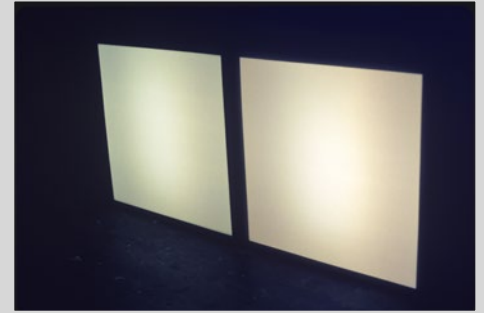
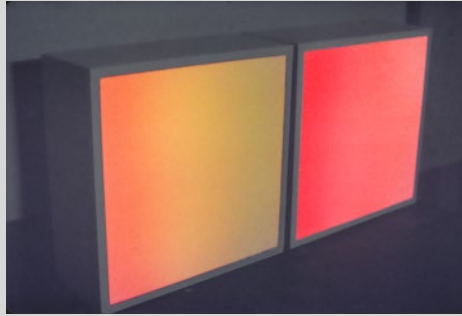
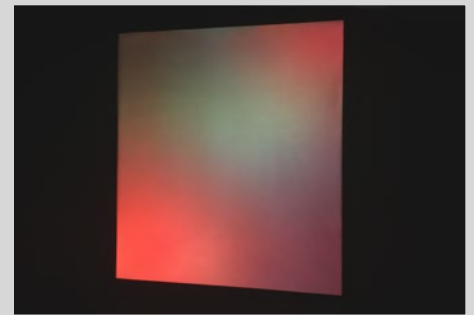


## LIGHT MACHINE 1



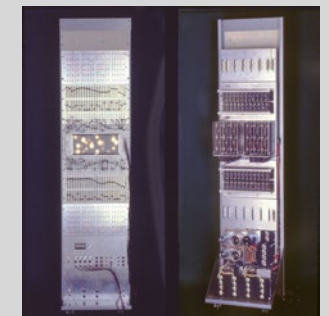
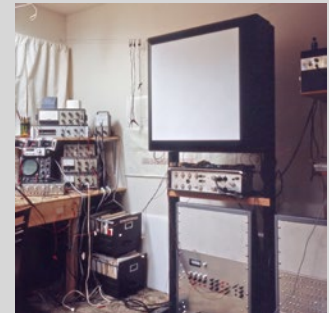
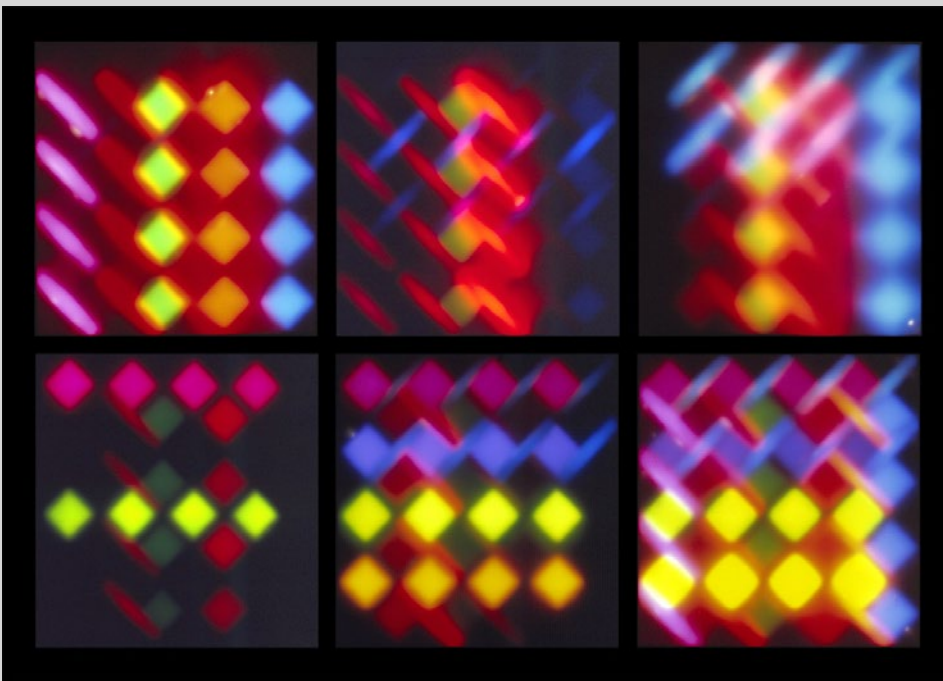
**1969 Light Machine 1** - Electrical parts, fluorescent lamps, incandescent lamps, acrylic sheeting, wood. Produced light compositions by varying rheostats controlling brightness of strings of colored light bulbs installed in twin light boxes.

## LIGHT MACHINE 2



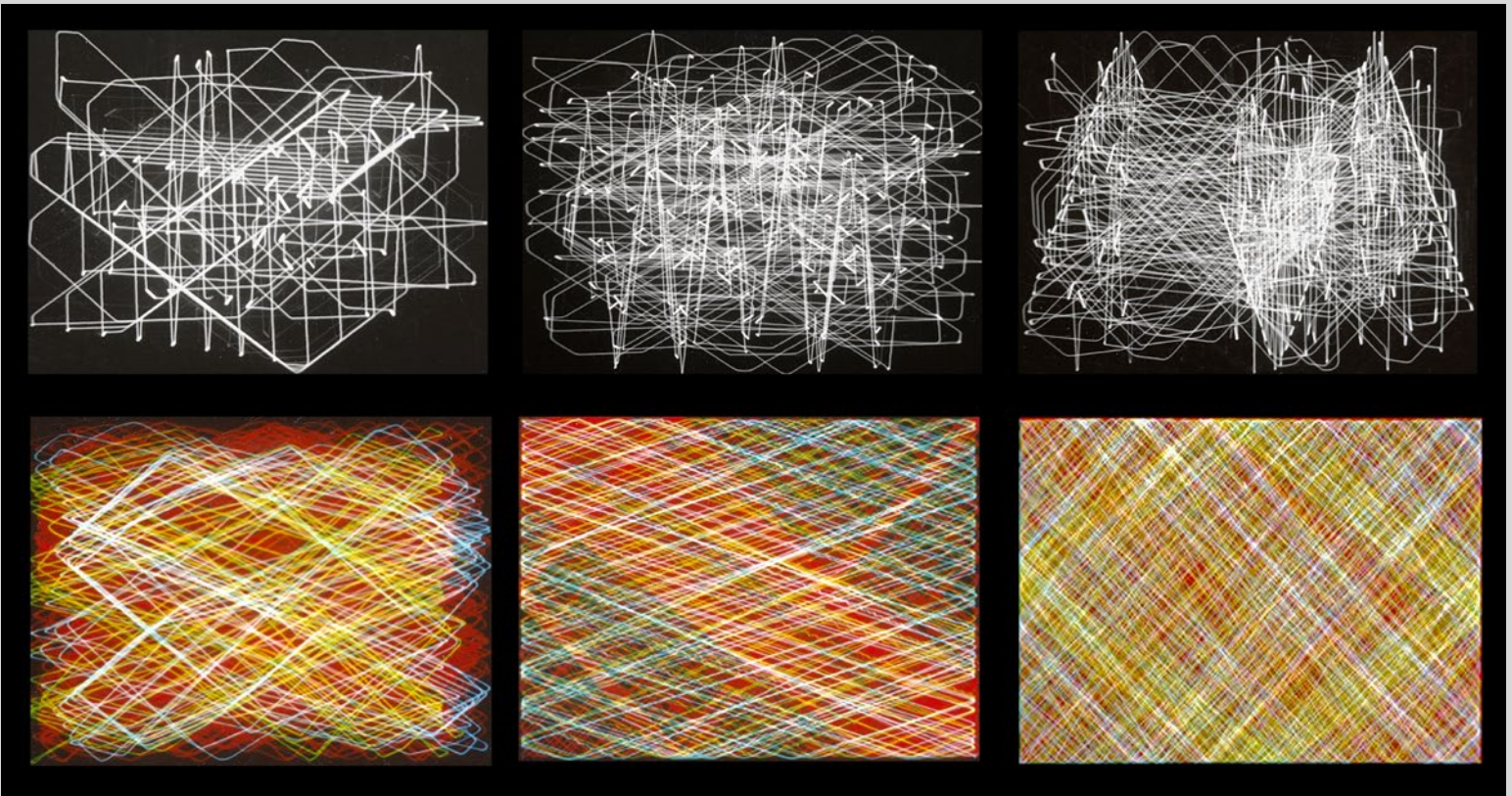
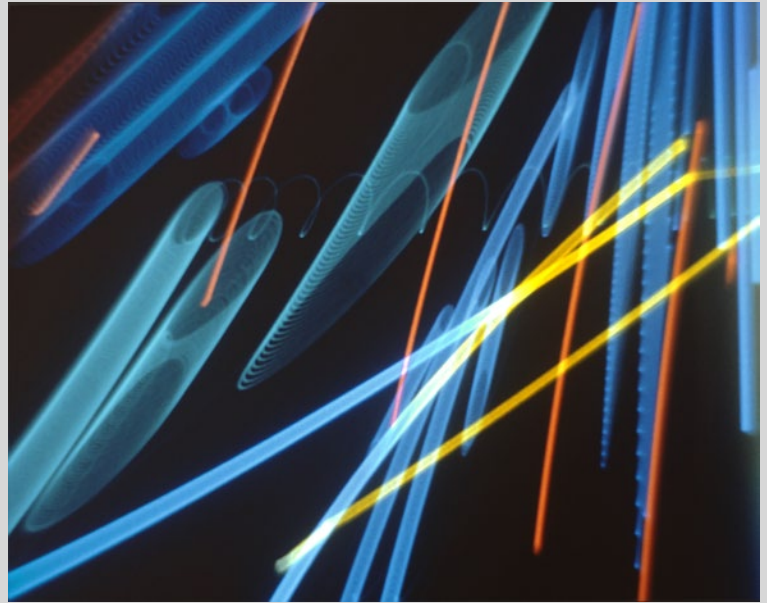
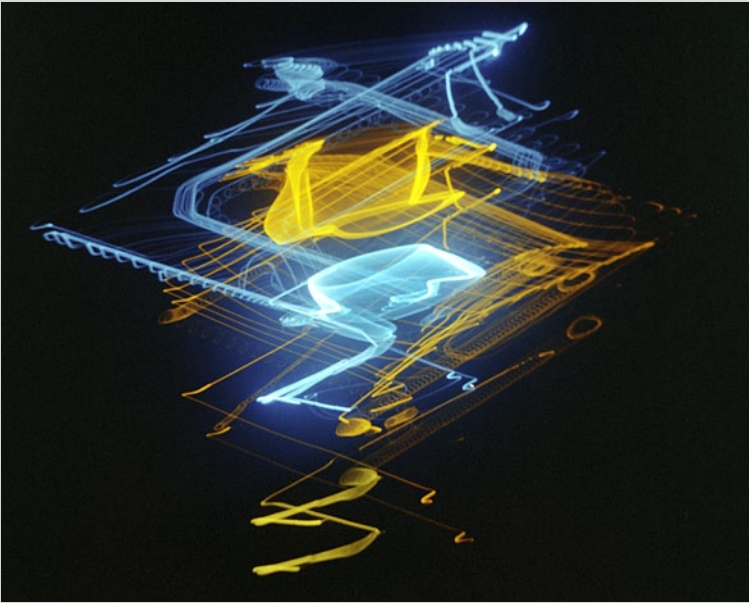
**1970 Light Machine 2** - 24" x 24" x 8" - Electrical and electronic parts, incandescent lamps, acrylic sheet, aluminum. Colored lights were continuously brightness variable. Produced light compositions via a switched patch matrix.

## LIGHT MACHINE 3



**1973-76 Light Machine 3** - 72" x 28" x 12" (display) 78" x 20" x 12" (control) - Electronic parts, incandescent light bulbs, aluminum, color gels, acrylic, fiber board, wood. This was a first attempt at automating light composition. The heart of the system consisted of twin arrays of frequency selective filters that divided the audio spectrum into 24 segments each of which could be channeled to specific groups of colored lights arranged in an interlocking pattern. It was capable of visually discriminating between musical instruments, voice and sound effects — any sound at all — by pitch and volume. Pitch correlated to color, volume to brightness. You could view sound.

## LIGHT MACHINE 4



**1976–88 Light Machine 4 – 32" x 20" x 12" (control) – Oscillographic displays, electronic parts, aluminum, variable speed motor, acrylic disc, color gels** – Here are a few of the hundreds of images representing entire families of form and color created using Light Machine 4. I used this device to covert sound into moving graphics which could be shaped, rotated and colored using a combination of patching between modules and adjusting numerous controls. As the system was based on chaos, producing anything but a single spot to appear took time and patience. I never saw the same image even given the same sound. You could hear these images.