
tlB on gameoflife: Impressions, Pixelated

Posted by tlB - 2013/09/16 04:07

Happy to share my latest EP on gameoflife.com:

"Impressions, Pixelated"

Preview vid: <http://vimeo.com/74559274>

EP (Available for free download): <http://gameoflife.bandcamp.com/album/tib-impressions-pixelated>

Elektron, modulares and other bits and pieces. Created by me, mastered by Richard Scott @ boomdoctor.com

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Re:tlB on gameoflife: Impressions, Pixelated

Posted by Nils - 2013/09/16 15:27

Some golden bits in here mate. Violent dream is a favourite.

Sorry for the long, long silence. Hope you're well. We need to catch up.

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Re:tlB on gameoflife: Impressions, Pixelated

Posted by xmit - 2013/09/16 17:58

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ditto what Nils said (how are you btw mate ? good I hope ?) - though I'm loving Diffusion too...

On the download now so I can enjoy this properly in a relaxed environment tonight...but this is quite brilliant Andy, love the overall sound too. Will dig deep later.

Nice artwork too btw. A top release mate. B)

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Re:tlB on gameoflife: Impressions, Pixelated

Posted by tlB - 2013/09/16 21:53

Thaks very much kind peoples! Ive been sat on this release for so long now that objectivity is a little gone. This is certainly one of my straightest bits of electronic- hopefully its one of my best too... I thought it was last year when I put it together! Happy to have it out, with a suitable home and before this place turns out the lights. :)

@ Nils: Been way too long chap, hope you're well and yeah, a good chat is long overdue... lots to catch up on. Ill pull my finger out at some point soon!

@ Mark: Hope you likey! Assuming you have some, if you feel like adding your experiences on the lynx hilo feel free to spam this thread with them. I love an xmit mini reveiew!

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Re:tlB on gameoflife: Impressions, Pixelated

Posted by xmit - 2013/09/16 22:32

:) loving what I've heard on this so far Andy - nicely mastered too btw...

re. Lynx Hilo : can't oblige this time mate I'm afraid - never used one. I'd be fairly willing to blindly (deafly ? :laugh:) stick my neck out though & say it'll be awesome, as Lynx stuff always is. The Aurora's are amongst the very best-sounding things ever, so I'd reckon the same sort of quality of components & engineering are in the Hilo - pure win I'd say & I'm sure at this price point it'll be amongst the best convertors you can get. Obviously you can pay double - & the rest - for mastering spec ADDA convertors, but I bet this isn't too shabby. :)

Re:tIB on gameoflife: Impressions, Pixelated

Posted by tIB - 2013/09/16 23:50

^ thanks Mark!

Re the hilo: all Ive read suggests the convertors are golden, just need to decide whether at this point I need that or would be better taking a smaller upgrade for now whilst I get my practice head on... maybe a babyface or focusrite forte.

There's not really a right answer; either way would be an upgrade to nothing and whatever I do now Ill probably look to grab the lynx in the future anyway... if I can get that side of things going as I hope to. Other option are the crockwood monitor controllers, which in many ways would suit me better but would also require more of an outlay in terms of upgrading my laptop to a desktop with the appropriate connections. No need for that with the USB hilo.

Re:tIB on gameoflife: Impressions, Pixelated

Posted by dubathonic - 2013/09/17 00:14

Thanks for posting this Andy! Some infectious rhythms in those first three especially.

So what's up with the Game of Life moniker, did you guys create a collective of some sort?

Re:tIB on gameoflife: Impressions, Pixelated

Posted by tIB - 2013/09/17 01:01

Thanks Chad. :)

The gameoflife thing is probably best explained here: <http://gameoflifeproject.com/label/>
I was asked to do a remix for another of their artists on an earlier release (here: <http://gameoflife.bandcamp.com/track/rule-of-three-remix-by-tib>), which lead to them asking if I had anything. The style of this ep is a bit less experimental than their usual thing (and mine!), though that was kind of the point with this one- its another side of modular composition.

Incidentally all the tracks here were recorded as jams and then (sometimes) edited into current form- its another of those no overdubs type affairs, so fits nicely with their ethos.

Re:tIB on gameoflife: Impressions, Pixelated

Posted by kirlian - 2013/09/17 03:32

there are some very cool moments on this. i just did a quick listen but i'll definitely be back for more. congrats!

Re:tIB on gameoflife: Impressions, Pixelated

Posted by tIB - 2013/09/17 04:29

Nice one Cody, I hope you enjoy my friend! :)

Re:tIB on gameoflife: Impressions, Pixelated

Well - this is blinking marvellous Andy :)

Audio-wise it sounds fantastic : great mastering job - really well balanced, nicely under control but with plenty of dynamics - hasn't just had this shit squashed out of it. Really 'airy' too with plenty of stereo cleverness going on.

But more importantly ...musically it's the dogs cajones. 'Pomeroy' is all brooding & industrial, but with quite lovely melody tucked away at it's centre & sets the tone really nicely.

I think I'm a bit in love with 'Diffusion' as it's got that buried funk that I adore in the best electronic music - heck it's virtually techno at it's core. stunning.

'Taroko' sounds like it's from Japan or the Far East somewhere - I think that's a combination of both the scale it's primarily working around, the feel & syncopation of the percussion & also just the sonic palette : I kept thinking of some of Ryuichi Sakamoto's more niggly stuff. ace.

'A particularly Violent Dream' is a complete change of well, everything... it comes in like a breath of soothing air.... a quite beautiful little melodic / harmonic interplay & then we get the fantastic percussion which somehow underpins & yet leans all over the feel of the melody part. You're quite a genius at doing this on a high-wire balancing act Andy - it should all fall over but it doesn't. Great track.

'DAHKShuunt' starts off like some machine designed to test the strength of high-tensile wires or something & then turns into a funky chug through a robotic assembly line...

Basically this is as good if not better than anything being produced by anyone, anywhere right now. Brilliant work. :)

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Re:tIB on gameoflife: Impressions, Pixelated

Posted by tIB - 2013/09/18 03:00

Wow, I'm blown away by your response mark, thank you very much indeed! A couple of points...

Pomeroy I wanted to sound a bit 80s- I like the idea that you can do retro without doing retro... That may or may not make sense!

Diffusion I wanted to be as straight techno as ill ever get- four four, bass funk and a dark sound palette. I cocked the mix up and had phase issues so a few fixes were needed- given the choice I'd bring the bass forward more, but it wasn't an option with the mix problems. Richard did a great job of saving that one.

Taroko- yup, you nailed it; name after the mighty taroko gorge in Taiwan- an amazing place with a non paved major road running through it that you walk along.

AVPD was all about melody, which as it ended up was really naive... So I went about destroying it. I'm pretty sure that aspects of that were (unintentionally) lifted from somewhere else- I heard something after on an advert that had a similar thing going on. My first track to start life on a piano, and the dream it relates to remains the most violent thing my imagination has ever conjured. Poor ray mears!

Dahkshunt was a toy around with a similar rhythmic patch to avpd- it was one of those things that kind of wrote itself- no syncs, just a patch and a vaguely tempo matched rhythm. It somehow plays it out well, I think it's the weakest track but I know someone who liked it the best! It's certainly the most wiggly.

Incidentally the track order was wrong on the download- taroko should follow avpd as track four, with dahkshunt five. It's been corrected so may be worth downloading again for the fades and links between tracks.

Thank you again for the feedback, its great you like it!

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Re:tIB on gameoflife: Impressions, Pixelated

Posted by encym - 2013/09/18 20:30

tIB wrote:

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Sounds & video are sweeeeet!

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Re:tIB on gameoflife: Impressions, Pixelated

Posted by tIB - 2013/09/19 03:29

Thank you sir! Amazing what you can do with a single image and some spare time!

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