/* Consider an object. */

George Brecht. "TWO EXERCISES," Fall 1961. Arranged for terminal in C by David W. Speck, 2010.

"FLUXMANIFESTO ON FLUXAMUSEMENT-VAUDEVILLE-ART? TO ESTABLISH ARTISTS NONPROFESSIONAL, NONPARASITIC, NONELITE STATUS IN SOCIETY, HE MUST DEMONSTRATE OWN DISPENSABILITY, HE MUST DEMONSTRATE SELFSUFFICIENCY OF THE AUDIENCE, HE MUST DEMONSTRATE THAT ANYTHING CAN SUBSTITUTE ART AND ANYONE CAN DO IT. THEREFORE THIS SUBSTITUTE ART-AMUSEMENT MUST BE SIMPLE, AMUSING, CONCERNED WITH INSIGNIFICANCES, HAVE NO COMMODITY OR INSTITUTIONAL VALUE. IT MUST BE UNLIMITED, OBTAINABLE BY ALL AND EVENTUALLY PRODUCED BY ALL. THE ARTIST DOING ART MEANWHILE, TO JUSTIFY HIS INCOME, MUST DEMONSTRATE THAT ONLY HE CAN DO ART. ART THEREFORE MUST APPEAR TO BE COMPLEX, INTELLECTUAL, EXCLUSIVE, INDISPENSABLE, INSPIRED. TO RAISE ITS COMMODITY VALUE IT IS MADE TO BE RARE, LIMITED IN QUANTITY AND THEREFORE ACCESSIBLE NOT TO THE MASSES BUT TO THE SOCIAL ELITE." George Maciunas, 1965.

In 2010 I rearranged George Brecht's 1961 score "TWO EXERCISES" using the C programming language so that it can be performed by a computer. The arrangement was first performed at Poltroon, London in October 2010 with Orlando Harrison as the "other". I subsequently designed and printed a letterpress edition of the arrangement which was hand bound by Alexandra Czinczel.

In UNIX-based computer systems the terminal is an abstract device which can be used by a process for the input and output of data. If the terminal consists of a physical display screen and keyboard then the score places the human sitting at the terminal into the role of the "other" and they are used by the computer to perform the exercises. If we were to replace the physical terminal with another computer process then the computer may be able to perform the exercises without human intervention. However, as the computer is incapable of autonomy it has no control over the decision to initiate the performance or the context that it is performed in.

David W. Speck lives and works in London.