possibilities; however, there are limitations that some practices have failed to address such as compressed (lossy) formats of audio and/or video. Similarly, other barriers such as high latency and minimal navigation control have often made network music performance (NMP) a limited experience and not an equal alternative to traditional, real-time performance. The purpose of this project is to help test a beta prototype of *Artsmesh*, a protocol that integrates high quality audio and video for live peer-to-peer (P2P) NMP. *Artsmesh* contains fourteen panels that are customizable to fit a wide range of network setups. It also incorporates Internet Protocol version 6 (IPv6), Open Sound Control (OSC), *Jacktrip*, ffmpeg, *Youtube*, along with other features, making it the ideal choice for artists that have focused/professional needs. The ability for *Artsmesh* to precisely route high quality audio also makes it a preferable option for recording and mixing engineers who participate in telematic collaborations. *Artsmesh* is a step forward for creating an environment that integrates necessary features for an optimal NMP platform.