Sound of piece:

- sampled processing
- synthesisers

Questions for Nick:

- how to improve / make melody and acc. generation more complex / interesting

- what kind of sounds? multitimbral?

- define / constrain aesthetic objects
- shape
- freeze notes, drop octaves
- sample playback (pitched, non pitched)

- gestures out of recombination of samples
- process in which sounds are selected, processed (decay, iteration, pitched v. non-pitched)

- Potential sound sources: data centres (the sound of the internet, cooling (ans, etc) - pink noise; old computers (discrete sounds, hardware booting up

- Parameters we can vary:
  - playback speed
  - sample length
  - granulation
  - filtering (cutoff + resonance)

- durational aspect of computers ("designed to run 24/7 without fault or interruption" - Matt Parker)