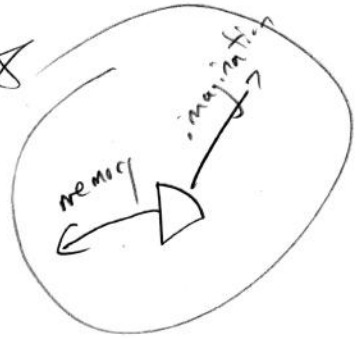


memory games

- straight memory *
- memory transposition (repeat memory on diff instrument) *
- memory chasing (ply last rhythm now) *
- memory aperture?
- memory multiplex (ala wishart) *



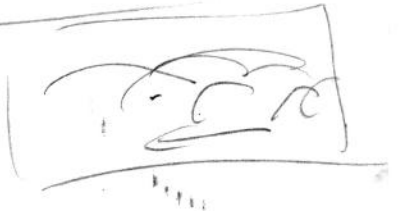
- memory fwd/reverse da improv-a-ganza
- moving the clock? *
- Askemirhythm. stuff
- intercut improv w/process *



"the moon, not as destination"

time disruption vs inertial relativism einsteinian?

- M₁ M₂ M₃ M₄ *
- anadinda punk dot with phase. *
- only some memories survive movements *



- whole piece as memory disruption
- do something with "in between" time after recording onto CD & performance.
- have 1 element from the past on CD & use one element from performance in the future, to ground piece in time.
- have imagined future that doesn't happen

- track with single hits & lots of silence + moving the clock
- memory chain for climax of piece (play last things)
- memory transposition (move things from snare to CD for pinch 1/2)

- conflict section using minimal track with interrupted process

(not clearly defined material)



- 3 global memories (can be logged/recalled at any time)

with memory aperture (for logging and recalling)

can be

- ♩ logging & ♪ recall.
- logging & ♩ recall.
- ♩ logging & ○ recall.

- protagonist rhythm, antagonist rhythm.