WavesJS Tutorial

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ABSTRACT

This tutorial session will present WavesJS, a client-side low-level library dedicated to the audiovisual rendering of recorded audio signals and related data in the browser. The library has been designed with a strong focus on flexibility and modularity, and offers a set of extensible building blocks supporting a large range of applications.

Along with the submitted paper, the workshop will present the general structure and architecture of the library (particularly the *ui* and *audio* components). A more in depth approach of the low level features will be achieved through the implementation of a simple application.

WavesJS on GitHub: https://github.com/wavesjs