

# Empty Shell, Robbed Time

*interactive personal computer sound installations with imposed finite life-cycles*

| first installment : short life-cycles |

by Zachary Seldess

*"If you could only listen to it once, don't you think it might concentrate the eardrums?"* –Derek Bailey

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How do our ears, eyes and minds grasp asynchronous access to and repetition of information – when we assume, as we encounter it, that the information can be reexamined and/or reused at almost any other time and place?

*Empty Shell, Robbed Time* is a series of interactive downloadable sound installations that explores the imposition of analog boundedness and decay onto materially and temporally "immortal" digital art. In this first installment, each piece can be experienced *only one time* per computer. Experiencing the work further is possible, but it will require a change of "venue" (i.e. download a fresh copy of the program to a new computer).

View demo videos and download the software at <http://www.zacharyseldess.com/works.html>

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## Minimum System Requirements:

Apple Macintosh running OSX or PC running Windows XP (Vista should work, but no promises)

1GHz processor or faster

minimum 512 MB RAM (preferably 1 GB)

minimum 1024 x 640 screen resolution

200 MB free space on hard drive (for all three movements)

Apple Quicktime Player (a free download, most computers will already have it installed)

click [here](#) to go to Apple's download page