

*R for strings and hammers* is an algorithmic multimedia installation that takes pixel data (hue, saturation and brightness) from a digital representation of Scott Rispin's *Transition: Brook and Bank* (2014) as its generative material. At each point along a simulated Brownian trajectory (shown trailing in white) the computer extracts, scales and maps pixel data to the parameters of a probabilistic playback system. The system generates an ensemble of piano, viola and double bass.