SCRATCHY ARCHAEOLOGIES



Snippets of a conversation with Abram last night.

10:05PM

I saw a great documentary on the whole dj/turntablism phenomenon. Its amazing – they take a record player and use it for something completely different than it was designed for. Misuse is great fun.

10:10PM

Philip Jeck – I’m sure I mentioned him to you – uses banks of old turntables (Philips, Dansette, whatever from the 50s)- lines them up on stage/in studio with looping 45s. Bizarre – though recognizably techno-ambient-minimalism !

Sounds interesting. Is there a lot of repitition like Steve Reich’s early stuff?

Yes – there are elements of Reich – its built into the looping, scratching records – the technology of needles and grooves has its own very distinctive feel. I have always wanted to use it in a lecture/event.



Steve Reich – 2009

10:15PM

A friend of mine sent me a link to this just an hour ago: Ms Pinky Products. It uses special records that have some sort of timecode recorded on them as a controlling device to trigger audio/video effects.

I've just had a look – I love the idea of loops – and what names – Binky Toy! Interdimensional wrecked system! And what an interface – the vinyl record.

I can see a sort of archaeologic aesthetic in sampling. Especially in how a lot of djs will dig through hundreds of old LPs to find a beat they can loop that's both obscure and beautiful.

10:20PM

Exactly – media archaeologies – abraded, broken (fragmented) materialites, collections, past-present articulations, and the metamorphoses, transformations (entropy, ruin …).

right, and varying degrees of friction

10:25

Say more about frictions.

Well, within a composition, different samples, each of which carrying their own semiotic baggage, play on one another – like in collage. Bringing together the different layers of references – sometimes it can be quite rich.

I get it – I picked up the material allusion in ‘friction’

10:30PM

Oh there’s that too. It erodes the record surface each time its played – and the needle too of course.

Scratches, abrasions, erosions – they wear out.

The creative destructive act.