

# Quotidian Rhythms Political Frictions

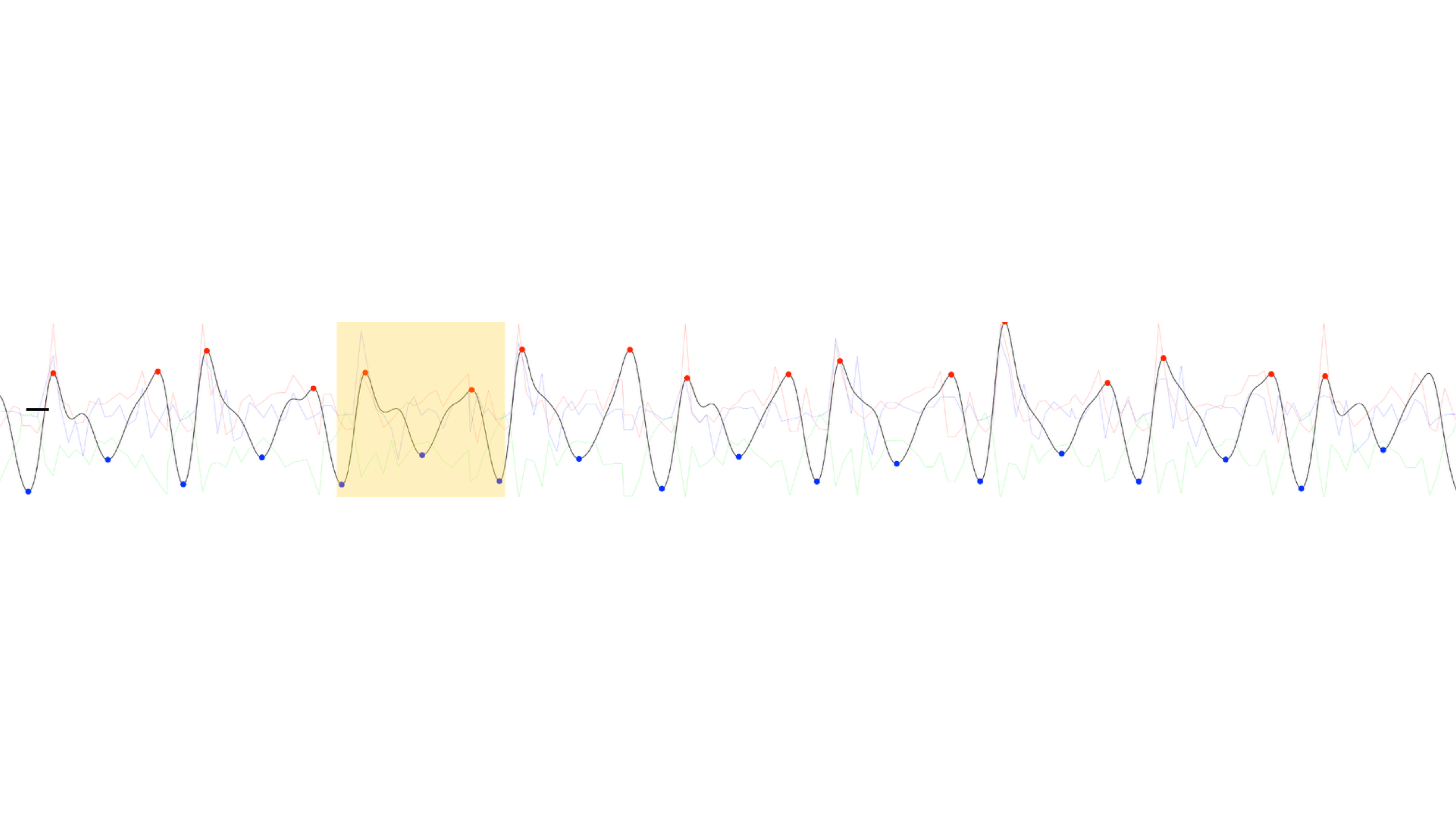
Brian House

<http://brianhouse.net>

@h0use







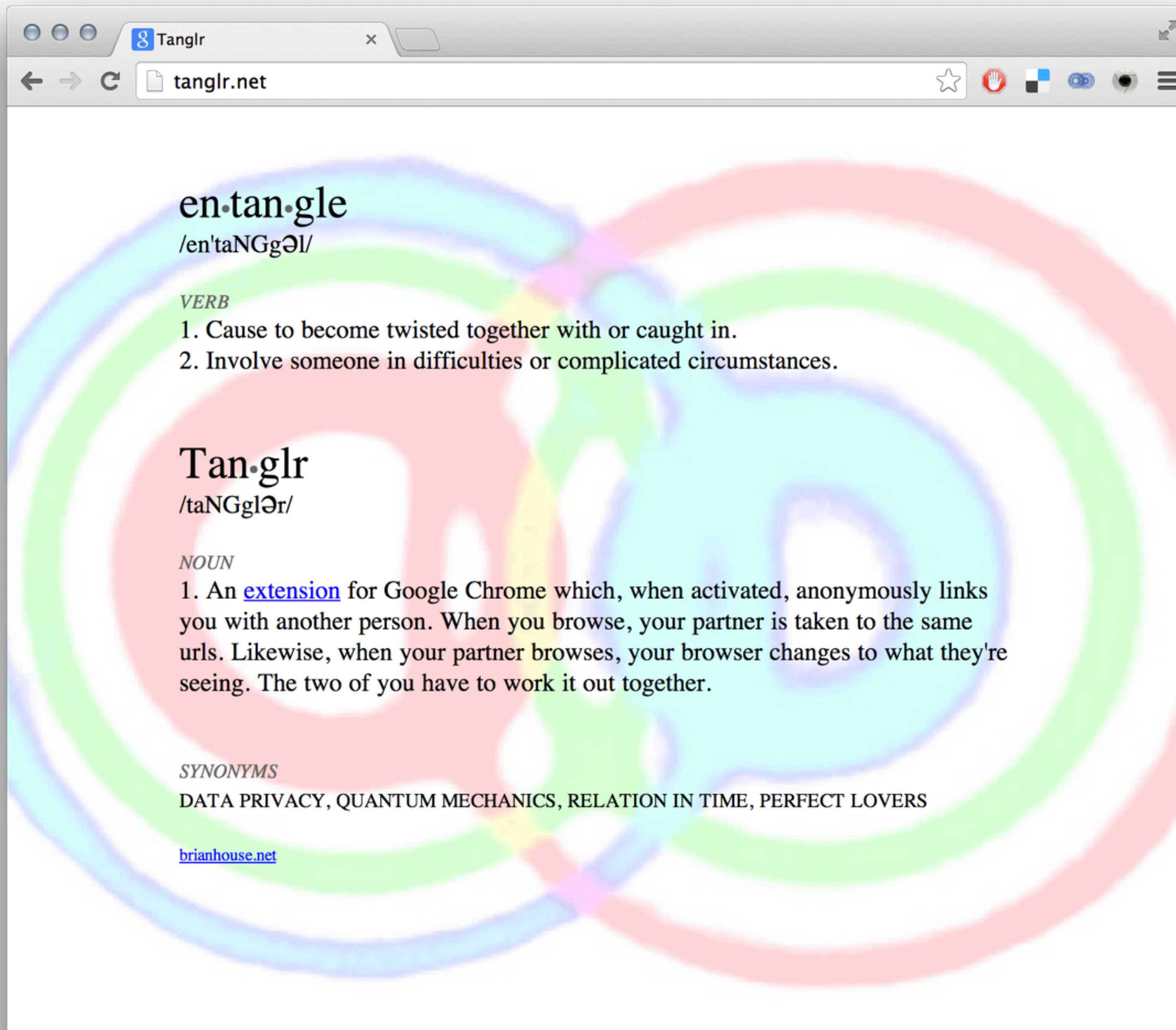


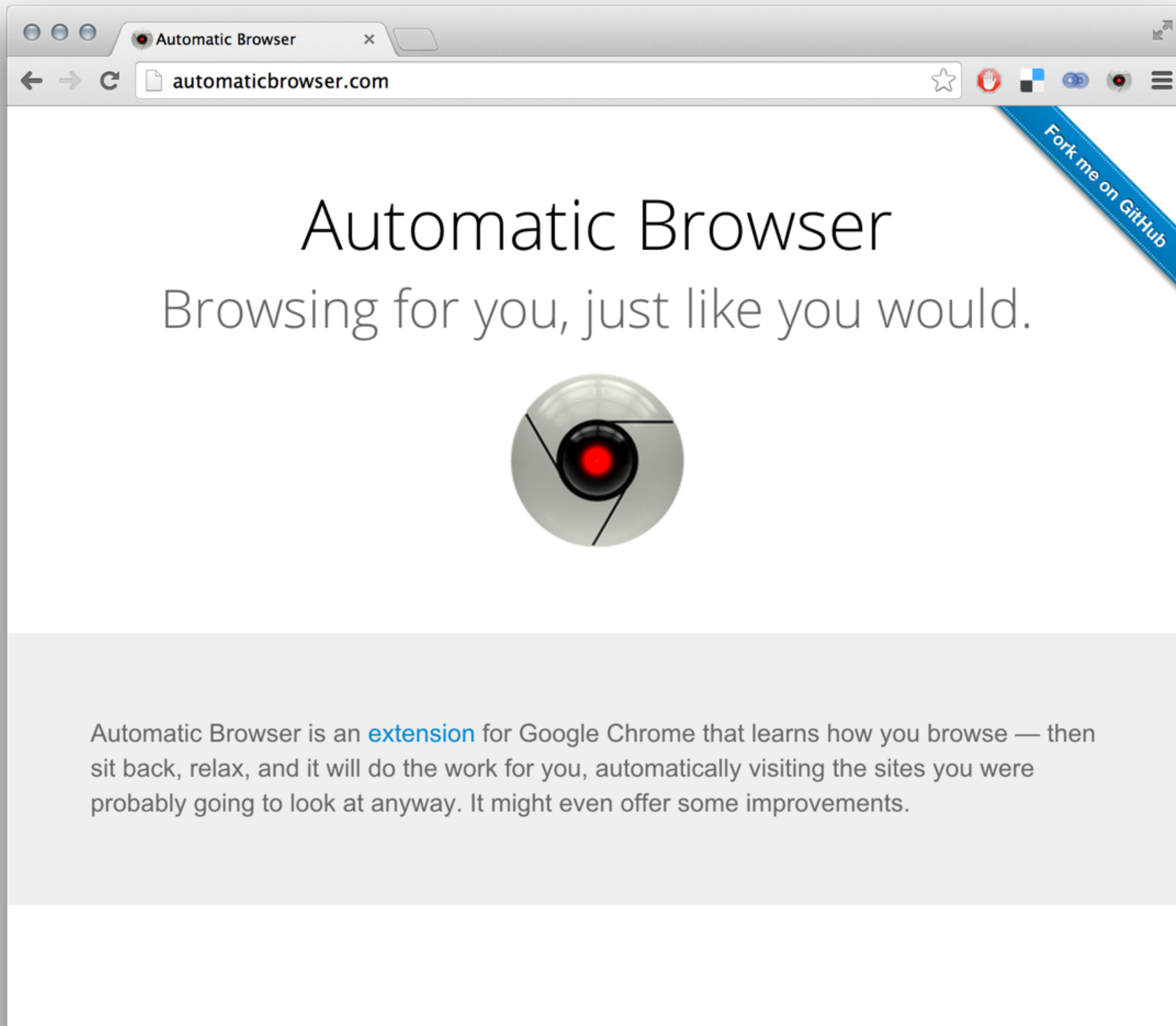












# Automatic Browser

Browsing for you, just like you would.



Automatic Browser is an [extension](#) for Google Chrome that learns how you browse — then sit back, relax, and it will do the work for you, automatically visiting the sites you were probably going to look at anyway. It might even offer some improvements.



```
[house@granu]:~/Archive/2011-2012 brooklyn/joyride$ cat thief_directions.txt
```

```
Head northwest on W 5th St toward S Spring St
Turn left onto S Flower St
Take the 1st left onto W 6th St
Head southeast on W 6th St toward S Hope St
Take the 2nd right onto S Grand Ave
Head southwest on S Grand Ave toward W 7th St
Take the 1st left onto W 7th St
Take the 1st left onto S Olive St
Turn left onto W 5th St
Take the 2nd left onto S Flower St
Head southwest on S Flower St toward W 6th St
Turn right onto W 8th St
Merge onto CA-110 N via the ramp to Pasadena
Take exit 24A to merge onto US-101 N toward Hollywood
Take exit 24 for Tampa Ave
Turn right onto Tampa Ave
Turn right onto Kittridge St
Head east on Kittridge St toward Wystone Ave
Take the 2nd right onto Wilbur Ave
Turn right onto Ventura Blvd
Turn right to merge onto US-101 S
Take exit 19A for I-405 S/San Diego Fwy
Merge onto I-405 S
Take exit 53 toward I-10 E/Santa Monica
Merge onto I-10 W
Take exit 1B toward Lincoln Blvd/CA-1 S
Merge onto Olympic Blvd
Turn left onto Lincoln Blvd
Turn right onto Sunset Ave
Turn left
Turn right
Head northeast
Turn left toward Sunset Ave
Turn right onto Sunset Ave
Turn left onto Lincoln Blvd
Turn right onto Olympic Blvd
Merge onto I-10 E via the ramp to Los Angeles
Take exit 3A to merge onto I-405 N toward Sacramento
Take exit 63B to merge onto US-101 N toward Ventura
Take exit 24 for Tampa Ave
Turn right onto Tampa Ave
Turn left onto Sunset St
```









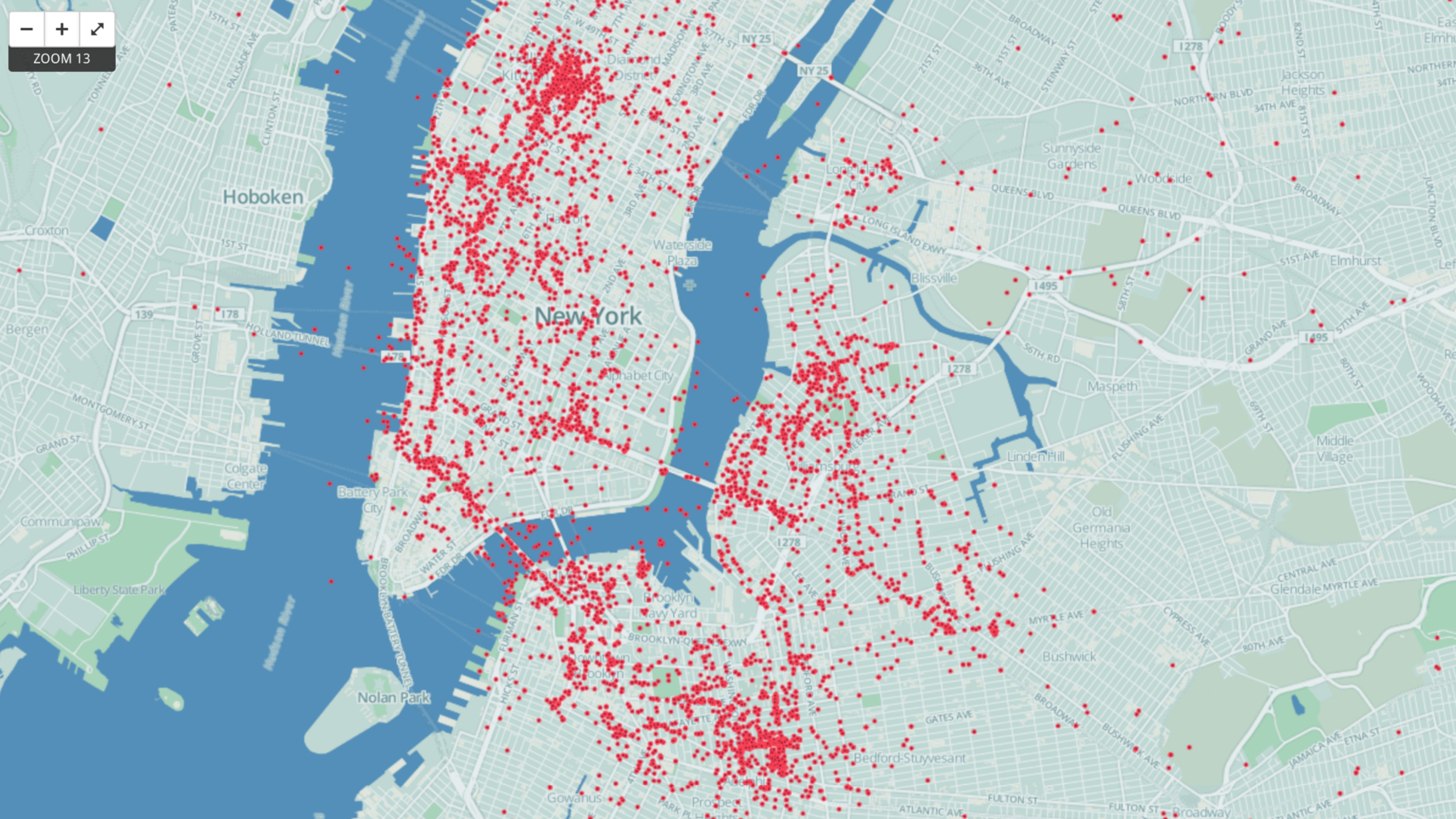


660380561







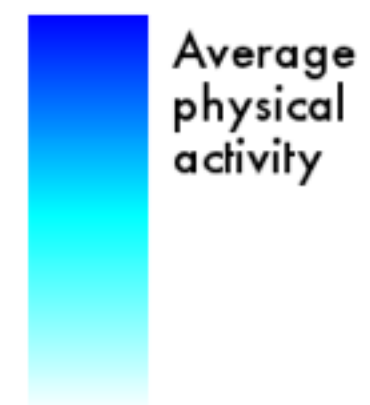
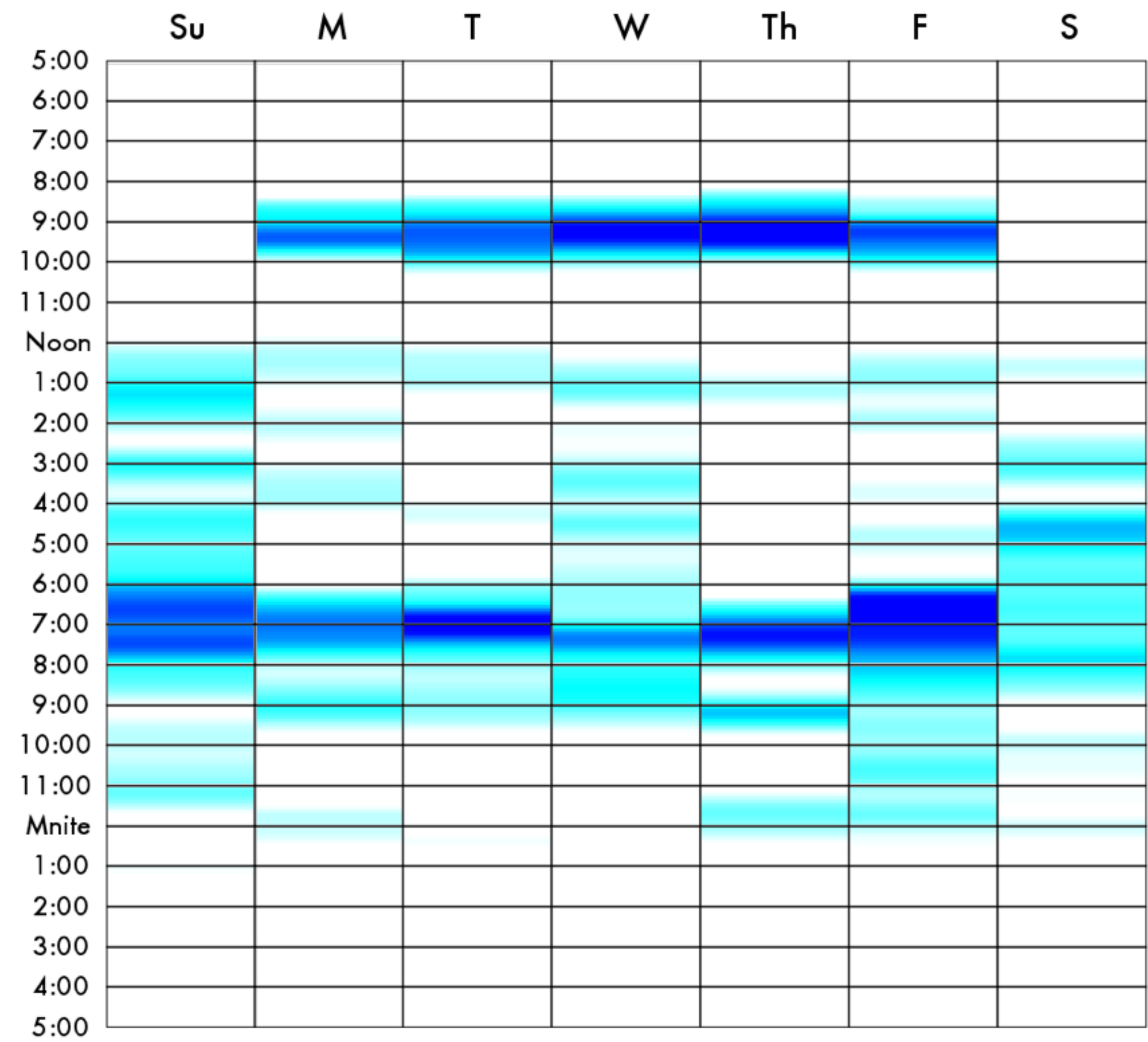




However useful this "flattening out" may be, it transforms the *temporal* articulation of places into a *spatial* sequence of points. A graph takes the place of an operation. A reversible sign is substituted for a practice indissociable from particular moments and "opportunities" ... it is thus a mark *in place of* acts, a relic in place of performances: it is only their remainder, the sign of their erasure.

–Michel de Certeau, *The Practice of Everyday Life*

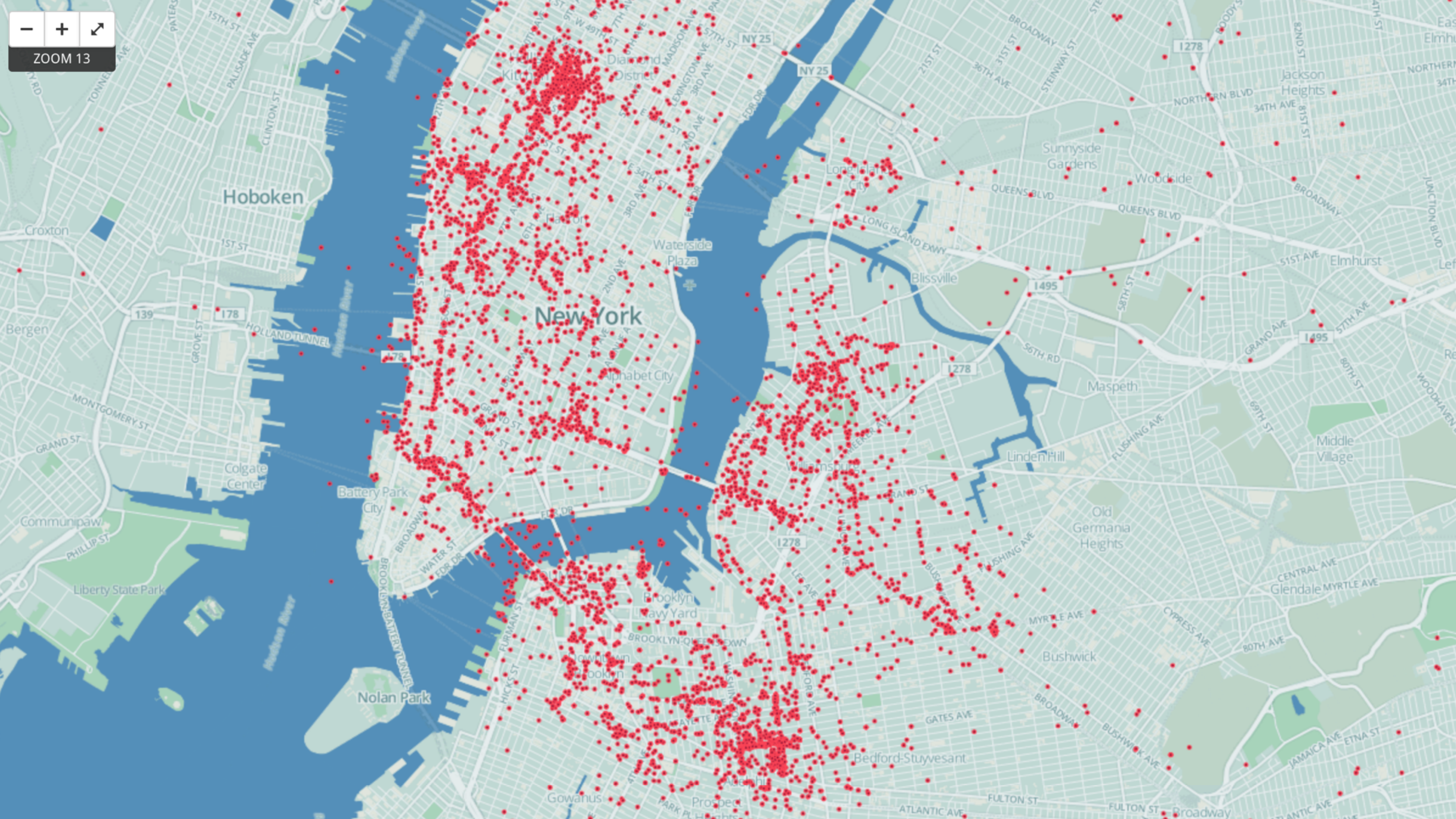






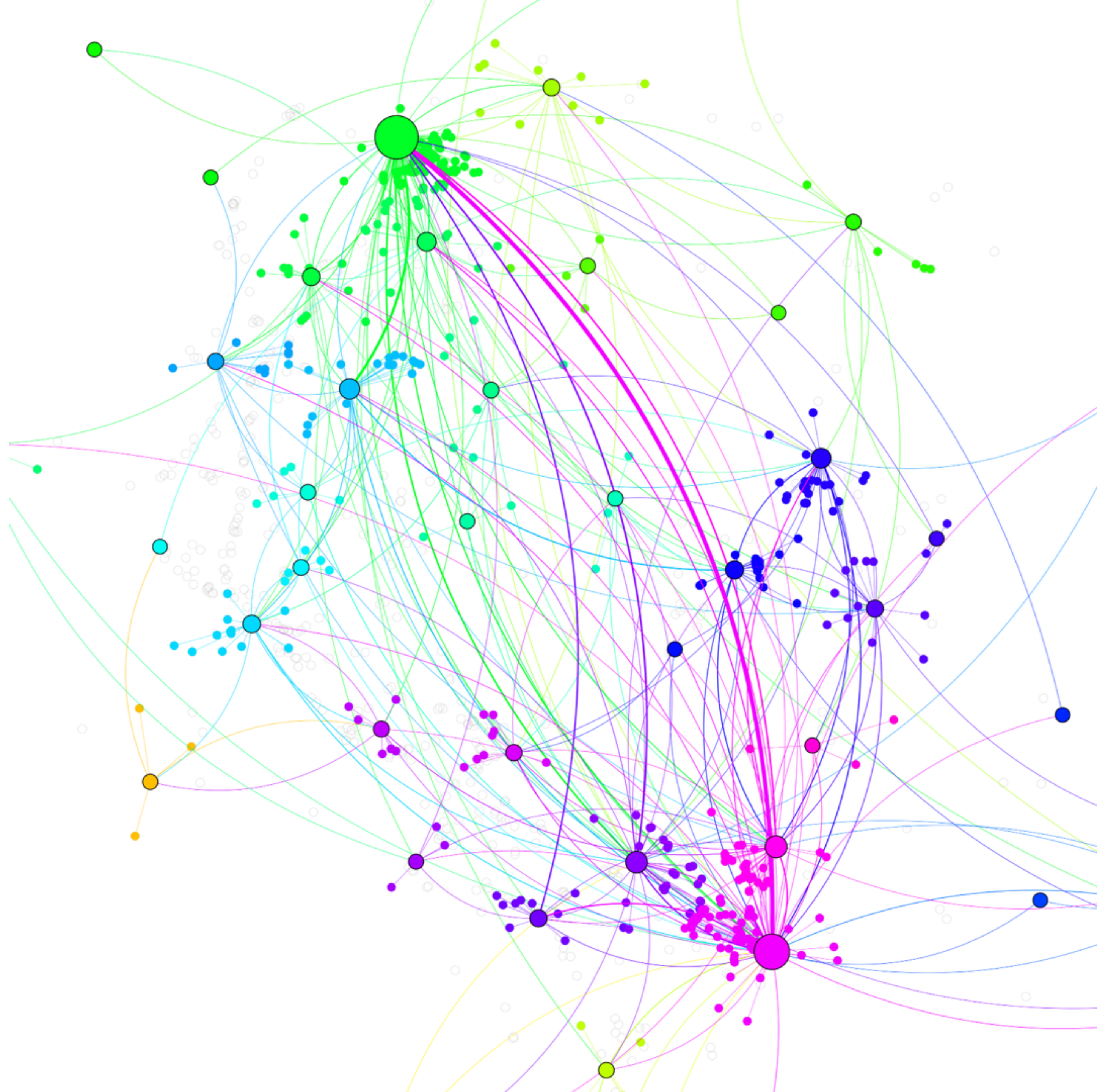




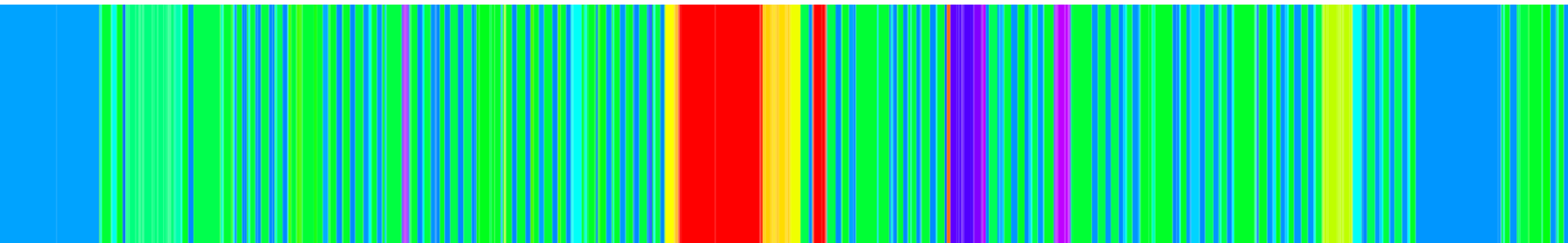


ZOOM 13

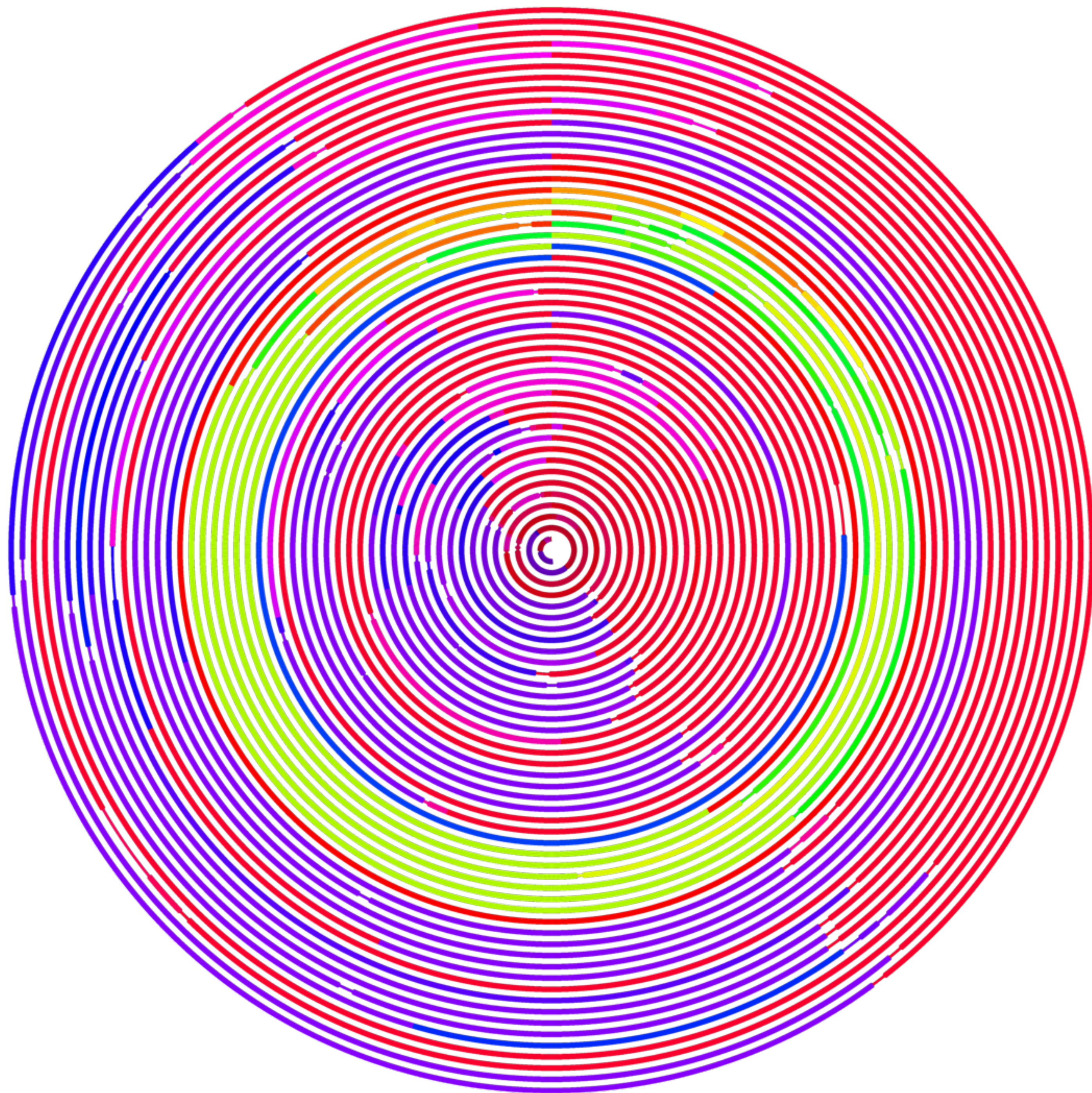










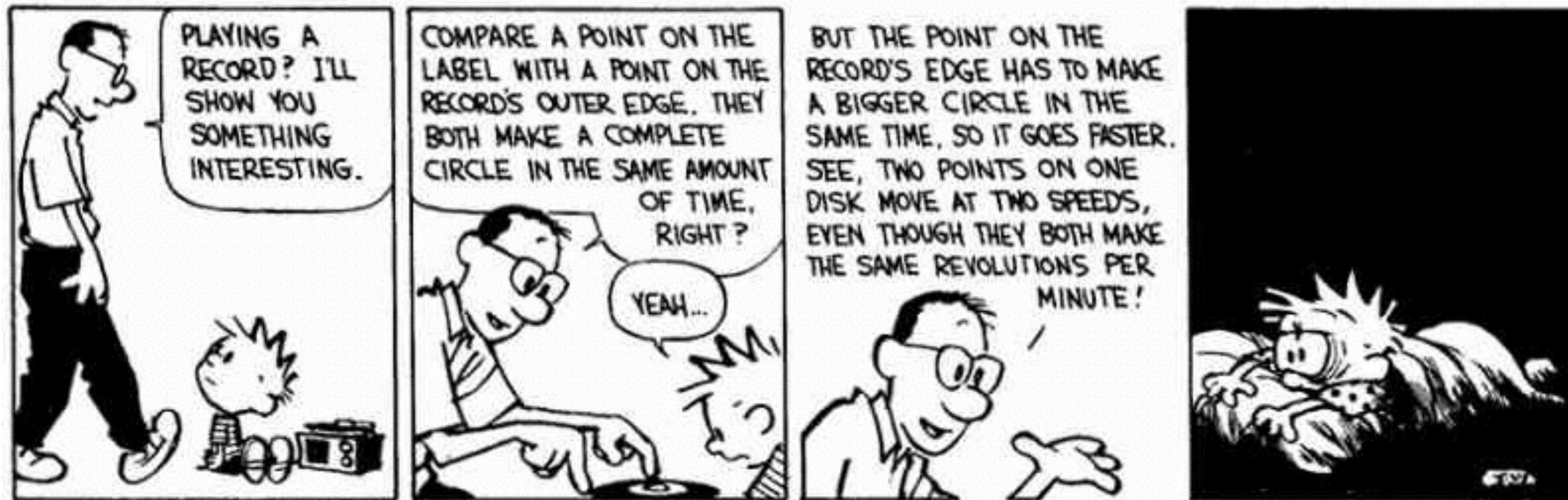








1 day of lived time  $\rightarrow$  1 rotation  
1 rotation at  $33\frac{1}{3}$  rpm = 1.8 seconds  
365 rotations  $\sim$  11 minutes









city → musical key  
place → musical interval

More frequently visited places are mapped to  
more consonant intervals – deviation produces  
outer harmonies



grid: 2-hrs / 0.15s

voice 1: diurnal pulse

voice 2: geo-driven melody



```

1  #!/usr/bin/env python3
2
3  import sys, os, json, time, random, datetime, math
4  from quotidio import model
5  from quotidio.housepy import log, config, util, osc
6  from braid.notation import *
7
8  ROOTS = [C, G, D, F3, G2, E, A3, F, B3, A, E3, B, D3, C5, C2]
9  ROOT_SCALES = [MAJ, MYX, DOR, LYD, MYX, PRG, AOL, LYD, LOC, AOL, PRG, LOC, DOR, MAJ, MAJ]
10 HARMONY = [3, -6, 5, 5, -4, -4, 7, 7, 7, 7, -2, -2, -2, -2]
11
12 # get locations and how long in each
13 cities = {}
14 locations = []
15 for i, d in enumerate(data):
16     city, place = int(d['city']), int(d['place'])
17     if city == -1 or place == -1:
18         continue
19     start_time = d['pos'] * duration
20     if i == len(data) - 1:
21         stop_time = start_time + 1.0
22     else:
23         stop_time = data[i+1]['pos'] * duration
24     location_duration = stop_time - start_time
25     if city not in cities:
26         cities[city] = {}
27     if place not in cities[city]:
28         cities[city][place] = 0.0
29     cities[city][place] += location_duration
30     locations.append((start_time, location_duration, city, place, d['t']))
31
32
33 # find order indexes for cities and places by total duration
34 for city, places in list(cities.items()):
35     values = list(places.values())
36     cities[city] = sum(values), places
37     values.sort()
38     values.reverse()
39     for p, value in list(places.items()):
40         places[p] = values.index(value)
41 values = list(cities.values())
42 values.sort(key=lambda x: x[0])
43 values.reverse()
44 max_places = 0
45 for c, value in list(cities.items()):
46     cities[c] = values.index(value), value[1]
47     if len(value[1]) > max_places:
48         max_places = len(value[1])
49 log.debug("CITIES")
50 cs = list(cities.items())
51 cs.sort(key=lambda x: x[1])
52 for city, places in cs:
53     print("%s: %s %s" % (places[0], city, places[1]))
54 log.info("TOTAL_CITIES %s" % len(cities))
55 log.info("MAX_PLACES %s" % max_places)
56
57

```

```

57
58 # bucket all the locations into units (we want a value in every slot)
59 units = [None] * (total_units + 10)
60 for l, location in enumerate(locations):
61     index = int(location[0] / unit_duration)
62     # put in next available slot
63     while index < len(units) and units[index] is not None:
64         index += 1
65     units[index] = location
66     # backfill any holes with the last value
67     index -= 1
68     while l > 0 and index >= 0 and units[index] is None:
69         units[index] = locations[l-1]
70         index -= 1
71
72
73 # make some notes
74 notes = []
75 previous_location = None
76 for unit, location in enumerate(units):
77     if location is None:
78         continue
79     t = unit * unit_duration
80     start_time, note_duration, city, place, real_time = location
81     root = ROOTS[cities[city][0] % len(ROOTS)]
82     root_scale = ROOT_SCALES[cities[city][0] % len(ROOT_SCALES)]
83
84     ##### TIMEKEEPER
85     velocity = 1.0 - 0.05
86     velocity += (random.random() * 0.1) - 0.05
87     # dist = abs((5.5 - ((unit - 5.5) % 12)) / 5.5)
88     dist = dists[unit % 12]
89     velocity -= (1.0 - dist) * 0.35
90     velocity = int(velocity * 127)
91
92     display_time = str(datetime.datetime.utcnow().timestamp() + real_time)
93     notes.append((t, [VOICE_2, root, velocity, (unit % 12) * 2, display_time, city, place]))
94
95
96     ##### MELODY
97     if location is not previous_location or random.random() > 0.8:
98
99         index = cities[city][1][place]
100         add_octave = False
101         if index >= len(HARMONY):
102             index = index % len(HARMONY)
103             add_octave = True
104         harmony = HARMONY[index]
105         oct_shift = -12 if harmony < 0 else 0
106         if add_octave:
107             if oct_shift < 0:
108                 oct_shift -= 12
109             else:
110                 oct_shift += 12
111         pitch = root + root_scale[abs(harmony)] + oct_shift
112
113         velocity = 1.0 - 0.25
114         velocity += (random.random() * 0.5) - 0.25
115         velocity = int(velocity * 127)
116
117         notes.append((t, [VOICE_1, pitch, velocity, (unit % 12) * 2, display_time, city, place]))
118
119     previous_location = location
120

```



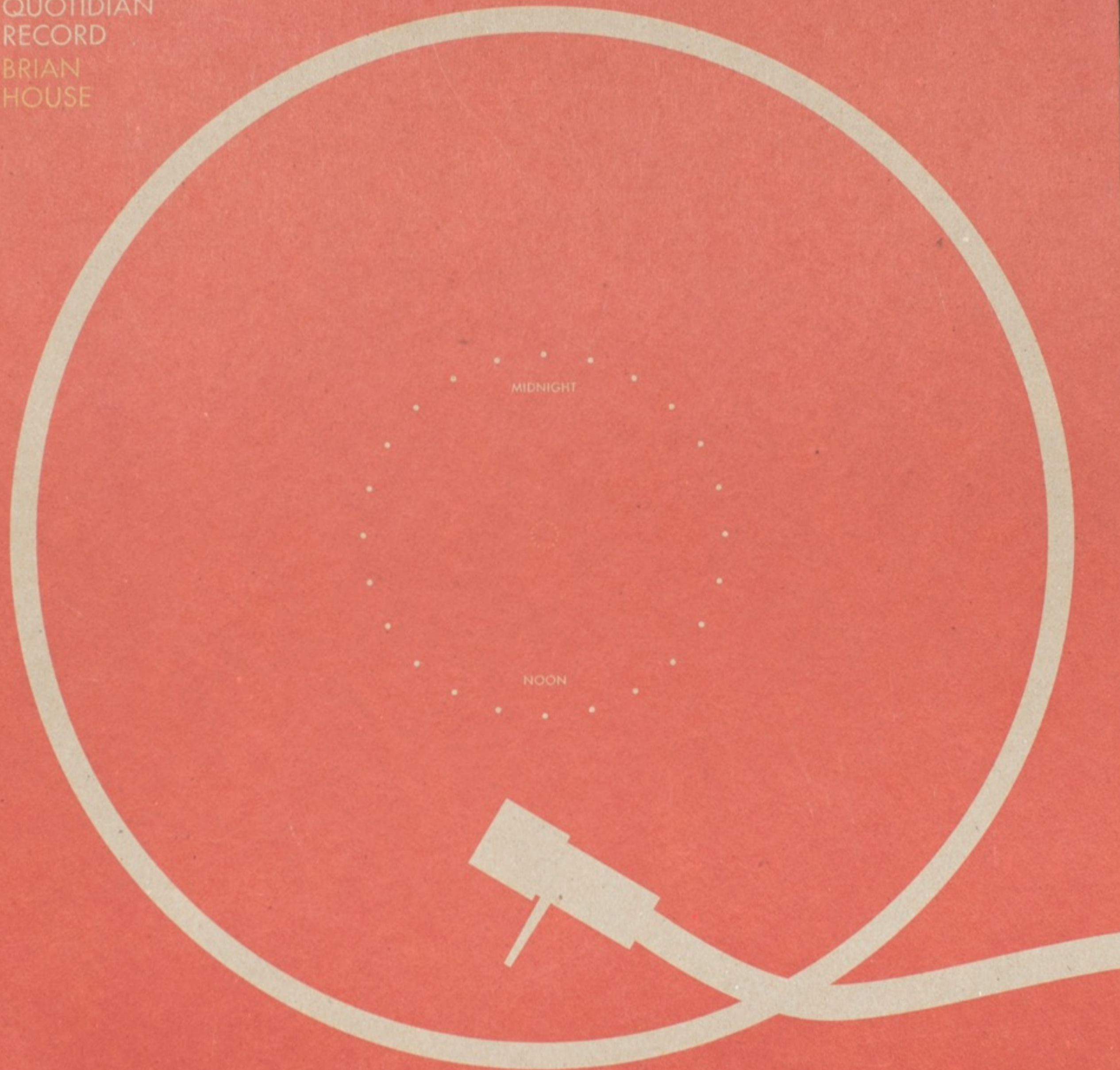








QUOTIDIAN  
RECORD  
BRIAN  
HOUSE















45

NOON

10AM

8AM

6AM

4AM

2AM

10PM

MIDNIGHT

8PM

6PM

4PM

2PM

Colorado

Moore

Spokane

Kennewick

1 YEAR

8  
7  
6  
5  
4  
3  
2  
1



What I'm interested in is a compositional process and a sounding music that are one and the same thing.

–Steve Reich, *Music as a Gradual Process*



Musical rhythm ... has an ethical function. In its relation to the body, to time, to the work, it illustrates real (everyday) life.

–Henri Lefebvre, *Rhythmanalysis*



Through a certain use of time the citizen resists the state ... civil, therefore social, time seeks to and succeeds in withdrawing itself from linear, unirhythmic, measuring/measured state time.

–Henri Lefebvre, *Rhythmanalysis*





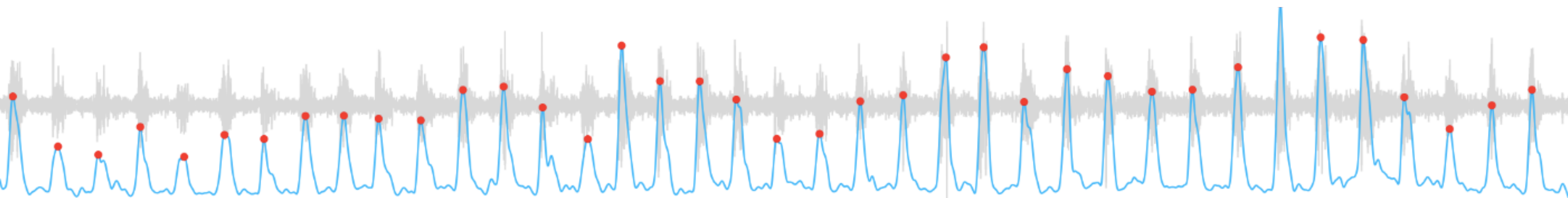
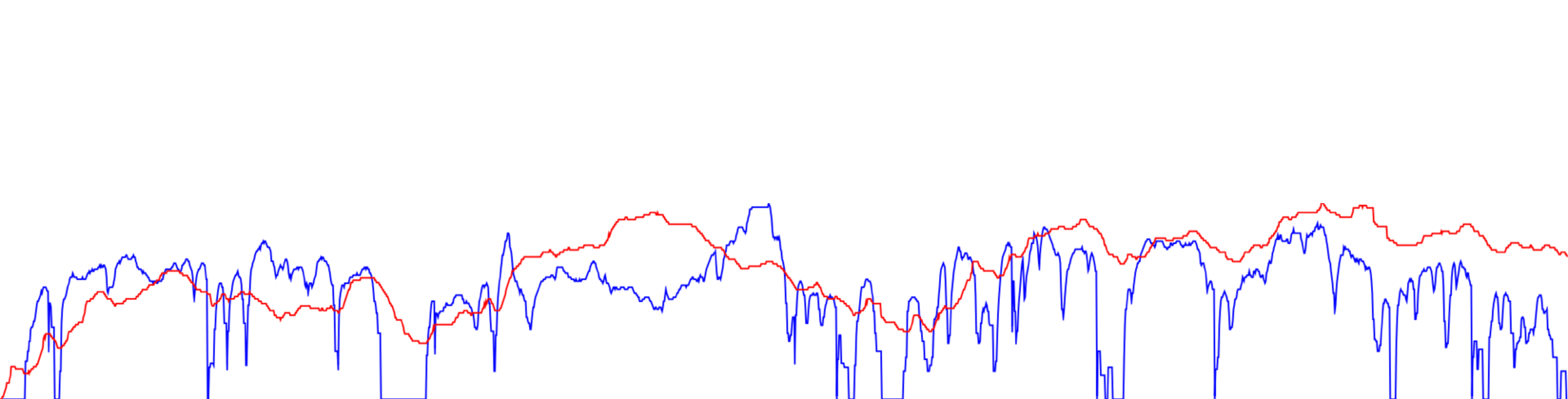














heartrate → bass / pizzicato  
pedaling → cello / arco  
breathing → viola / scraping



6  
E  
A

A  
B  
G

A  
C  
F

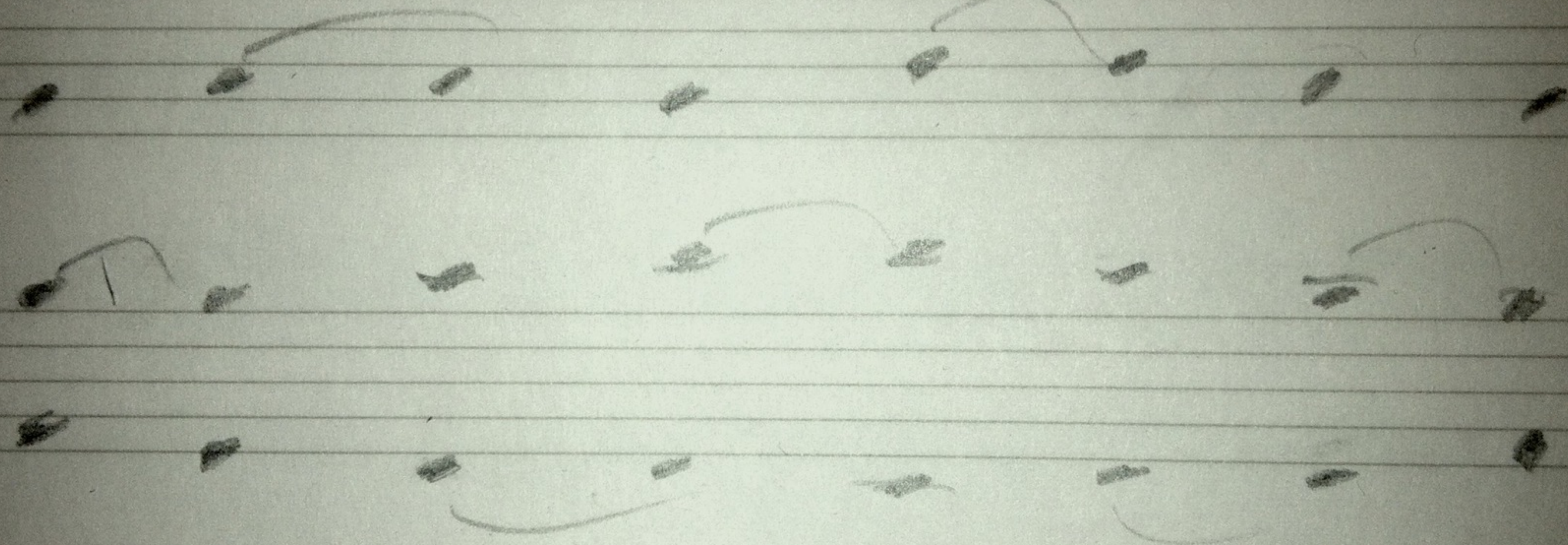
G  
D  
C

B  
D  
E

B  
C  
F

A  
B  
F

G  
B  
A



















Buffer Address (Hex)	Relative Time (calc.) (Seconds)	Restraint Deployment Signal (Received / Not Received)	Speed, Vehicle Indicated (MPH [km/h])	Accelerator Pedal % Full (%)	Engine Throttle % Full (%)	Brake Switch (On / Off)	Brake SC De-ac (On / Off)	ABS (Active / Inactive)	Transmission - Neutral (Neutral / Not Neutral)
EA000630	-7.6	Not Received	89 [143]	96	99	OFF	OFF	Not Active	Not Neutral
EA000640	-7.4	Not Received	89 [143]	98	98.5	OFF	OFF	Not Active	Not Neutral
EA000650	-7.2	Not Received	89 [143]	98.5	98.5	OFF	OFF	Not Active	Not Neutral
EA000660	-7.0	Not Received	90 [145]	98.5	98.5	OFF	OFF	Not Active	Not Neutral
EA000670	-6.8	Not Received	89 [143]	98	98.5	OFF	OFF	Not Active	Not Neutral
EA000680	-6.6	Not Received	89 [143]	95	99	OFF	OFF	Not Active	Not Neutral
EA000690	-6.4	Not Received	89 [143]	97.5	98.5	OFF	OFF	Not Active	Not Neutral
EA0006A0	-6.2	Not Received	90 [145]	97.5	98.5	OFF	OFF	Not Active	Not Neutral
EA0006B0	-6.0	Not Received	91 [146]	100	98.5	OFF	OFF	Not Active	Not Neutral
EA0006C0	-5.8	Not Received	91 [146]	95.5	99	OFF	OFF	Not Active	Not Neutral
EA0006D0	-5.6	Not Received	91 [146]	74	98.5	OFF	OFF	Not Active	Not Neutral
EA0006E0	-5.4	Not Received	93 [150]	81	98.5	OFF	OFF	Active	Not Neutral
EA0006F0	-5.2	Not Received	95 [153]	77	98.5	OFF	OFF	Active	Not Neutral
EA000700	-5.0	Not Received	97 [156]	95	98.5	OFF	OFF	Active	Not Neutral
EA000710	-4.8	Not Received	100 [161]	96.5	99	OFF	OFF	Active	Not Neutral
EA000720	-4.6	Not Received	99 [159]	99	98.5	OFF	OFF	Active	Not Neutral
EA000730	-4.4	Not Received	97 [156]	98	99	OFF	OFF	Active	Not Neutral
EA000740	-4.2	Not Received	102 [164]	100	98.5	OFF	OFF	Active	Not Neutral
EA000750	-4.0	Not Received	104 [167]	100	98.5	OFF	OFF	Active	Not Neutral
EA000760	-3.8	Not Received	108 [174]	100	98.5	OFF	OFF	Active	Not Neutral
EA000770	-3.6	Not Received	99 [159]	100	99	OFF	OFF	Active	Not Neutral
EA000780	-3.4	Not Received	92 [148]	100	98.5	ON	OFF	Active	Not Neutral
EA000790	-3.2	Not Received	56 [90]	2	47.5	OFF	OFF	Active	Neutral
EA0007A0	-3.0	Not Received	49 [79]	0	10.5	OFF	OFF	Active	Neutral
EA0007B0	-2.8	Not Received	35 [56]	0	11.5	OFF	OFF	Active	Neutral
EA0007C0	-2.6	Not Received	8 [13]	0	8	OFF	OFF	Active	Neutral
EA0007D0	-2.4	Not Received	1 [2]	0	7.5	OFF	OFF	Active	Neutral
EA0007E0	-2.2	Not Received	1 [2]	0	7	OFF	OFF	Active	Neutral
EA0007F0	-2.0	Not Received	0 [0]	0	6.5	OFF	OFF	Active	Neutral
EA000010	-1.8	Not Received	2 [3]	0	6	OFF	OFF	Not Active	Neutral
EA000020	-1.6	Not Received	1 [2]	0	6	OFF	OFF	Not Active	Neutral
EA000030	-1.4	Not Received	2 [3]	0	5.5	OFF	OFF	Not Active	Neutral
EA000040	-1.2	Not Received	1 [2]	0	5.5	OFF	OFF	Not Active	Neutral
EA000050	-1.0	Not Received	0 [0]	0	5	OFF	OFF	Not Active	Neutral
EA000060	-0.8	Not Received	0 [0]	0	5	OFF	OFF	Not Active	Neutral
EA000070	-0.6	Not Received	1 [2]	0	5	OFF	OFF	Not Active	Neutral
EA000080	-0.4	Not Received	2 [3]	0	5	OFF	OFF	Not Active	Neutral
EA000090	-0.2	Not Received	0 [0]	0	5	OFF	OFF	Not Active	Neutral
EA0000A0	0.0	Not Received	0 [0]	0	4.5	OFF	OFF	Not Active	Neutral
EA0000B0	0.2	Received	0 [0]	0	4.5	OFF	OFF	Not Active	Neutral
EA0000C0	0.4	Received	1 [2]	0	4.5	OFF	OFF	Not Active	Neutral
EA0000D0	0.6	Received	0 [0]	0	4.5	OFF	OFF	Not Active	Neutral
EA0000E0	0.8	Received	0 [0]	0	4.5	OFF	OFF	Not Active	Neutral
EA0000F0	1.0	Received	1 [2]	0	4.5	OFF	OFF	Not Active	Neutral
EA000100	1.2	Received	1 [2]	0	5	OFF	OFF	Not Active	Neutral
EA000110	1.4	Received	0 [0]	0	5.5	OFF	OFF	Not Active	Neutral
EA000120	1.6	Received	0 [0]	0	5.5	OFF	OFF	Not Active	Neutral
EA000130	1.8	Received	1 [2]	0	5.5	OFF	OFF	Not Active	Neutral
EA000140	2.0	Received	0 [0]	0	5.5	OFF	OFF	Not Active	Neutral
EA000150	2.2	Received	2 [3]	0	5.5	OFF	OFF	Not Active	Neutral
EA000160	2.4	Received	1 [2]	0	5.5	OFF	OFF	Not Active	Neutral
EA000170	2.6	Received	0 [0]	0	6	OFF	OFF	Not Active	Neutral
EA000180	2.8	Received	0 [0]	0	6	OFF	OFF	Not Active	Not Neutral
EA000190	3.0	Received	0 [0]	0	6	OFF	OFF	Not Active	Not Neutral
EA0001A0	3.2	Received	0 [0]	0	6.5	OFF	OFF	Not Active	Not Neutral
EA0001B0	3.4	Received	0 [0]	0	6.5	OFF	OFF	Not Active	Not Neutral
EA0001C0	3.6	Received	0 [0]	0	2.5	OFF	OFF	Not Active	Not Neutral
EA0001D0	3.8	Received	0 [0]	0	9	OFF	OFF	Not Active	Not Neutral
EA0001E0	4.0	Received	0 [0]	0	9.5	OFF	OFF	Not Active	Not Neutral
EA0001F0	4.2	Received	0 [0]	0	9.5	OFF	OFF	Not Active	Not Neutral
EA000200	4.4	Received	0 [0]	0	9.5	OFF	OFF	Not Active	Not Neutral
EA000210	4.6	Received	0 [0]	0	9.5	OFF	OFF	Not Active	Not Neutral
EA000220	4.8	Received	0 [0]	0	9.5	OFF	OFF	Not Active	Not Neutral
EA000230	5.0	Received	0 [0]	0	9.5	OFF	OFF	Not Active	Not Neutral

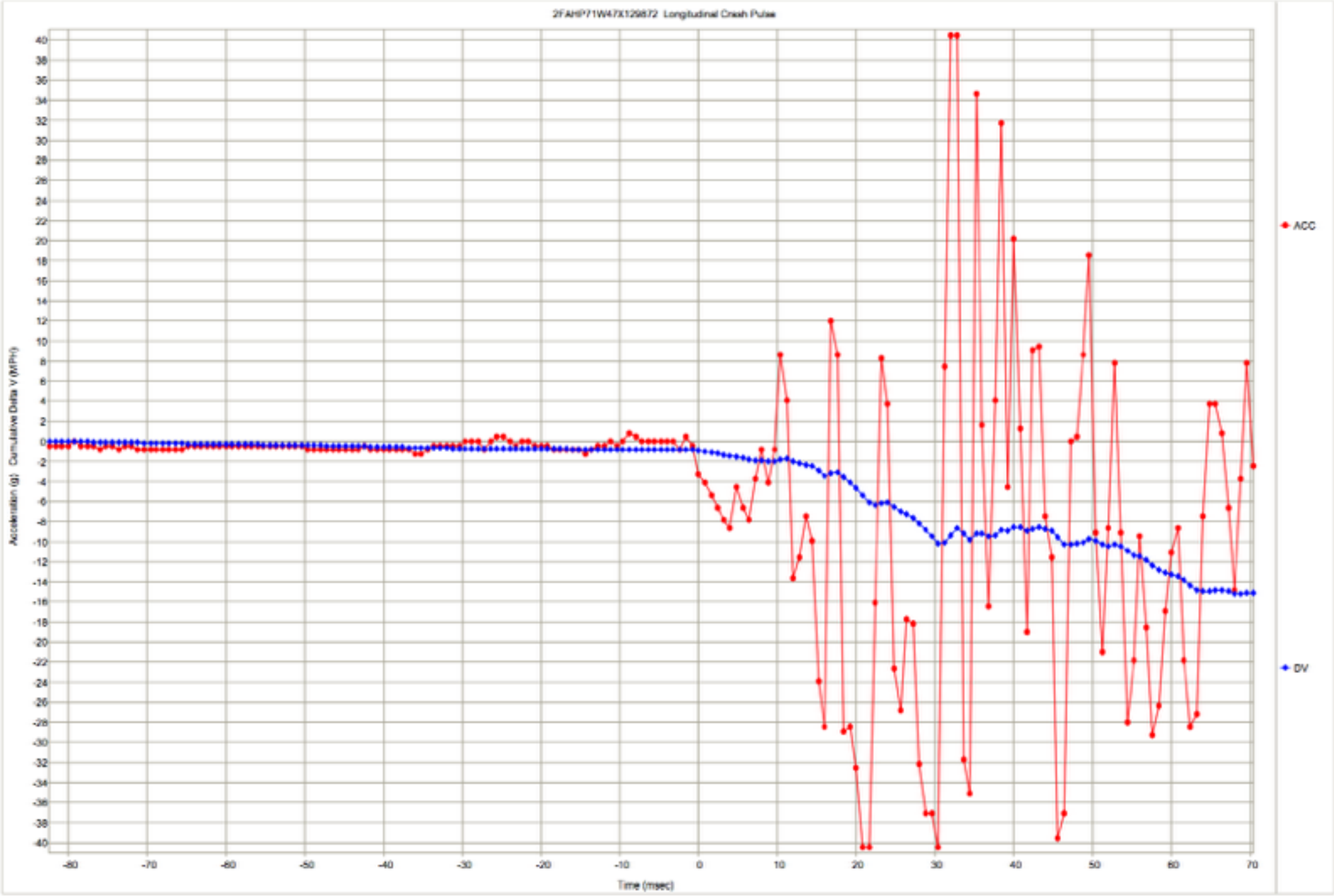
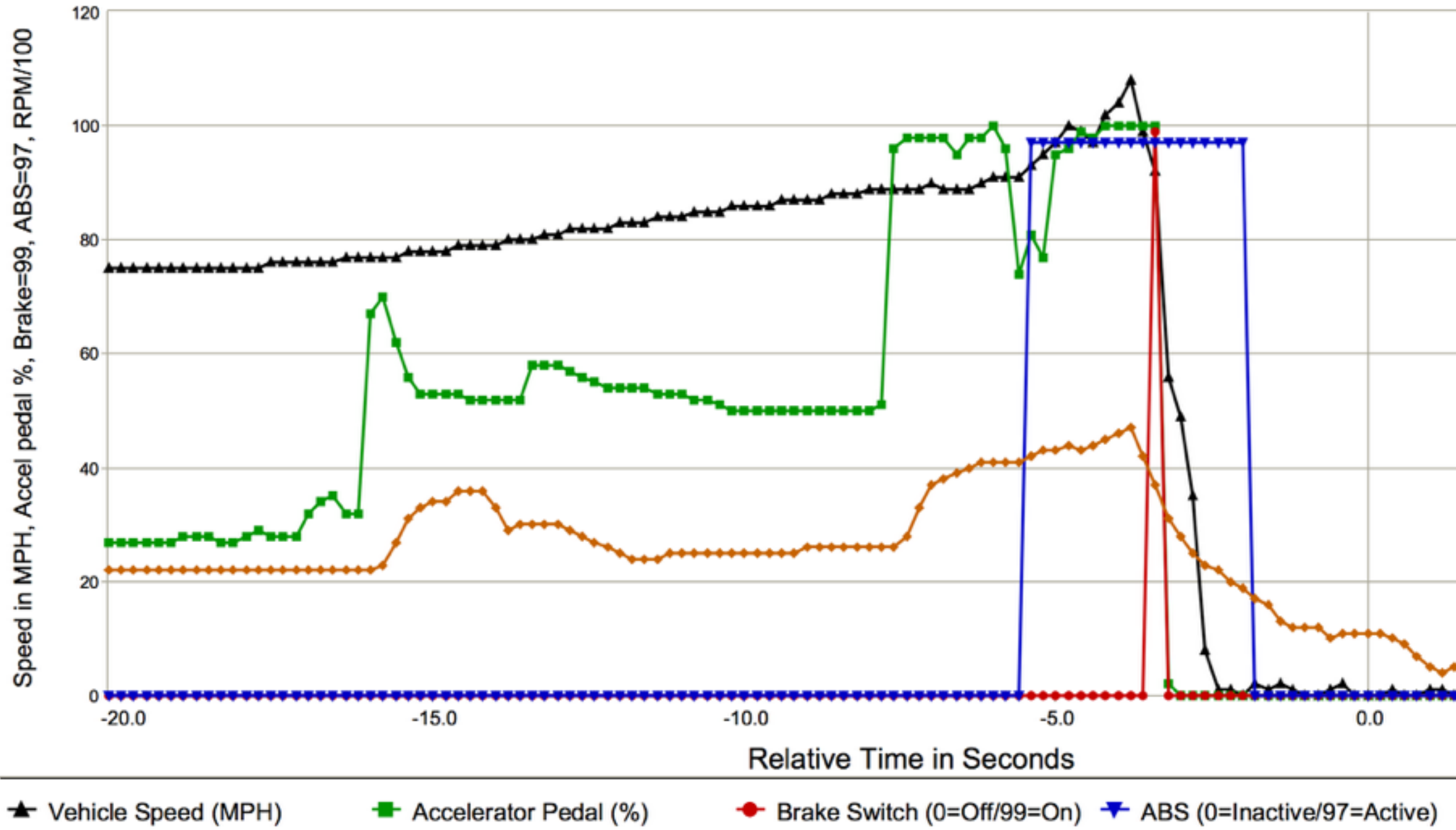


## PCM EDR Data (2)

Buffer Address (Hex)	Relative Time (calc.) (Seconds)	Transmission - Reverse (Reverse / Not Reverse)	Speed Control (On / Off)	Engine RPM (RPM)	Driveline Torque Commanded (N-m)	Driveline Torque Actual (N-m)	Traction Control (Active / Inactive)	Stability Control (Active / Inactive)	Key On Timer 63.75 Max (sec) (Seconds)
EA000240	-20.2	Not Reverse	OFF	2175	168	102	Not Active	Not Active	63.75
EA000250	-20.0	Not Reverse	OFF	2174	167	102	Not Active	Not Active	63.75
EA000260	-19.8	Not Reverse	OFF	2180	168	102	Not Active	Not Active	63.75
EA000270	-19.6	Not Reverse	OFF	2185	169	103	Not Active	Not Active	63.75
EA000280	-19.4	Not Reverse	OFF	2180	167	101	Not Active	Not Active	63.75
EA000290	-19.2	Not Reverse	OFF	2185	168	102	Not Active	Not Active	63.75
EA0002A0	-19.0	Not Reverse	OFF	2189	169	102	Not Active	Not Active	63.75
EA0002B0	-18.8	Not Reverse	OFF	2192	175	107	Not Active	Not Active	63.75
EA0002C0	-18.6	Not Reverse	OFF	2193	175	107	Not Active	Not Active	63.75
EA0002D0	-18.4	Not Reverse	OFF	2192	176	107	Not Active	Not Active	63.75
EA0002E0	-18.2	Not Reverse	OFF	2200	176	107	Not Active	Not Active	63.75
EA0002F0	-18.0	Not Reverse	OFF	2196	175	106	Not Active	Not Active	63.75
EA000300	-17.8	Not Reverse	OFF	2203	180	110	Not Active	Not Active	63.75
EA000310	-17.6	Not Reverse	OFF	2207	182	111	Not Active	Not Active	63.75
EA000320	-17.4	Not Reverse	OFF	2209	183	112	Not Active	Not Active	63.75
EA000330	-17.2	Not Reverse	OFF	2213	182	111	Not Active	Not Active	63.75
EA000340	-17.0	Not Reverse	OFF	2217	196	120	Not Active	Not Active	63.75
EA000350	-16.8	Not Reverse	OFF	2224	213	132	Not Active	Not Active	63.75
EA000360	-16.6	Not Reverse	OFF	2228	238	148	Not Active	Not Active	63.75
EA000370	-16.4	Not Reverse	OFF	2232	235	146	Not Active	Not Active	63.75
EA000380	-16.2	Not Reverse	OFF	2244	227	141	Not Active	Not Active	63.75
EA000390	-16.0	Not Reverse	OFF	2248	282	178	Not Active	Not Active	63.75
EA0003A0	-15.8	Not Reverse	OFF	2318	307	193	Not Active	Not Active	63.75
EA0003B0	-15.6	Not Reverse	OFF	2712	278	177	Not Active	Not Active	63.75
EA0003C0	-15.4	Not Reverse	OFF	3079	284	206	Not Active	Not Active	63.75
EA0003D0	-15.2	Not Reverse	OFF	3296	315	250	Not Active	Not Active	63.75
EA0003E0	-15.0	Not Reverse	OFF	3400	292	248	Not Active	Not Active	63.75
EA0003F0	-14.8	Not Reverse	OFF	3393	279	240	Not Active	Not Active	63.75
EA000400	-14.6	Not Reverse	OFF	3612	297	271	Not Active	Not Active	63.75
EA000410	-14.4	Not Reverse	OFF	3633	306	282	Not Active	Not Active	63.75
EA000420	-14.2	Not Reverse	OFF	3615	308	283	Not Active	Not Active	63.75
EA000430	-14.0	Not Reverse	OFF	3318	283	234	Not Active	Not Active	63.75
EA000440	-13.8	Not Reverse	OFF	2938	369	239	Not Active	Not Active	63.75
EA000450	-13.6	Not Reverse	OFF	2989	322	211	Not Active	Not Active	63.75
EA000460	-13.4	Not Reverse	OFF	2990	322	209	Not Active	Not Active	63.75
EA000470	-13.2	Not Reverse	OFF	2990	325	210	Not Active	Not Active	63.75
EA000480	-13.0	Not Reverse	OFF	2986	322	207	Not Active	Not Active	63.75
EA000490	-12.8	Not Reverse	OFF	2936	329	207	Not Active	Not Active	63.75
EA0004A0	-12.6	Not Reverse	OFF	2827	327	204	Not Active	Not Active	63.75
EA0004B0	-12.4	Not Reverse	OFF	2746	324	202	Not Active	Not Active	63.75
EA0004C0	-12.2	Not Reverse	OFF	2642	318	199	Not Active	Not Active	63.75
EA0004D0	-12.0	Not Reverse	OFF	2494	326	205	Not Active	Not Active	63.75
EA0004E0	-11.8	Not Reverse	OFF	2424	323	203	Not Active	Not Active	63.75
EA0004F0	-11.6	Not Reverse	OFF	2435	315	198	Not Active	Not Active	63.75
EA000500	-11.4	Not Reverse	OFF	2448	316	198	Not Active	Not Active	63.75
EA000510	-11.2	Not Reverse	OFF	2454	318	200	Not Active	Not Active	63.75
EA000520	-11.0	Not Reverse	OFF	2462	319	200	Not Active	Not Active	63.75
EA000530	-10.8	Not Reverse	OFF	2470	317	199	Not Active	Not Active	63.75
EA000540	-10.6	Not Reverse	OFF	2478	318	200	Not Active	Not Active	63.75
EA000550	-10.4	Not Reverse	OFF	2491	318	199	Not Active	Not Active	63.75
EA000560	-10.2	Not Reverse	OFF	2490	318	200	Not Active	Not Active	63.75
EA000570	-10.0	Not Reverse	OFF	2499	319	200	Not Active	Not Active	63.75
EA000580	-9.8	Not Reverse	OFF	2517	320	201	Not Active	Not Active	63.75
EA000590	-9.6	Not Reverse	OFF	2515	317	199	Not Active	Not Active	63.75
EA0005A0	-9.4	Not Reverse	OFF	2530	317	199	Not Active	Not Active	63.75
EA0005B0	-9.2	Not Reverse	OFF	2536	318	199	Not Active	Not Active	63.75
EA0005C0	-9.0	Not Reverse	OFF	2551	318	199	Not Active	Not Active	63.75
EA0005D0	-8.8	Not Reverse	OFF	2551	319	200	Not Active	Not Active	63.75
EA0005E0	-8.6	Not Reverse	OFF	2562	317	198	Not Active	Not Active	63.75
EA0005F0	-8.4	Not Reverse	OFF	2568	316	198	Not Active	Not Active	63.75
EA000600	-8.2	Not Reverse	OFF	2580	316	198	Not Active	Not Active	63.75
EA000610	-8.0	Not Reverse	OFF	2584	315	197	Not Active	Not Active	63.75
EA000620	-7.8	Not Reverse	OFF	2592	317	198	Not Active	Not Active	63.75



2FAHP71W47X129872 PCM EDR Crash Data - RDS Received





engine RPM → guitar 1, rate  
gas pedal % → guitar 2, rate  
lateral accel. → sax pitch



# You'll Just Have to Take My Word for It

Bb Tenor Sax

Brian House

$\text{♩} = 120$

12

25

38

50

62

75

88

100

111

121

124

127

129

131

133

135

138

141

144

The tempo is constant, but the click track must be used to stay in sync with the guitars. The click track counts in for one bar.

Sustain long notes by circular breathing. Changing notes should be played legato. The first section is just minimal movement in C-Lydian (concert).

Visually cue the guitars at the rest in bar 120, where everything changes. From this point, be as expressive as possible, even soulful in a broken, skronky, digital kind of way. Think lite jazz glitch. Extra points for body movements. This section is just runs in a kind of A-blues (concert).

The last note should be held as long as possible with a single breath, trailing off as necessary.

Play dynamics as felt.



















## Instrumentation

3 Flutes (3rd doubling Piccolo)  
 3 Oboes (3rd doubling Cor Anglais)  
 2 Clarinets in A and B $\flat$   
 Bass Clarinet in A and B $\flat$   
 Alto Saxophone  
 2 Bassoons  
 Double Bassoon  
 4 Horns in F  
 3 Trumpets in C  
 3 Trombones  
 Tuba  
 Timpani  
 \*Percussion  
 2 Harps  
 Celesta  
 Strings

\*glockenspiel, tubular bells, xylophone, triangle, rattle,  
 whip, side drum, bass drum, cymbals, tam-tam

Duration: 29 minutes

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# PICTURES AT AN EXHIBITION

*Tableaux d'une Exposition • Bilder einer Ausstellung*

## PROMENADE

M. MOUSSORGSKY  
 Orchestration by  
 Maurice Ravel

Allegro giusto, nel modo russo; senza allegrezza, ma poco sostenuto

2 Flauti e Flauto Piccolo  
 3 Oboi  
 2 Clarinetti Sib (B $\flat$ )  
 Clarinetto basso Sib (B $\flat$ )  
 2 Fagotti  
 Contrafagotto  
 I. II  
 4 Corni in Fa (F)  
 III. IV  
 3 Trombe in Do (C)  
 I. II  
 3 Tromboni  
 III e Tuba  
 Violino I  
 Violino II  
 Viola

Allegro giusto, nel modo russo; senza allegrezza, ma poco sostenuto

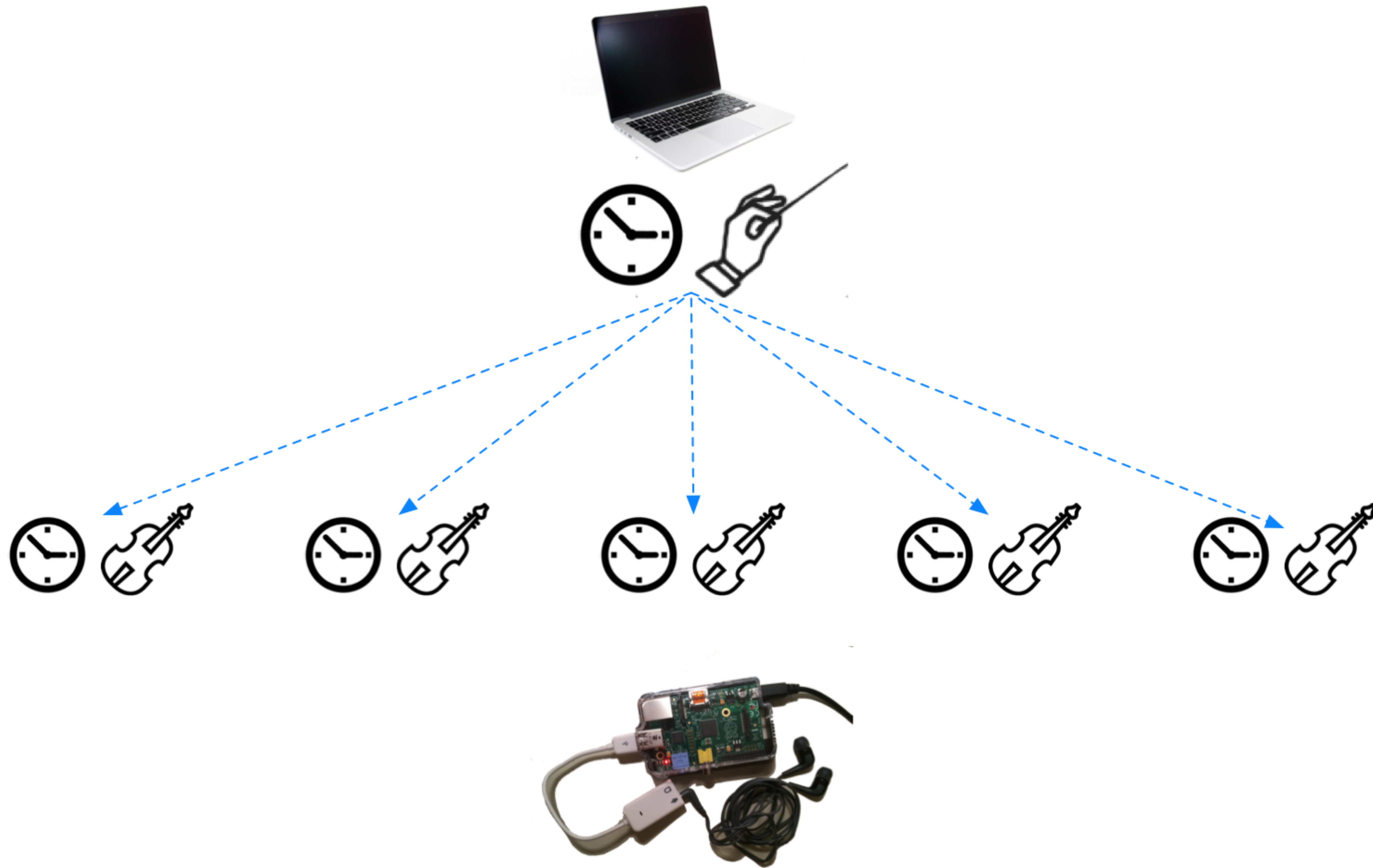




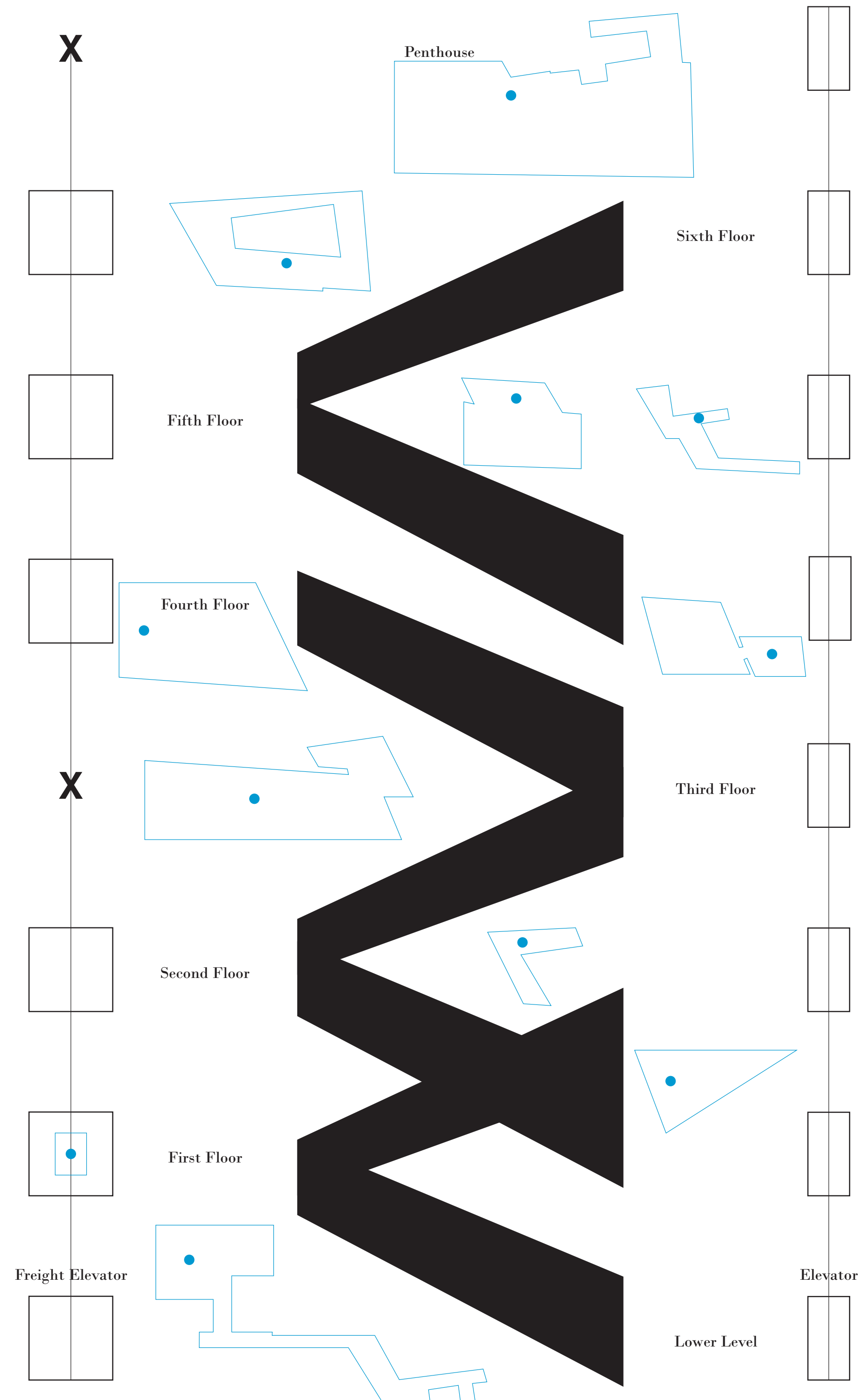








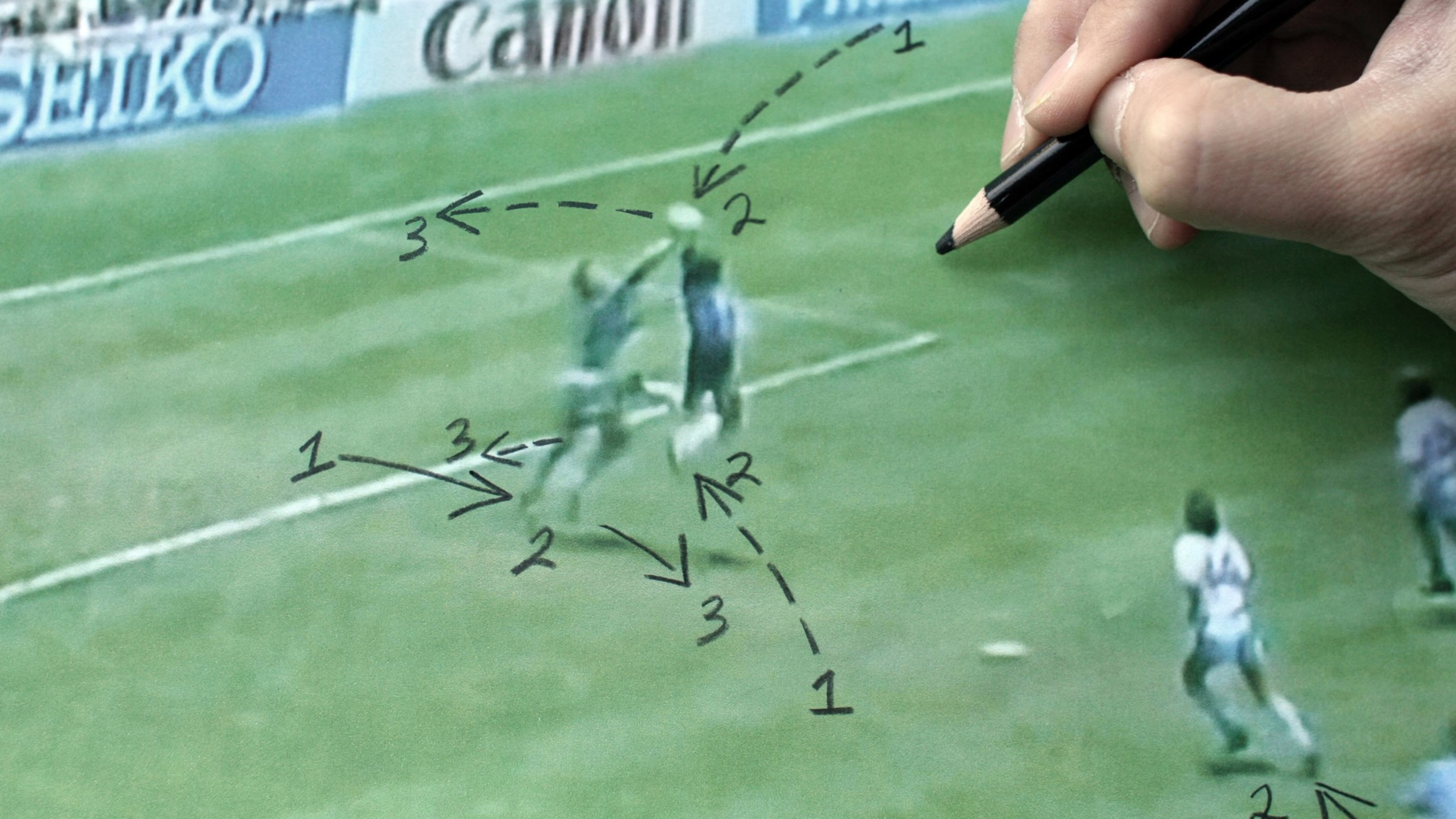










































choreography of humans, networks, and urban wildlife.

cyborg listening. machine-assisted listening.  
except not human-machine, but ecosystem-machine.

patience. waiting in theaters of conflict. war-time.

geologic time vs historical time. the long now,  
time compression / expansion.

the data center as temporal architecture. freezing time.  
temporal capacitors.

a rhythm database. rhythm sensors.  
the rhythmanalysis lab: <http://rhythmanalysislab.org>

<https://github.com/brianhouse/braid>









Thanks!

@h0use

<http://brianhouse.net>