

# AGGREGATRON

records

## Why Aggregatron?

The ancient greek suffix  $\text{-τρον}$  (-tron) evokes midcentury high science and its attendant pop-culture boom, in the tailend of which names like Voltron and Megatron suggested members of an emerging mechanized pantheon. Aggregation, or the transition from associative Indexing to algorithmic synthesis, is what marks our current movement away from the retrieval-based ideal of Vannevar Bush's Memex and into the dystopian hellscape of Big Data's Aggregatron.

Aggregatron is a transnational experimental electronic label focused on digital dexterity as a survival mechanism. Rather than treating software as a production tool for art, Aggregatron develops software systems as artistic frameworks for compositions. Rather than viewing Y2K aesthetics as an ends unto themselves, Aggregatron seeks to actively imagine and enact alternatives to the forces of centralization and control.

Aggregatron operates as an umbrella for multiple identities:

- JRJ Enterprises – all things reflective of the clash between passive storage and active prediction
- Lucre-Naut – side project of JRJ Enterprises focused on the erosion and recreation of what Ray Oldenburg called the third place.

From time immemorial, technology has altered culture. The cultural laborer has for just as long had as their life-activity the turning of technology from tool into medium.

The result? Rhythmically structured electronic compositions that heighten technological awareness. Textures range from segmented glitch patterns to degraded harmonic recomposition, often unfolding in deterministic yet unstable forms.



JRJ Enterprises examines the transition from passive storage to active prediction: archives becoming models, databases becoming engines. Includes deterministic sound systems and software as compositional medium.

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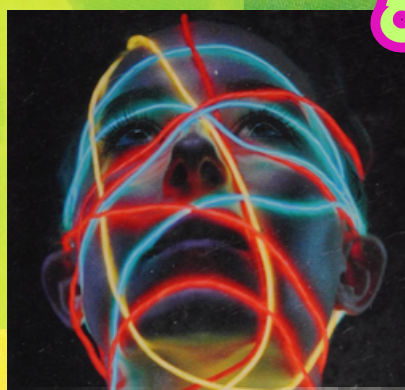


# LUCRE-NAUT



Lucre-Naut engages with the “third place”—informal communal spaces — and considers their erosion under platform centralization and predictive infrastructures. Sonically, it explores erosion, repetition, and reassembly. Textures are often degraded, segmented, or recomposed.

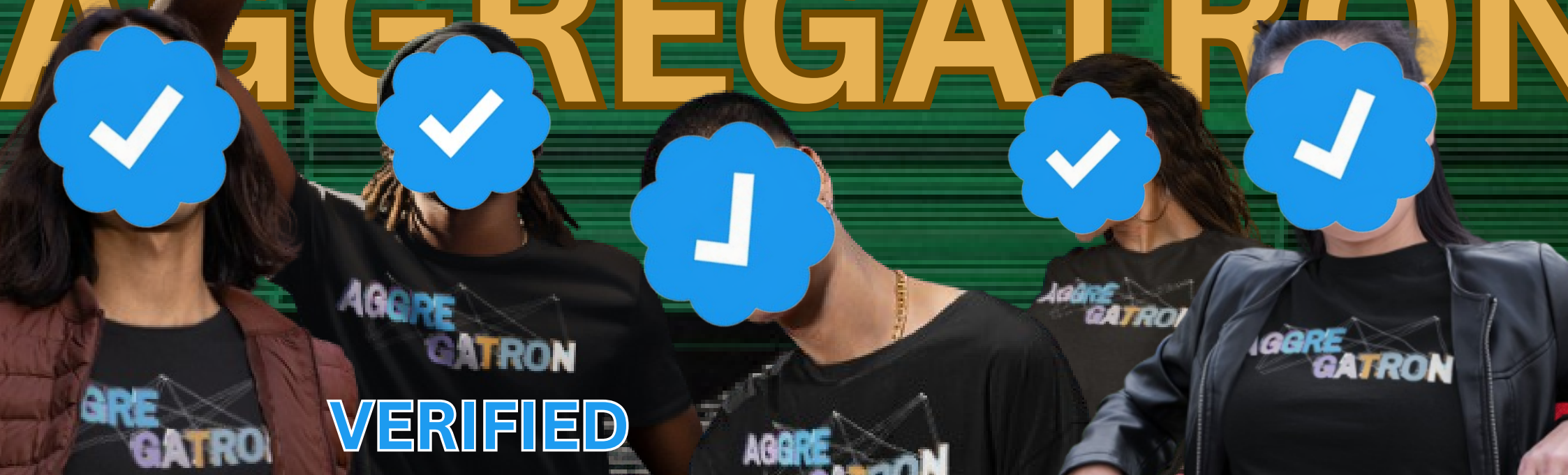
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*guaranteed parasocial fixation!*



# WE CAN ALL BE AGGREGATRON



VERIFIED

## Technical & Media Framework

Aggregatron operates across audio, video, and browser-native environments. Projects are mostly developed within open-source and creative coding ecosystems, where software functions as medium rather than merely production utility.

Primary environments include:

- WebAudio API (custom browser-based systems)
- TidalCycles and SuperCollider
- Pure Data
- VCV Rack
- TouchDesigner
- Three.js-based visual systems
- Tracker-based composition (OpenMPT)

In addition to compositional output, Aggregatron maintains active experimental repositories exploring deterministic systems, audio segmentation, and algorithmic mapping.

The label positions itself within open-source creative coding traditions rather than proprietary studio production culture.



## Sample Software Instruments

### Preimage::Collision

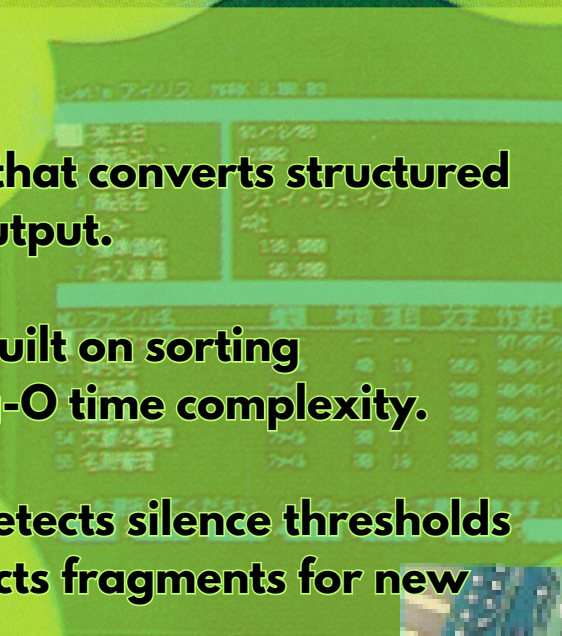
\_\_\_ A deterministic sound engine that converts structured hash-like input into musical output.

### Ordnung

\_\_\_ A compositional framework built on sorting algorithms categorized by Big-O time complexity.

### Piecework

\_\_\_ A segmentation engine that detects silence thresholds in audio material and constructs fragments for new compositions.





## So, when can I start?

### Deployment & Performance

Aggregatron operates across physical and digital space. Performances activate browser-native instruments, deterministic systems, and live algorithmic processes in real time. Audio and visual layers are generated through custom-built software frameworks, positioning the project at the intersection of electronic music, web infrastructure, and system design.

Beyond live sets, Aggregatron contributes:

- Open-source browser-based instruments
- Deterministic sound systems for digital exhibition
- Algorithmic performance frameworks
- System demonstrations for academic and festival contexts
- Web-native audiovisual installations

Aggregatron does not simply perform tracks. It deploys systems.

### Configuration options:

- Live electronic set (45–60 minutes)
- Label showcase (multiple identities)
- System demonstration + performance (festival / academic context)

### Technical requirements:

- Stereo DI output
- Projector or screen (optional but preferred)
- Table space + power
- Standard club or gallery PA

Media & Documentation: [aggregatron.neocities.org](http://aggregatron.neocities.org)

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