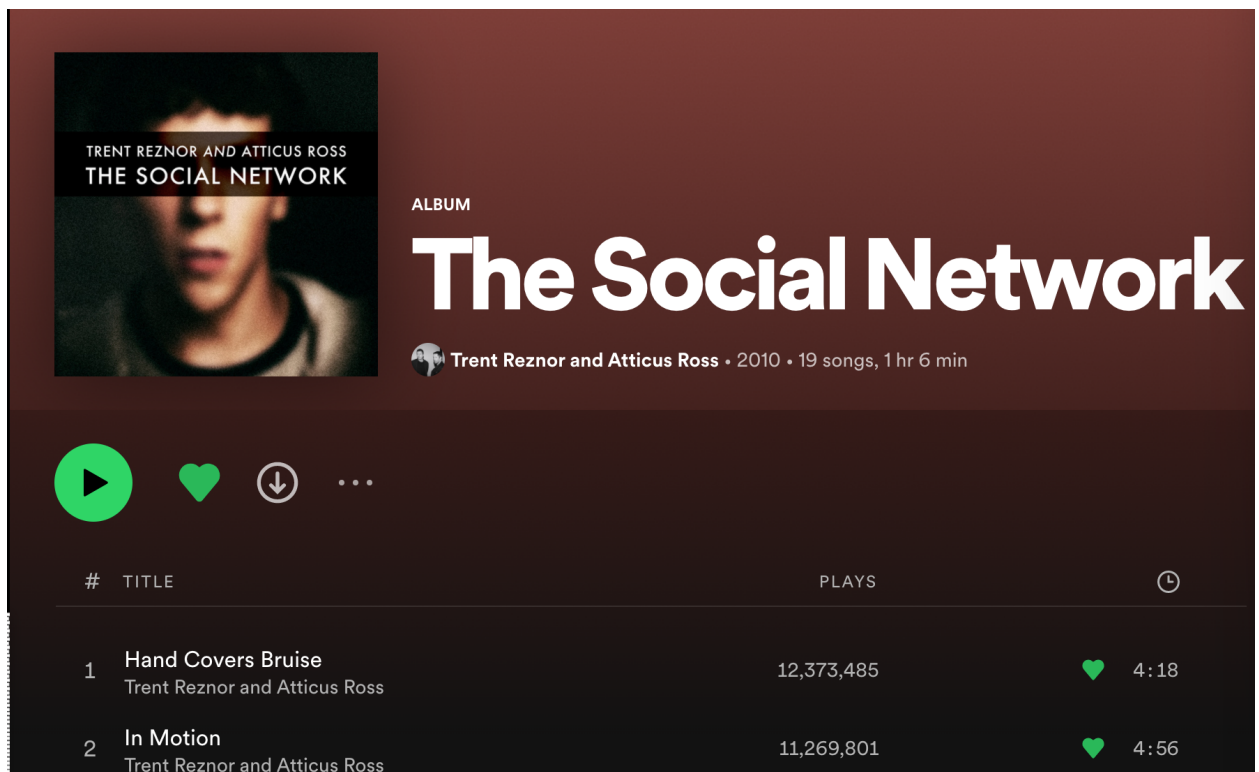


Project 2 - Part 1
Anthony Rangel

- **Ambient Music by Brian Eno**

- Subject Matter : Ambient Music

- This is an honest text based on the passion and evolutions of Brian's musical work.
- "And immersion was really the point : we were making music to swim in, to float in, to get lost inside."
- This form of music was very experimental during the times of Eno's dare for exploration. His record releases didn't have warm welcomes but were encouraged by painters and other musicians who had the same vision when it came to inventing new ideas
- An increased amount of manufacture of supporting assets for making experimental music such as synthesizers.
- "...people like me just sat at home night after night fiddling around with all this stuff."
Brian's passionate drive held a huge foundation throughout the reading, it has the power to motivate a various amount of creatives, not only musicians.
- Architecture plays a role in creating ambience due to the importance of truly visualizing the setting. Certain building designs both interior and exterior have unique atmospheres and meaning. Each has their own group of people and sounds. "I started to wonder what kind of music would sound good in a building like that. I thought..."
- This topic immediately reminded me of the musician Trent Reznor due to the amount of soundtrack work he's done for favorite films of mine such as The Social Network directed by Spike Jonze.
- Film nowadays can't be the same without abatement music or what we call Soundtracks.



- In terms of visualization. You must take it what you see first and then realize the certain depiction of what you feel when being in it.
- Emotion also plays a big role on how one creates, it can bleed onto your work perfectly when done right and ambient music aims to properly flow like that
 - In my Designed Interpretation Site of the reading I want to show a state of pure liberty and flow. An ongoing scroll of endless atmosphere. It shouldn't be overwhelmingly cuttered but immersive enough for it to spark curiosity.

LIST

- Atmospheric
- Experimental
- Encouragement
- Taking risks
- Motivation
- Exploration
- Futuristic
- Psychedelia

- Environmental
- Compositions
- Immersive