



435 638 918





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to all the data that didn't make it

This book is a document of an experiment conducted in the Spring of 2014. We designed a system that converted an image's pixel data using the computer program Processing into sound and sent those frequencies using Max/MSP through the air to another computer, which converted the data back into an image. While possible and poetic, it is a truly awful and archaic way to send data. The process involves converting each image to a list of 34,992 pixel values (red, green, and blue), and converting them to sound, playing them one at a time through three corresponding sine oscillators at different frequency ranges (for example the "R" oscillator had a range of 200 to 455 hertz). After the image was sent through the system, it was converted back to pixel data and sent through again. Each image took **thirteen minutes** to make it through the system. We also recorded the average color of all of the pixels in each image throughout the process. The resulting image after each "round" can be found on the right side of each spread of this book. On the left is the average pixel color, on a background of the average of the original image. Through this system we were able to play with which components of the image disintegrated over time and which elements remained.

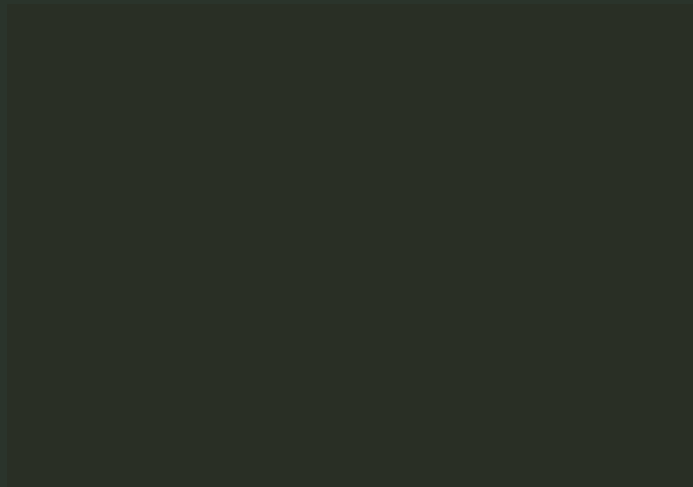


results

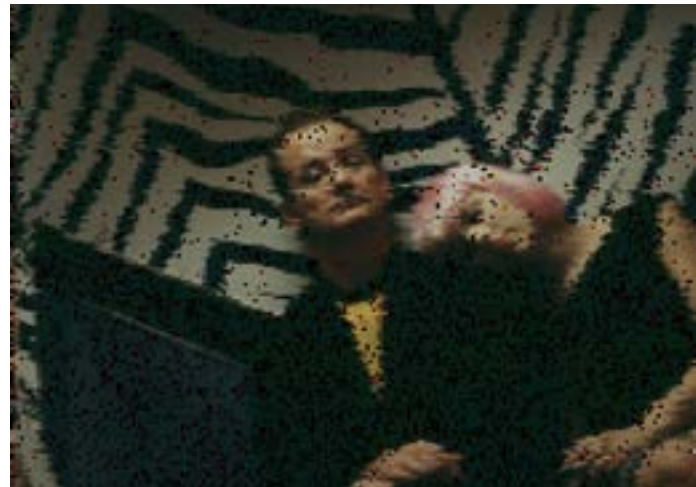
average pixel color



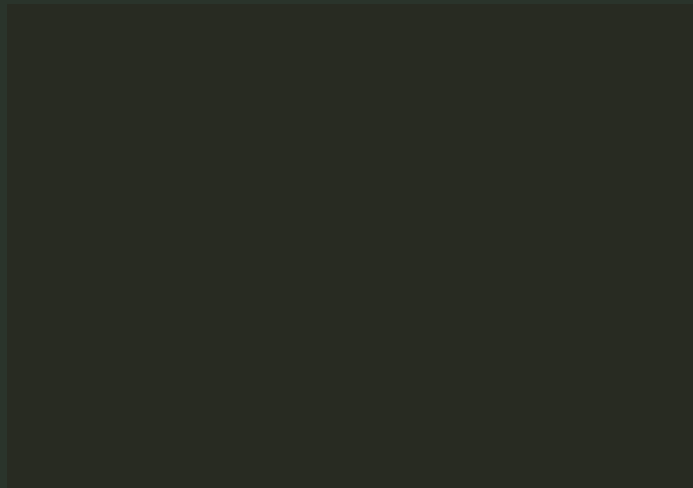
round 1



average pixel color



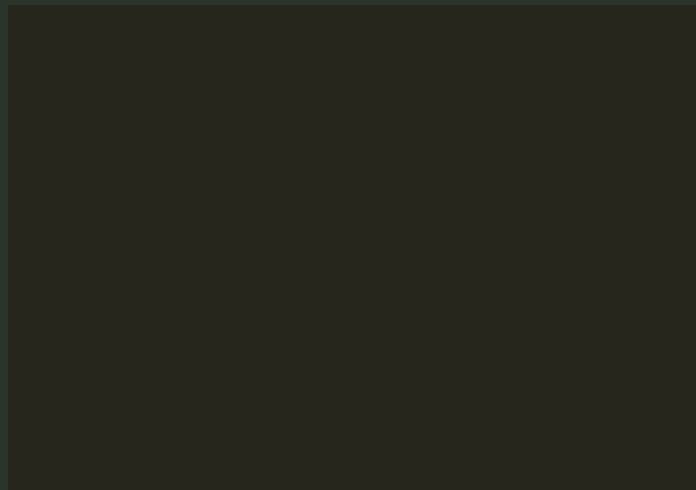
round 2



average pixel color



round 3



average pixel color



round 4



average pixel color



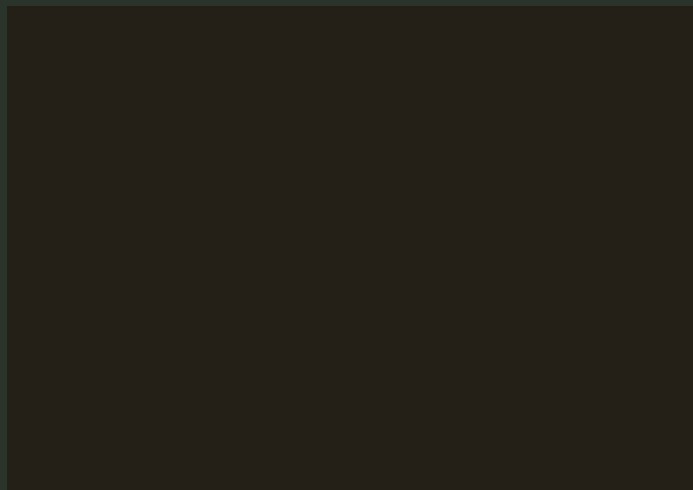
round 5



average pixel color



round 6



average pixel color



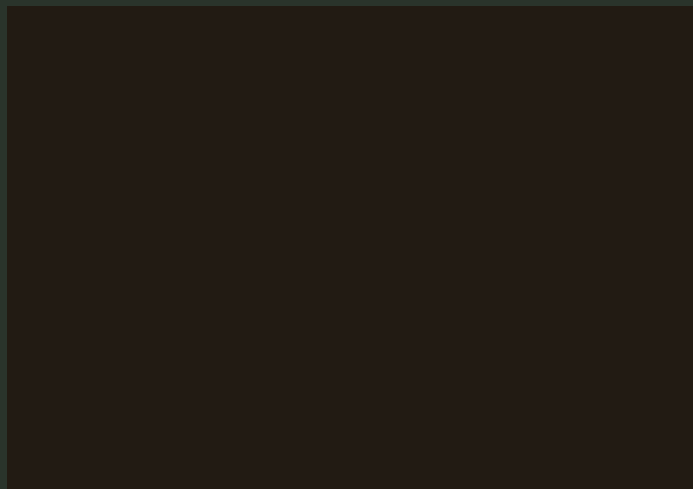
round 7



average pixel color



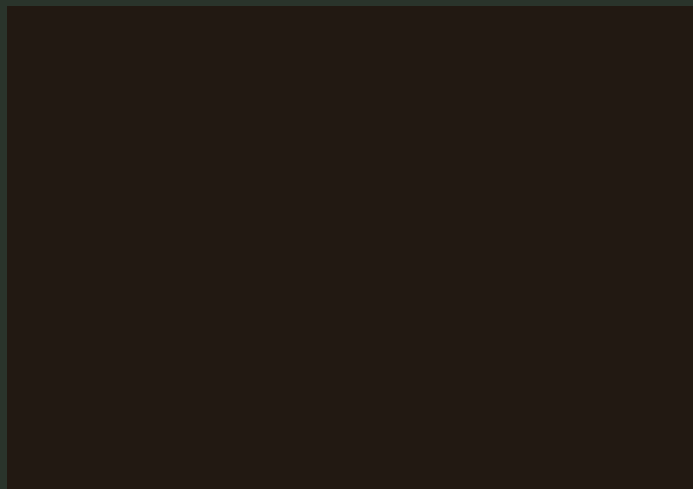
round 8



average pixel color



round 9



average pixel color



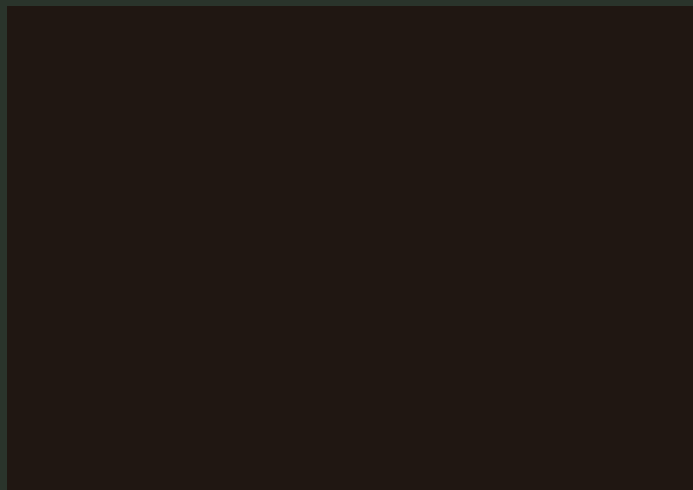
round 10



average pixel color



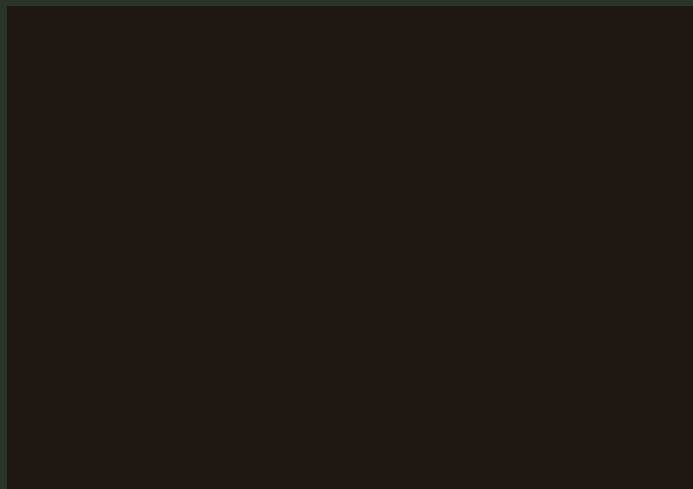
round 11



average pixel color



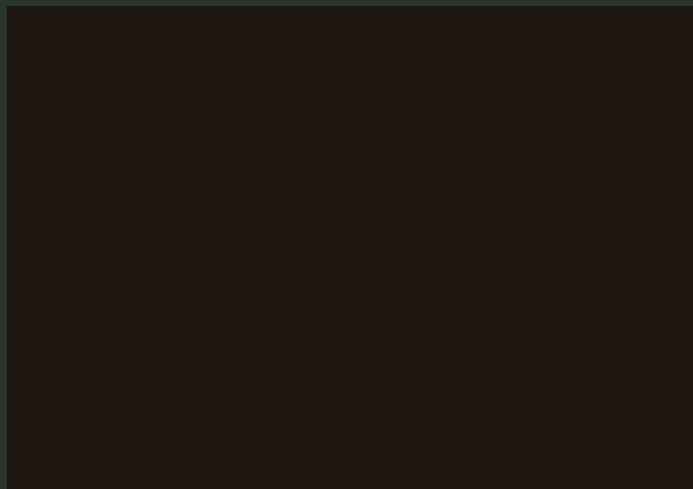
round 12



average pixel color



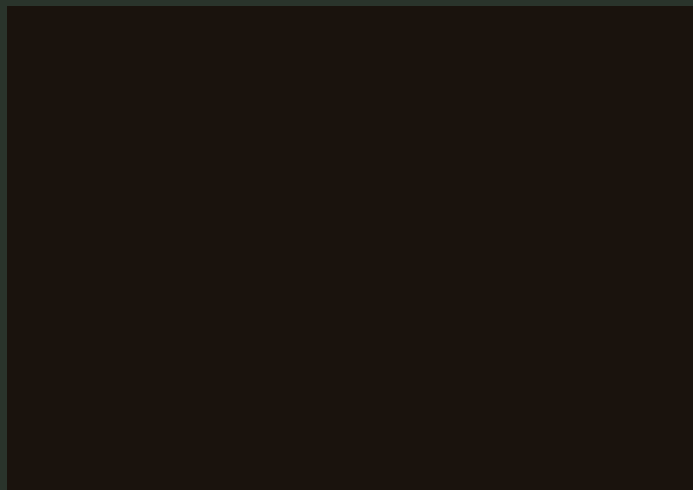
round 13



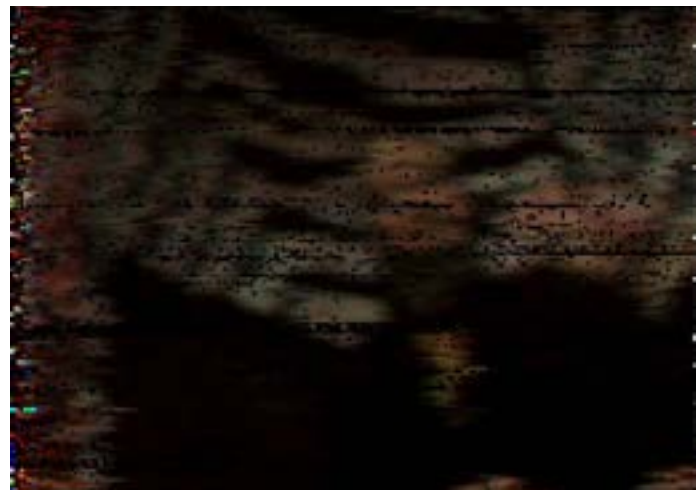
average pixel color



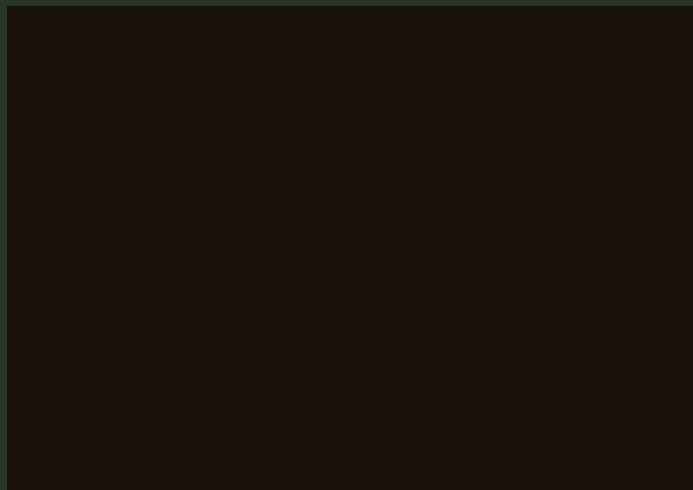
round 14



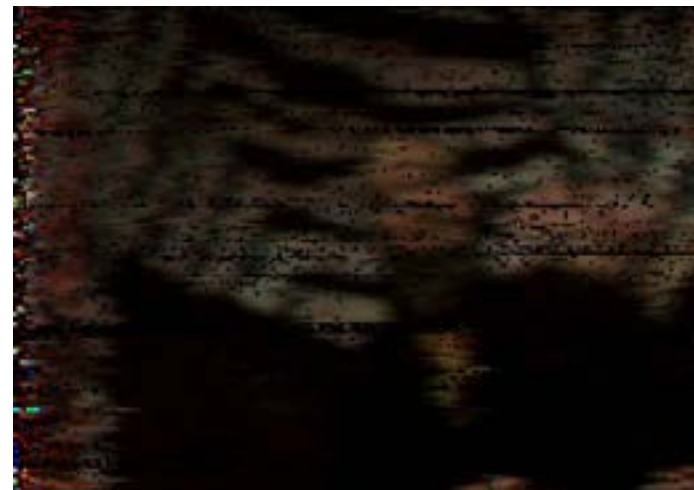
average pixel color



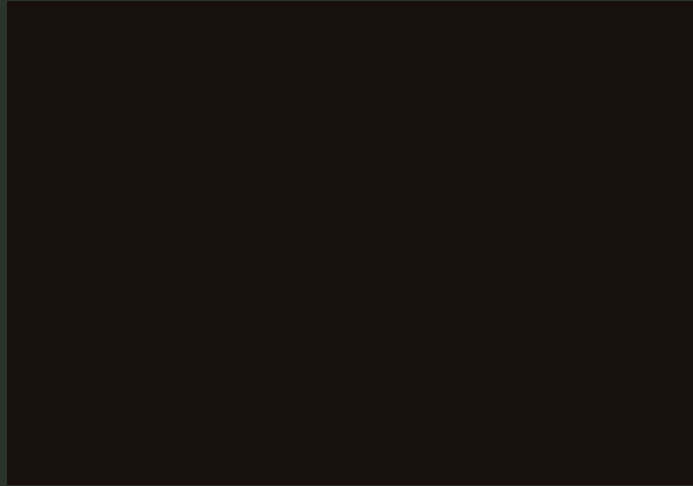
round 15



average pixel color



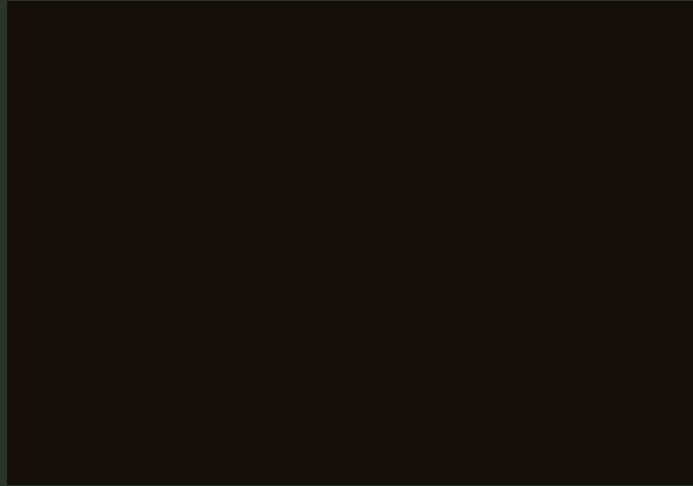
round 16



average pixel color



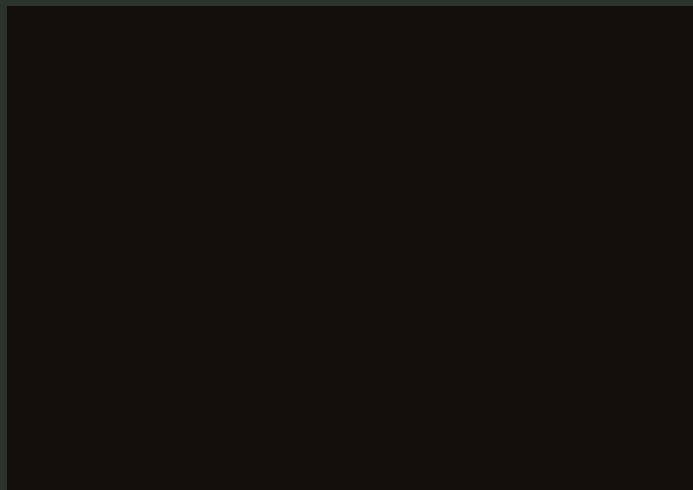
round 17



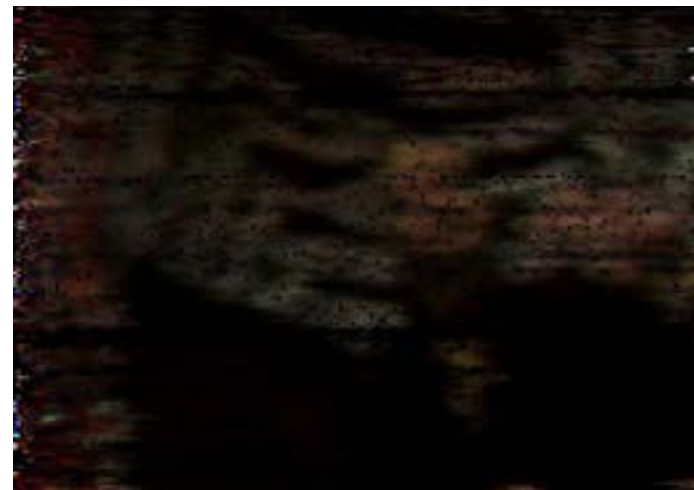
average pixel color



round 18



average pixel color



round 19



average pixel color



round 20



average pixel color



round 21

