



Audio System Conditioner





Audio systems are comprised of various parts – all of which can resist or convert the flow of electricity in some manner. The resistor converts a portion of the electrical flow to heat by direct electrical resistance, the capacitor stores and releases electrical charges, the loudspeaker driver converts electricity to mechanical movement, the inductor and transformer exhibit magnetostriction and hysteresis (and attendant losses).

If we think of each of the various parts within each of the components – individually – as being variously electroelastic and magnetoelastic, then the system as a whole represents a highly complex arrangement of variously elastic elements. Through the course of ordinary use, these elements are stressed and relaxed to a degree – as much as the musical signal being propagated electrically through the system can manage to do.

More can be done. A programmed means of addressing these elastic attributes such that the system is provoked or conditioned into a different kind of balance or new level of homeostasis into which the musical signal is deployed.

ASC 1.0 is a course of audio conditioning signals to be played through a sound reproduction system with attributes that are of varying frequency bands, rise times, slew rates, and general dynamicity such that the sound reproduction system can be “exercised” – to expose dynamic stress and relaxation to these variously elastic components such that their condition might be altered.

Track 1: Event Horizon: 10 minute conditioning signal for the audio system.

WARNING: Contains infrasonic and ultrasonic information! **Do NOT play loud.** Using a sound meter (or equivalent app for smart device) measure no greater than 85dB at a 1.0m distance from the loudspeaker. Set track to repeat for one hour.