

Why?

Actually this all started before playing Submachine series by Mateusz Skutnik (<http://www.pastelstories.com/>), but after playing these games I got an unexpected inspiration boost and from that moment I knew what I was after - something that grew weirder and absurder with every track, something that in the end will go truly insane and meaningless, something that makes people wonder "Why all that nonsense?".

About tracks

-Track 1 is a homework for sound engineering course I took. Lead synth is played by my friend Elin Soomets (who, when introduced to Alesis Micron and it's 37 keys, was "so baffled I could choose only from six notes":-)).

-Samples in track 2 include recordings from AM using an old barely working radio and afro drum samples from <http://www.sampleswap.org/>.

-Vocal sample in track 3 is from TV series Babylon 5, sourced from SampleSwap.

-Vocal samples in track 6 are done using <http://www.research.att.com/~ttsweb/tts/demo.php>.

-Most of the work is done using Buzz (<http://www.buzzmachines.com/>), mastering, also mixing of track 1, is done using Audacity (<http://audacity.sourceforge.net/>).

About me

Born on 26. June 1985 I found Buzz in about 2000. It took me some years to learn to use capabilities of this piece of code. Meanwhile in 2003 me and my friends started an unknown short-lived rock band (which arguably was called Õueaiaäär :-)) where I got some skills to play keyboard. After the band dysfunted in 2004 I continued on electronic waves and searching for my own sound. Then, a year (or so) ago I happened to listen to psytrance first time in my life and from then on I knew what I was trying to achieve...

Big thanks

to Elin Soomets, Alar Suija, Mateusz Skutnik and all my dear friends!

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