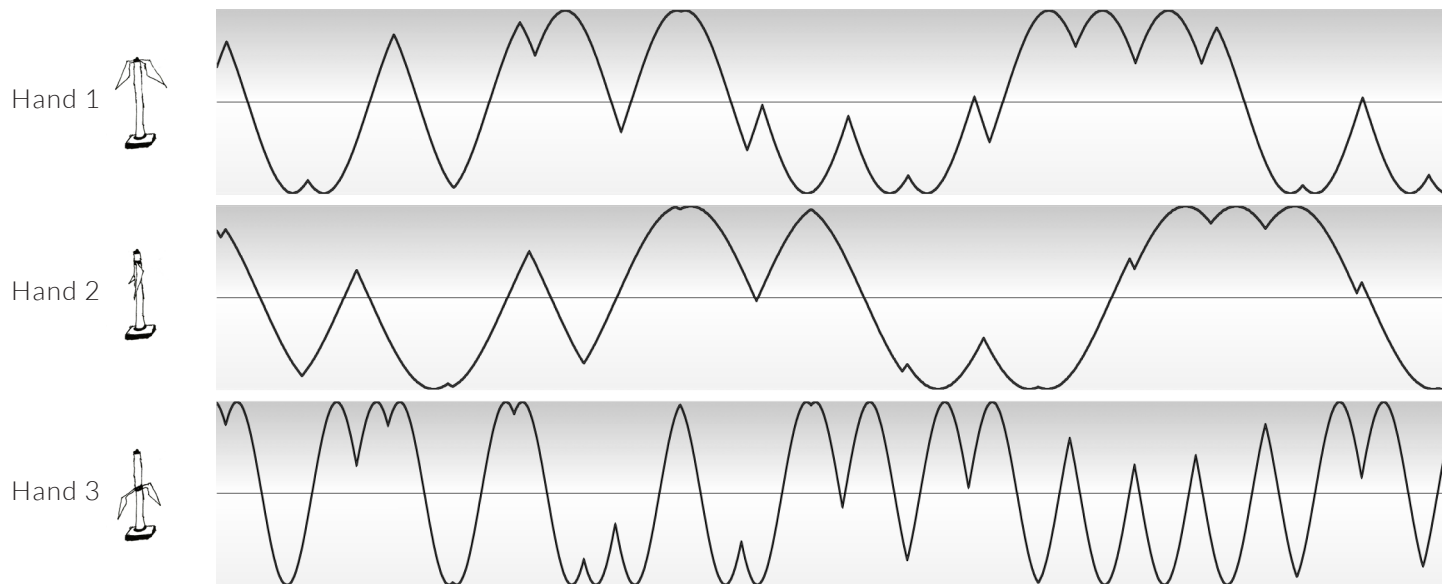
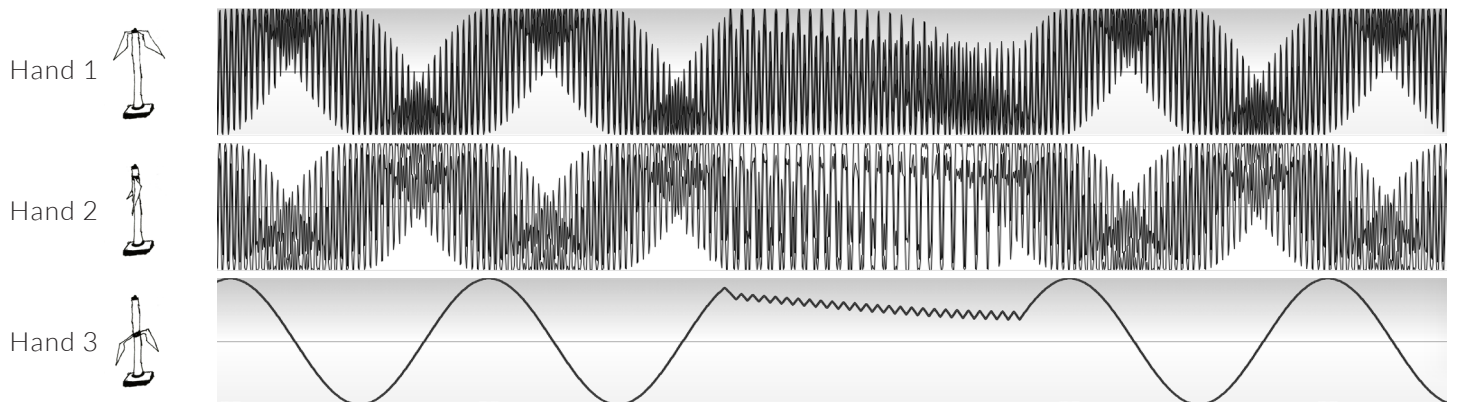




If you make the clash of two hands audible as a click, you get a kind of metronome that produces constantly changing patterns reminiscent of integer rhythms.



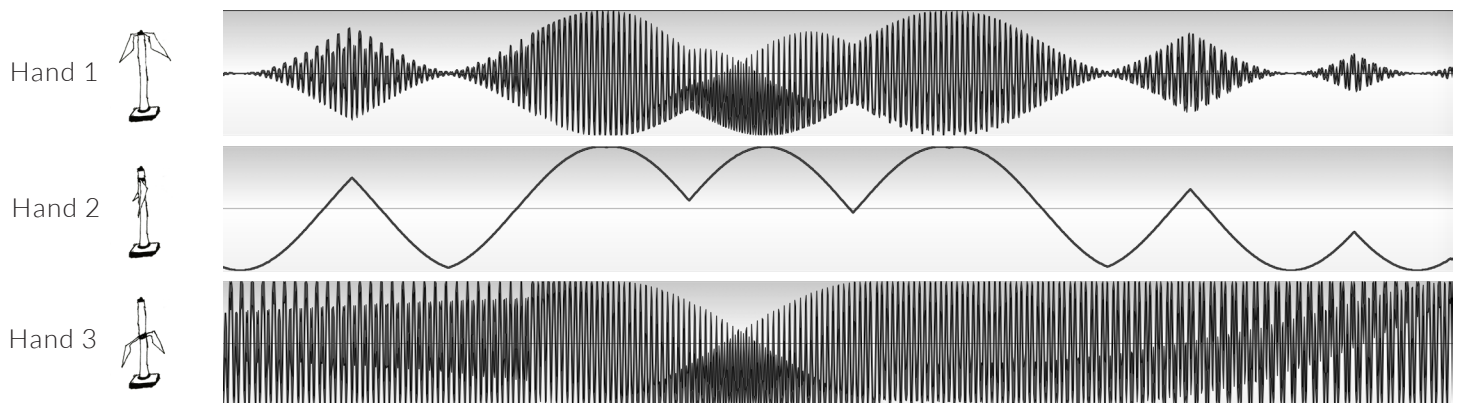
In the simulation process, the idea came up to make the actual way of the hands, thus to make the sections of circular functions audible as a wave. Depending on the setting, these sounds are shaped by rhythmic variety paired with glissandi and sometimes spectral sound shifts, which despite their irregularity also seem to have a relationship to integer rhythms and engage attractors in different ways. These attractors are loops of very different lengths and shapes, which show great differences even with small changes in the initial phases or the speeds of the hands.



*Second Type of Sound*

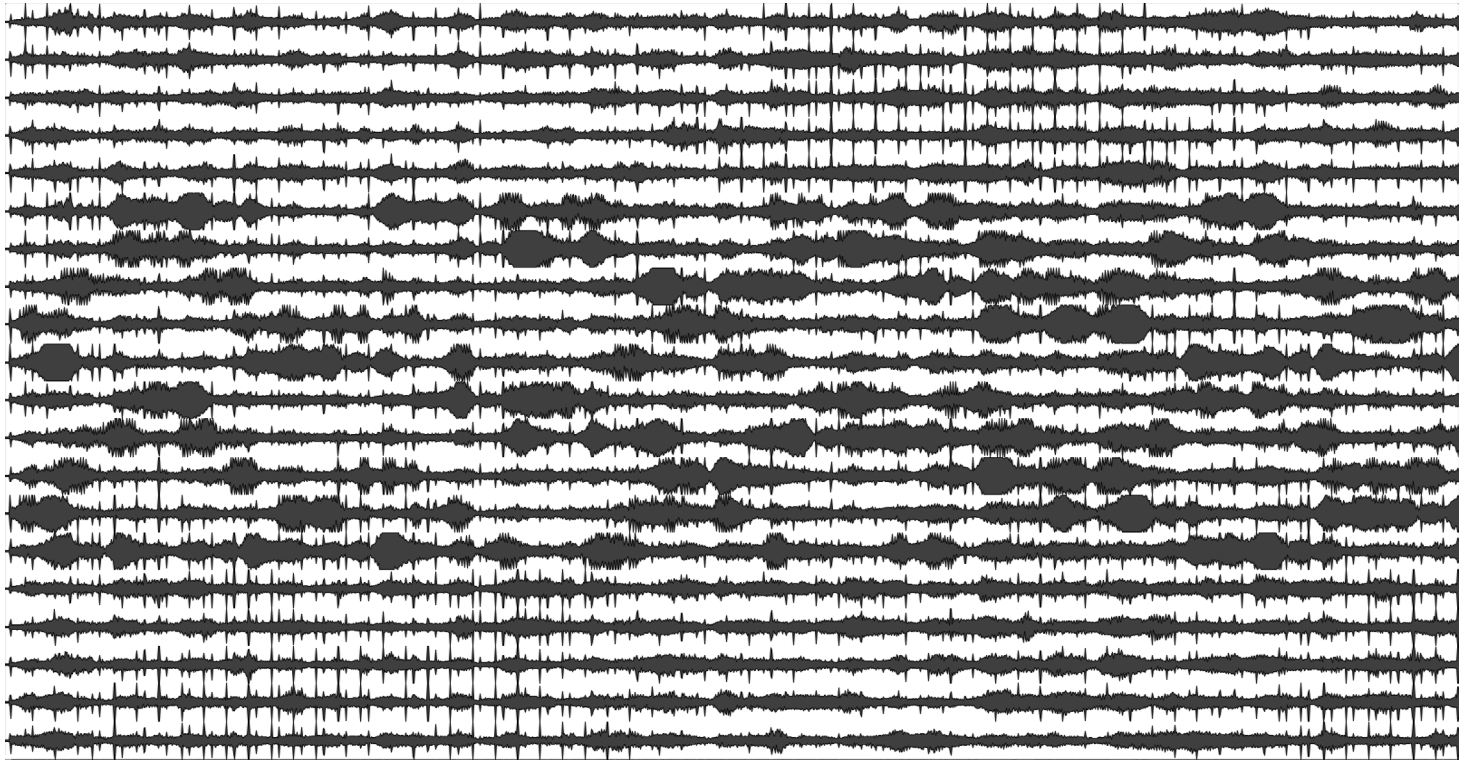
A third type of sound is white noise, the volume of which is controlled with relatively slow vibrations generated by the anticlock. This creates audible rhythms.

For the fourth type of sound, these envelopes control the volume of the sounds of the second type, which makes the hands movement audible as rhythm.



*Fourth Type of Sound*

These four species of sounds are reproduced in the installation *The Modernist Anticlock* by the IKO, an icosahedral speaker. Through 20 loudspeaker membranes, he projects the hands of the Anticlock into the room as directed sound beams. Sometimes in the horizontal plane, sometimes in two planes shifted by sixty degrees. In some parts the hand movements are combined into a single beam, which then moves in complex three-dimensional paths.



*20 channels of waveforms for the IKO speaker*