

lqs 02 numbers  
glomag

file prfscr+  
photo 360° installation  
matrix art project bxl  
at exhibition opening  
08.07.05

video file: lqs02.1

chapter 11

turn

explore

sonic space

Switch textures to  
user position xyz

Switch textures to  
hexadecimal size square  
grayscale value to  
000 numbers

01:51:00

open

us 43n06, 75w18, new.york

lqs 02  
concert  
08.07.2004 exhibition opening

kraftwerk.mtx



numbers\_gameboy musician

1024

256



numbers  
glomag\*labau

glomag, chris burke  
musician, multimedia artist

lqs 02 numbers, may03-july04

snm: sonic space,  
e.motion space

concept-links: lqs 02 theme,  
drumüter, crosswords  
> 3D sonic grammar -  
grid compositions

tech:  
switch textures=xyz position  
3d montage = jump nodes

explore



Prt Scr  
x= 078  
y= 161  
z= 087



kraftwerk rmx 3D

As Spa[z]e Music demonstrates, digital media have brought us to a point at which sound and vision can be linked in a virtual space, where beats are subdivisions of time just as lines are subdivisions of space. The relationship between the two, specified digitally in numbers, is experienced in "Numbers". Music induces time into space.

"My first experience with the Kraftwerk song "Numbers" was seeing a basketball game on a neighborhood court in New York City in 1980. The music blasted from a boom box as the players enacted their complex ballet around the court. The understanding of the relationship of beat to time to space did not need to be expressed. It was innately understood by the players and seemed to facilitate their movements as I passed. Besides the fact that the verbal counting in the piece was done in a number of languages, several of which are certainly spoken on a New York City basketball court, the game was ruled by the beat which specified where the player should be at a given moment.

Lab[au] have designed a digital space for Numbers that expresses this relationship on its most basic level. A grid of sound objects is made navigable with hidden layers that are accessed in real time performance. Time is experienced through the relationship of the grid to the music and voices. At one set of coordinates "Ein, zwei, drei..." is prominent. A few virtual steps away, the counting continues but in Japanese, the German decreasing in loudness with each step. The beat delineates time from one point to the next. Lab[au] have also implemented a time-warp effect, that jumps the user to a far outpost with a unique sound mix, looking back on and hearing the grid from a distance. With every movement, music maps out time as it relates to space. Kraftwerk's original was enormously influential and has been referenced in music many times over. In addition to my translation and fragmentation of the original, I worked in as many of these as I could find. Afrika Bambaata and Arthur Baker's "Planet Rock" lifted the melody from an earlier Kraftwerk song and the live version includes the Japanese counting from Numbers as a call and response with the crowd. It was a short hop from that to Run DMC's "It's Like That" the beat of which owes a bit to Kraftwerk via Bambaata. More distant are the counting chorus fragments from "Einstein on the Beach" by Phillip Glass and the the short wave radio voices from "The Numbers Stations". Throughout the world there are stations broadcasting human voices reading a set of numbers. Are they used by governments? Banks? They are numbers moving across the world, delineating time and space."

Chris Burke



Glomag is a sound collagist and a gameboy artist based in New York. He released several records under the name of Chris Burke and with his band Glorified Magnified in the 1990's, including "All Wave Super" on Sire Records in 1994. He is also the owner of Bong+Dern, a music production company that has pioneered work in web-based music such as an interactive remix of Bjork's "I've seen it all". Being a sound designer and a composer, Glomag borrows sometimes his material from 80's new wave music (one must listen to his Normal/Grace Jones "Warm Leatherette" remix).

turn



song lyrics:  
Numbers\_ Kraftwerk

Eins zwei drei vier  
fünf sechs sieben acht  
(German)  
One two  
(English)  
Uno due tre quattro  
(Italian)  
Uno dos tres cuatro  
(Spanish)  
Ichi ni san chi  
(Japanese)  
Odin dva tri  
(Russian)

[www.glomag.com](http://www.glomag.com)

open

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chris burke,  
new york city  
us:43n06, 75w18