

aliensporebomb - asymmetricon
(c) 2004 tw madson - madsound music
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track one:

quark, strangeness and charm - segues to 'for terje rypdal':
an ominous synth tone poem begs for a tune to segue to.
Finally joined in a marriage of convenience. I like it. It
sets the tone for the recording. Never slated for a disc,
it opens this one.

track two:

nightsky:

originally a keyboards-only track that eventually got guitar
added much later in the game. This flawed take just shows
that it's a good idea I should revisit someday. The ending
shows a bit of forgetful sloppiness. I particularly think the
chorus melody is cool and it almost got erased. Another
failed experiment left sitting around for ages.

track three:

asymmetrica:

A strange track with some PPG electric piano, synth bass,
Yamaha CS1X synth-sax for the intro melody, LM4 drums
and added rhythm guitars. The second pass is eight or
ten guitars yowling the melody for the "witches
in the wilderness effect." Another track that was never
slated to be on any particular project.

track four:

chaos theory:

A more conventional track used for one of my biking videos
now restored to its original 6 minute length with a lot of
wild guitar solos that are probably pointless. I like this tune
but I wasn't overly keen on the drum sounds. This one
almost made it onto Iterations but I'd have to do it over to
make it work for that project.

Track Five:

Metallic Ice: A study in making a PPG wave computer do
everything - bass, rhythm guitar, bell-like keys, everything
but the drums is from one particularly cool west german
synthesizer. Another track written as a one-off.

Track Six:

Cloud Race: a really brief sketch with keys, synth bass, drums and lead guitar. This one went into the delete bin but scabbled its way out.

Track Seven:

Oh Fudge: A brief all-synth sketch. I like the drum fill at 5 seconds but not much else. Should have stayed in the delete bin.

Track Eight:

The Jazz Headache:

The type of track you imagine a scat singer going: 'aba-daba-dobida CAT BOX, CAT BOX" over and over.

Track Nine:

Caffeine:

A brief sketch with a moody intro and then wild, excoriating fast lead guitar licks throughout. It should be noted that I'm actually playing the drums here – they're not programmed. In fact, most of my stuff either has a guide high-hat or some Time thing so I can play the rest manually but this is all me.

Track Ten:

Melody:

PPGs in a languid watery blue feature in remembrance. This one never got finished but I like the sort of watery feeling provided here.

Track Eleven:

Skywards:

Mechanical rhythm section with PPG strings and lead guitar over the top. Another "file for later disbursement" track.

Track Twelve:

011:

Bass, drums, burbling sample and hold keys and random guitar bleeps and bloops. Not really a tune except for a couple of chords and solo vocalist guitar bits then a bunch of atonal crap.

Track Thirteen:

008:

Prophet 5 synth, drums, bass synth and lead guitar playing a

bunch of random stuff. Some guitar licks of note can be found at 1:48 and a cool run at 1:59 (all left handed I might add) but otherwise not really memorable.

Track Fourteen:

002:

This was going to be completely re-done especially the rhythm guitars and the drums (the chord progression doesn't really grab me until 1:16) and by then it's sort of too late. It's just a sketch that could have been a lot more interesting. Another delete bin special.

Track Fifteen:

The N4 Song:

A quick sketch that was going to be the ending to another tune. I kind of like the spooky, indistinct guitar parts. Marred by some shorted cable noise but not too bad.

Track Sixteen:

Diode:

A four note bass part, a five note string synth part, and various drum rhythms over the top. I like the burnished guitar tone but wished I'd been a bit more wreckless with the guitar parts. Here it is though.

Track Seventeen:

Along the Galactic Rim:

An ambient track from "Passage from the Vault of Hours" in case you're tired of all the guitar stuff. This track doesn't really do anything so feel free to tune out.

Track Eighteen:

Rockmania Blitz:

Another track that's a one off – not written for a project. Some bass, lead guitar, sequenced synth applied to the envelope filter and then some nondescript drumming. Represents my pissed-off side.

Track Nineteen:

Chaos and Retribution (The 59,000):

The title comes from my feeling that there are 59,000 people on a worldwide basis who are producing non-commercial art whether they are known or unknown. About as far out as you'll get on this particular CD although there are weirder tracks in the asb pantheon. Lots of custom, hallucinatory synth patches, wild and strange guitar,

crazed drumming, super deep bass parts, and no apparent concern for commerciality. All 11 minutes of it. Enjoy. This also was not written for a particular project but I was reflecting on how cool and unusual the Kronosonic.com forums were at the time and that there was just a handful of the 59,000 congregating there.

Track Twenty:

The Future Presents Itself:

The clean drone guitar part dates back to 1989. The lead guitar part was added in 1998. The percussion was added around the same time. This has been lying around forever waiting for some type of action and it's finally getting shoved out the door. An introspective feel here and a more relaxed feel than the rest of the material on the project.

Track 21 – Bonus Track:

Asymmetrica Jam:

My funky bass (actually a detuned Jackson soloist guitar thru a subharmonic synthesizer with some compression added). The funky drumming was added later. The guitar solo was clipping the living daylights out of the mixers' input but I didn't care. The subsequent vortex interlude and delayed loop was done live as it happened – no post-processing occurred. The glitch at 2:08 was sadly not removable – this was as live as it gets.

-T