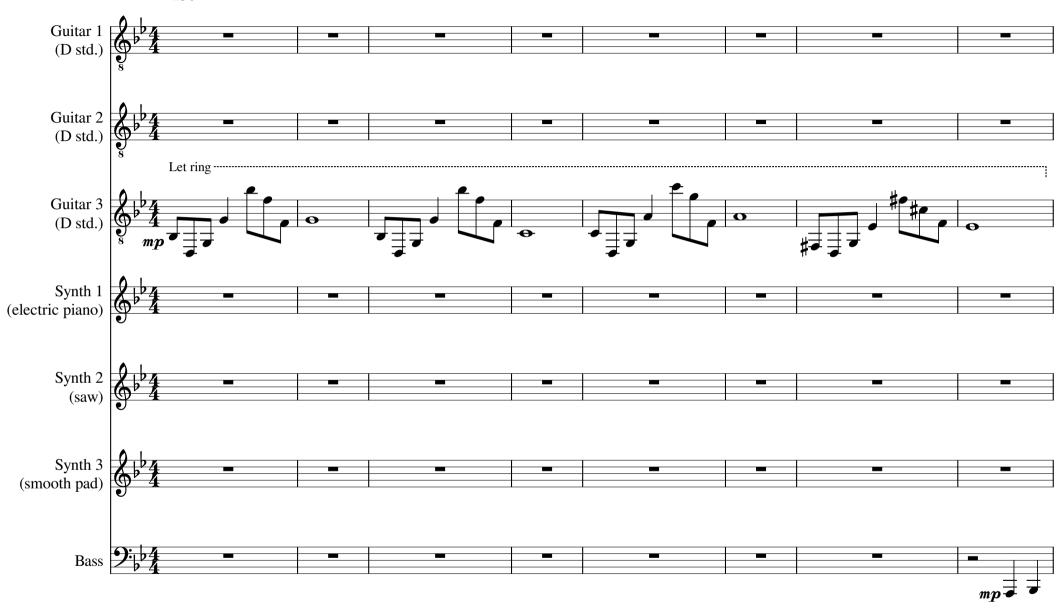
IMHO

Attila M. Magyar http://athoshun.eu https://soundcloud.com/athoshun

Intro: harmonics on the high strings of the guitar slowly fade in and out. Lots of phaser, distortion, random step filter, delay, etc. Set the guitar's volume to zero, then pick a random harmonic note, then pick another while the first one is ringing (dissonance is okay), then slowly start turning up the volume until those effects catch the sound - then turn it down quickly before it overloads, and let the delay slowly die down.

Various background noises like rain, crowded places, etc. fade in - some of those noises might be reversed. Rain and thunder, a loud airplane goes by, the guitar is suddenly strummed loudly above the neck, making a high pitched harsh sound with all those effects.







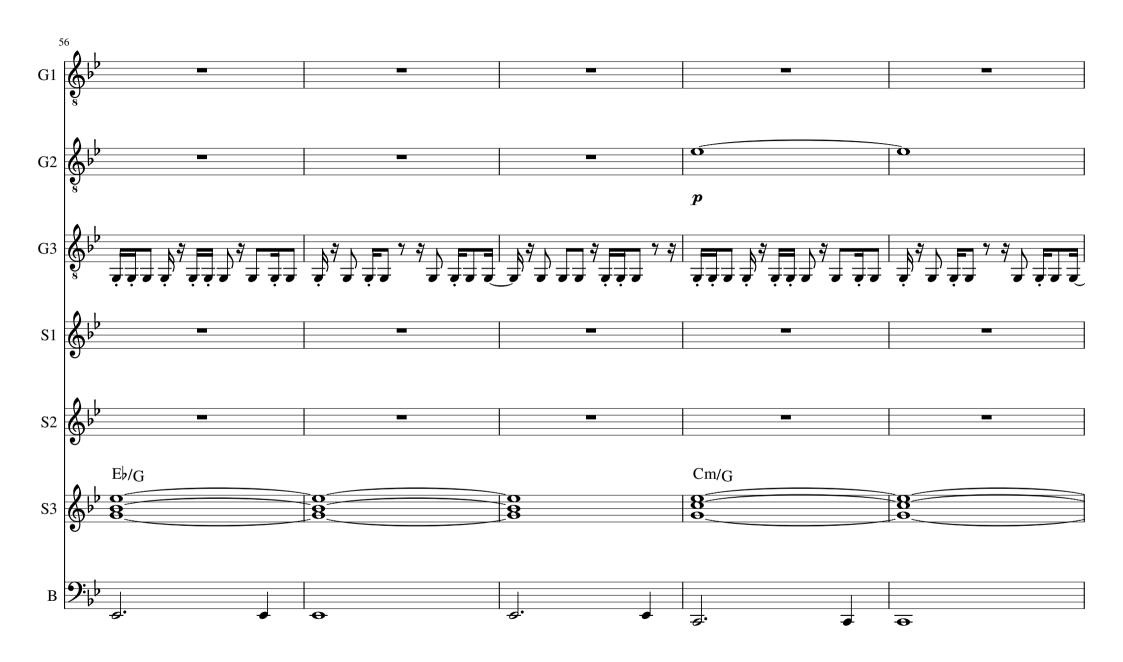


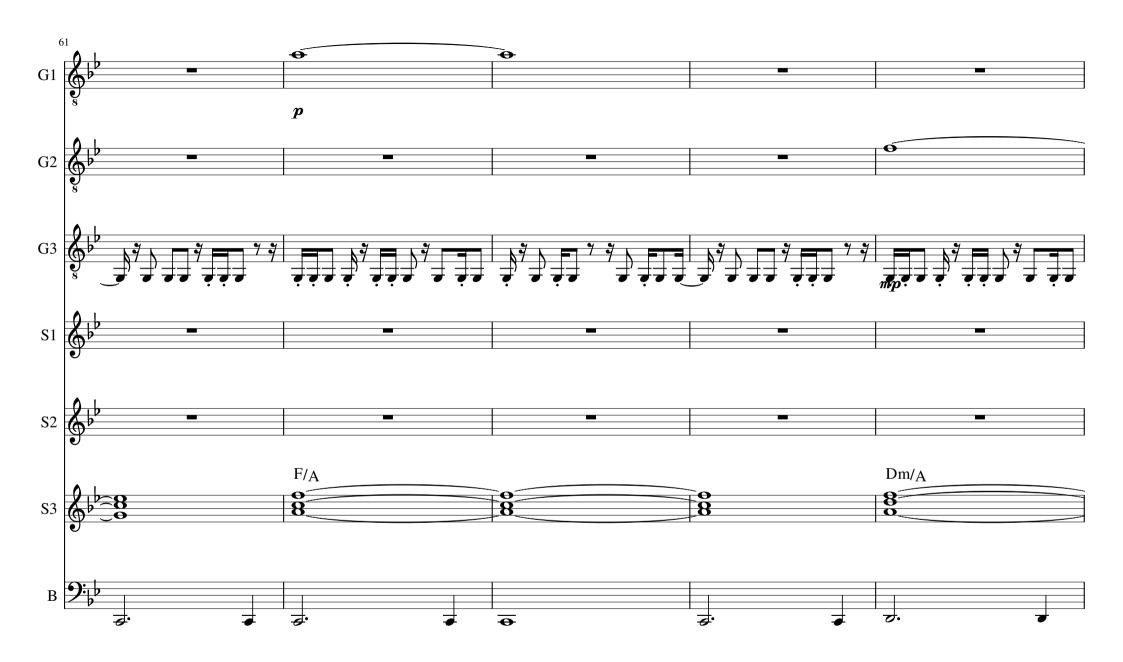






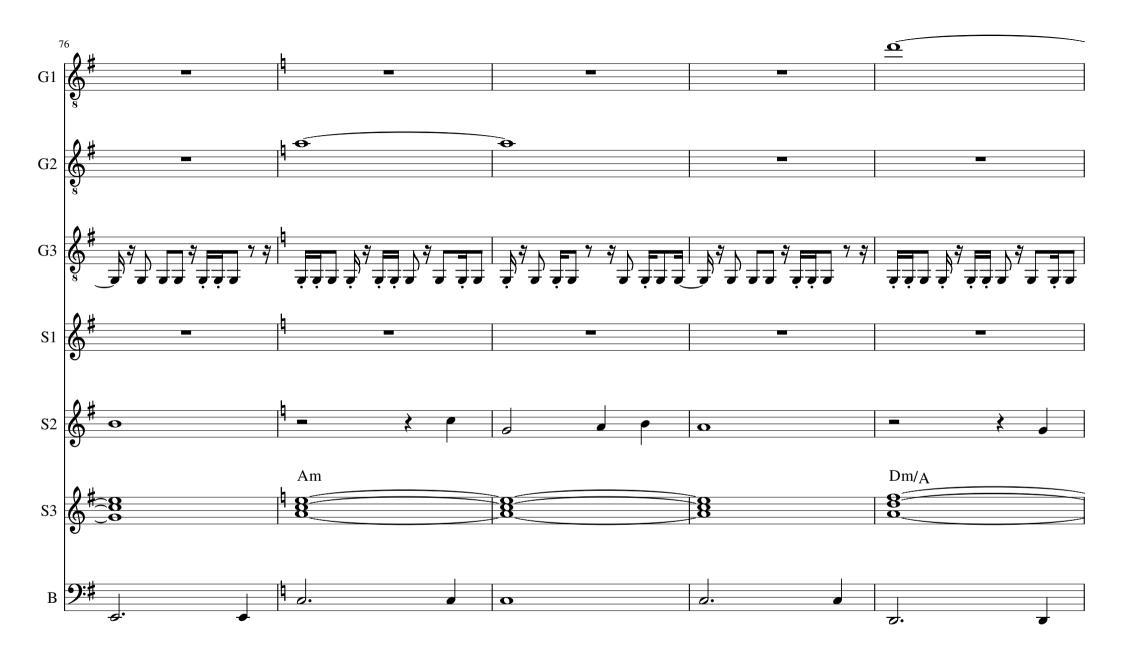


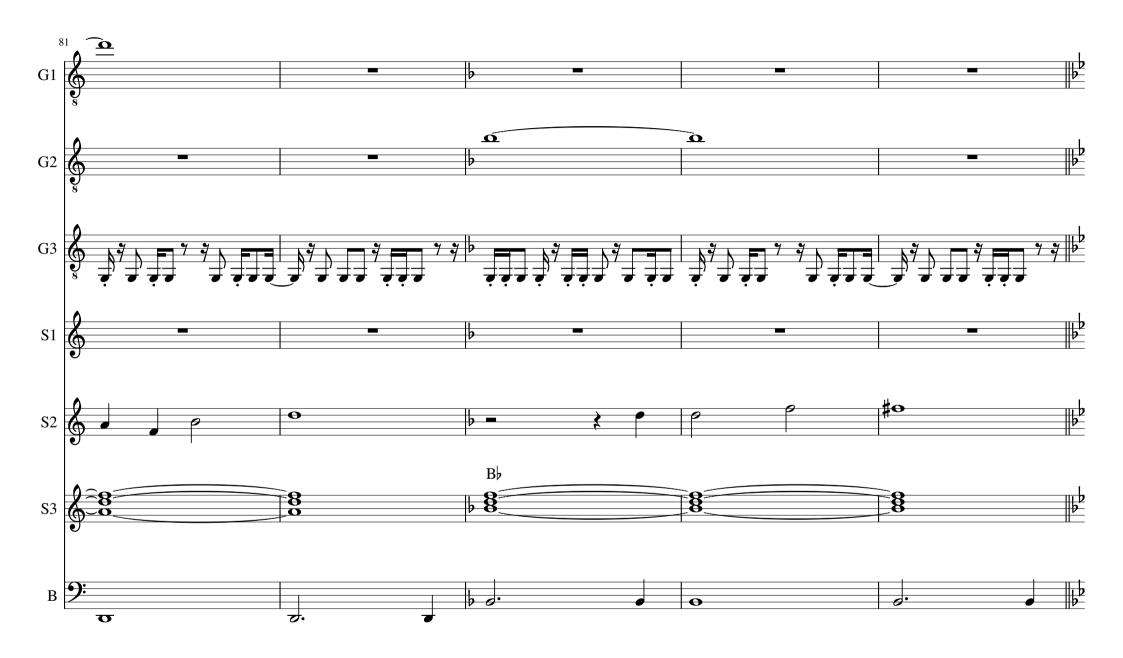


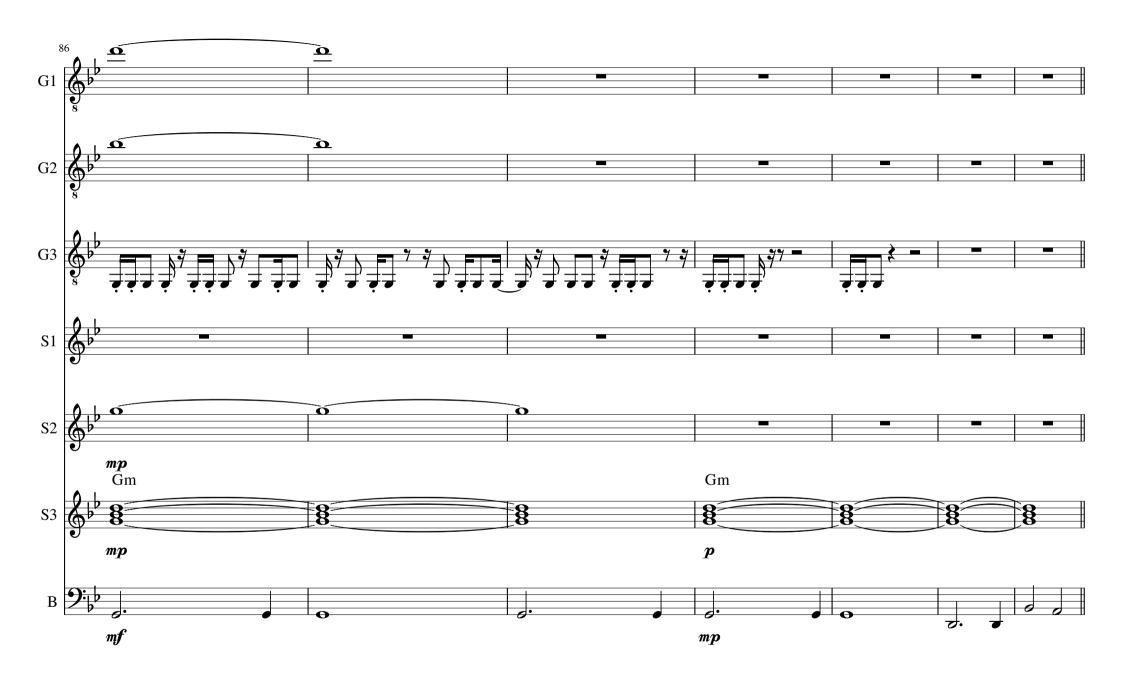










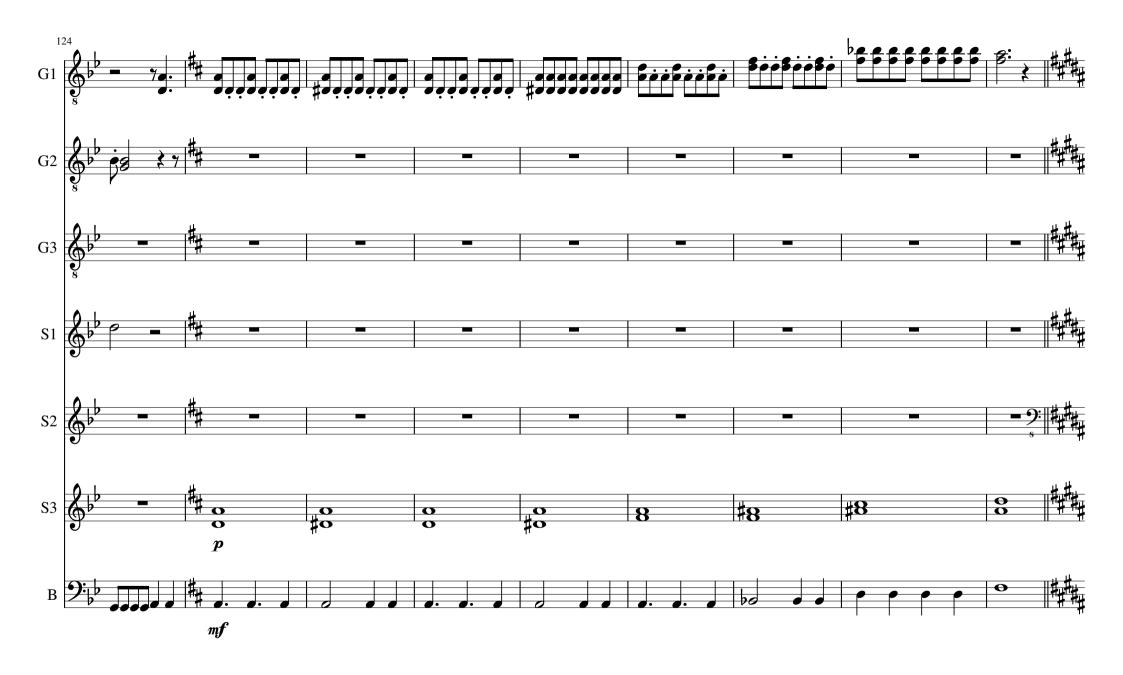














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