

R A Q S M E D I A  
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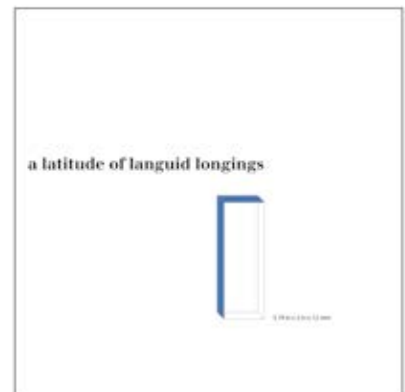
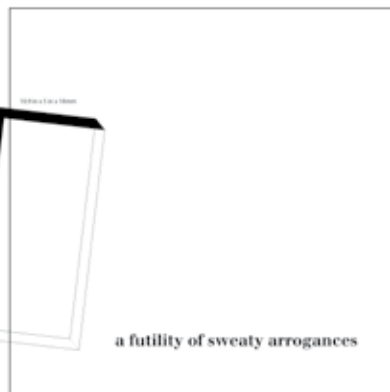
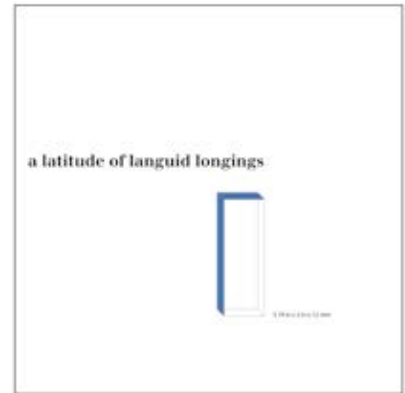
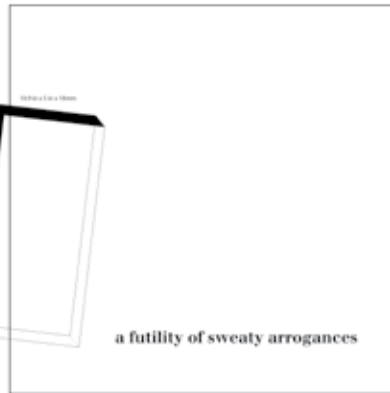
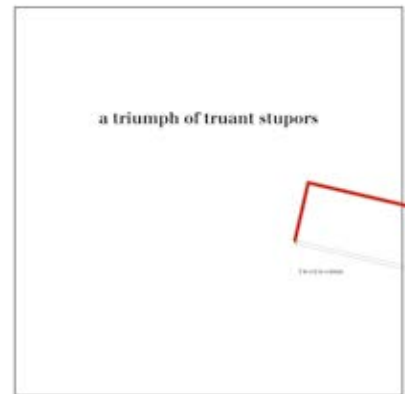
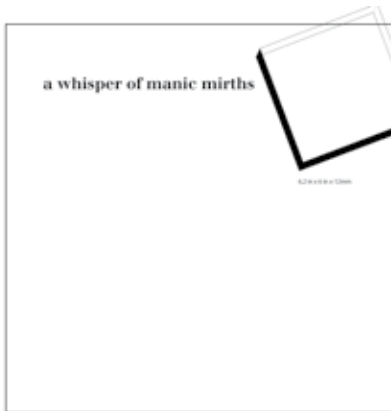
**Project for Atlántica**

## ATITHI

a guest is always a stranger, an atithi.  
She comes without warning, without appointment, without news, notice, or prior agreement about date, tithi, of arrival.  
She changes the rules the moment she appears, un-announced, un-called for, un-expected.

It follows that every stranger is also always un-timely.

024.



**060.**

**Our time for yours,  
for now, for later, for the time of our choosing.**

**061.**



**Can you hear  
the scent of  
citrus trees  
in the factory?  
Can you taste  
the future?**

062.





**1948. It's August.  
The People's Liberation Army has entered Shanghai.  
China is about to change. No one knows what is going to happen.  
There is a pressure on time.  
People have to get into the bank.**

## 048.

**The heart is the first clock that counts the body's time, and each heartbeat is a moment given over to knowing what it feels like to be alive. Sometimes when we are taken by surprise on the street, the heart skips a beat.**

**The heart skips a beat whenever we are transformed. Whenever the heart skips a beat, we are re-arranged inside. In the eloquent silences that syncopate the tumult and drumbeat of our sense of the world, the heart tarries. In that silence, the senses wander, and sentience watches itself. The heart skips a beat, the mind makes a move, the body replies.**

091.



The time it takes for a tree to grow, the time of the arrival of an unannounced guest, the time that spans the distance between epochs, the time of an instant, a moment, a wish, the spans of breath, revolution, eclipse, an occasion of crisis or synchrony, a notch on an untimely calendar.

A 24-hour clock measures the day, and the time of the universe.



**Haider:** So! Make your move.

**Luxme:** I have decided to stop letting myself be turned into stone.

**Haider:** That's easier said than done, you know.

**Luxme:** Some would say that it's easier done than said. And enough's been said already.

**Haider:** Someone needs to write, 'What is to be Undone'.

**Luxme:** I am in my time, you are in yours; we have almost a century between us on this table.

**Luxme:** We have looked too long to find the face of Capital. We thought we could turn a mirror to Medusa's head, but the mirror became our mask and we found Medusa's image infecting our vision. Like birds with mirrors, we have fought with our own reflection. We fought images with images, and we are like exhausted birds who have succumbed to the hardness of the surface that they were railing against.

**Haider:** So, how do we stop being imprisoned by the mirror? How do we stop analysis turning into fatalism and then fatally wounding us?

**Luxme:** You can allow yourself to be surprised by what the world might become.

**Haider:** As a lion tamer at the Berlin zoo, and later when I handled tigers for the 'Indian' films at Woltersdorf, I was surprised how animals translated baits into morsels and morsels into baits, like philosophers, forever interpreting the world.

**Luxme:** When you think Capital, you isolate one image, and you think you have overcome Capital by turning the image upside down, or inside out, and you think you have gone beyond that image. But what you forget is that Capital is not an object, not an image, not a state form but a social relation, exceeding the power of representation.

**Haider:** Dice games never end.

**Luxme:** And revolution never "wins"; it just is.

**Haider:** You still make your moves. Still look for openings.

**Luxme:** You keep looking for openings... you make, you flee, you turn, you be, you nest, you grow, you find ways to create the life you are no longer prepared to defer to an unknown future.

**Haider:** It's not desirable for the future to be captive to the present, just as it is unthinkable that the present be held hostage by the future, right?

**Luxme:** Neither the arrow, nor the boomerang of time! You decide your capacities, you decide when to change them, accelerate them.

**Haider:** You become its protagonist.

