represents specified speaker and panning idea.
The sounds above are happening simultaneously,
but I just thought that the specific walk, trot, run
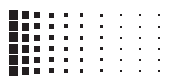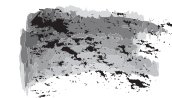horse sounds could be its own graphic entity.

①

making the frame
wood
"hammer"

Movement Sounds
Car race

Geographical Sounds
Dust storm
Wind

"Artificial" sounds
Coded sound

Musical quotes (samples)
Nancarrow piano
Samuel Barber Adagio

Types of samples:
With floor
W/out floor
Artificial
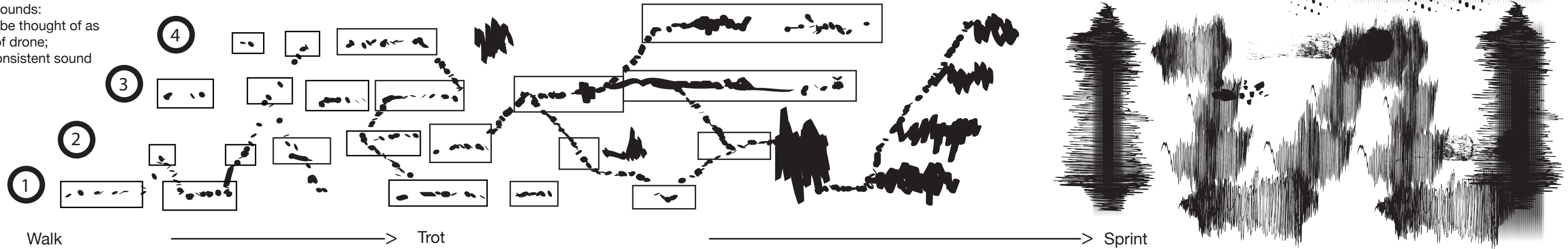
ca. 30

quoted text
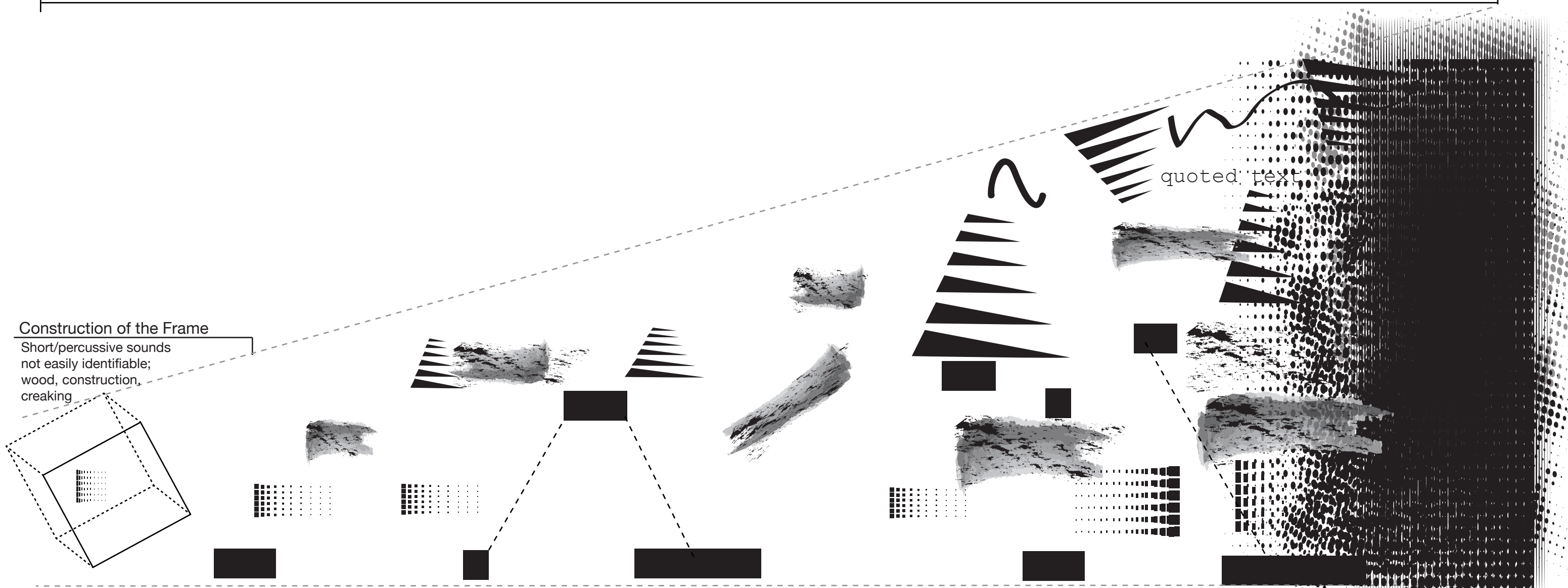
Construction of the Frame
Short/percussive sounds
not easily identifiable;
wood, construction,
creaking
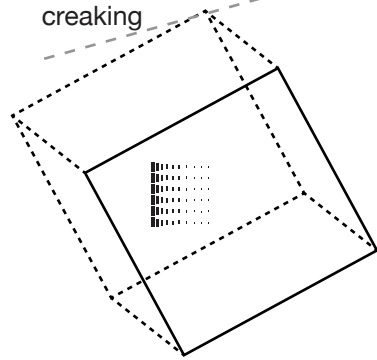
Horse sounds:
Should be thought of as
a kind of drone;
most consistent sound

④
③
②
①

Walk ——————————————> Trot

Sprint

Slow-mo

Real time very fast and busy but without an ending event