

Manifesto

There are thirteen sections of random content that makes up the piece. The first and final sections' content consists of a single object each, chosen (by the player, or by a player choice to delegate the decision to the computer) before play begins.

Also before play begins, the component objects are created, selected and loaded into the framework - 5 audio objects, 2 video objects - and a total duration for the work produced is entered into the framework. (Actual duration may be a little longer than that specified)

With the exception of sections 1 and 13, objects are chosen at random. Section durations are determined by the application of a preset ratio to the total set piece length.

Section 1 object's duration counts up from 0. Section 13 object's duration counts back from end.

1. Play selected 'start' object. Duration is the length of the section + a random amount for overlap.
2. Start playing 2 random objects along with what is left of the start object. Duration is the length of sections 2 + 3 + a random amount for overlap. Audio objects only
3. Start playing 3 random objects. May include video if 1 didn't.
4. Add a 4th random object with duration being the length of sections 4 + 5 + a random amount for overlap. No video.
5. Start playing 2 random objects. Duration being section + random overlap. No video
6. Play 2 video objects. Let previous audio peter out. Don't start any new audio.
7. Play 3 audio objects.
8. Play 4 audio objects
9. Play 4 objects (may include 1 video object)
10. Play 3 objects (no video)
11. Play 5 objects - omitted objects should include the 'end' object. Duration 11 + 12.
12. Play all 7 objects together. Duration of the 'end' object should be the length of sections 12 + 13 + random amount.
13. Continue playing selected 'end' object until it finishes.