

Subscriber Exclusive

Summer 2025

FM Skyline Midiwave Quarterly

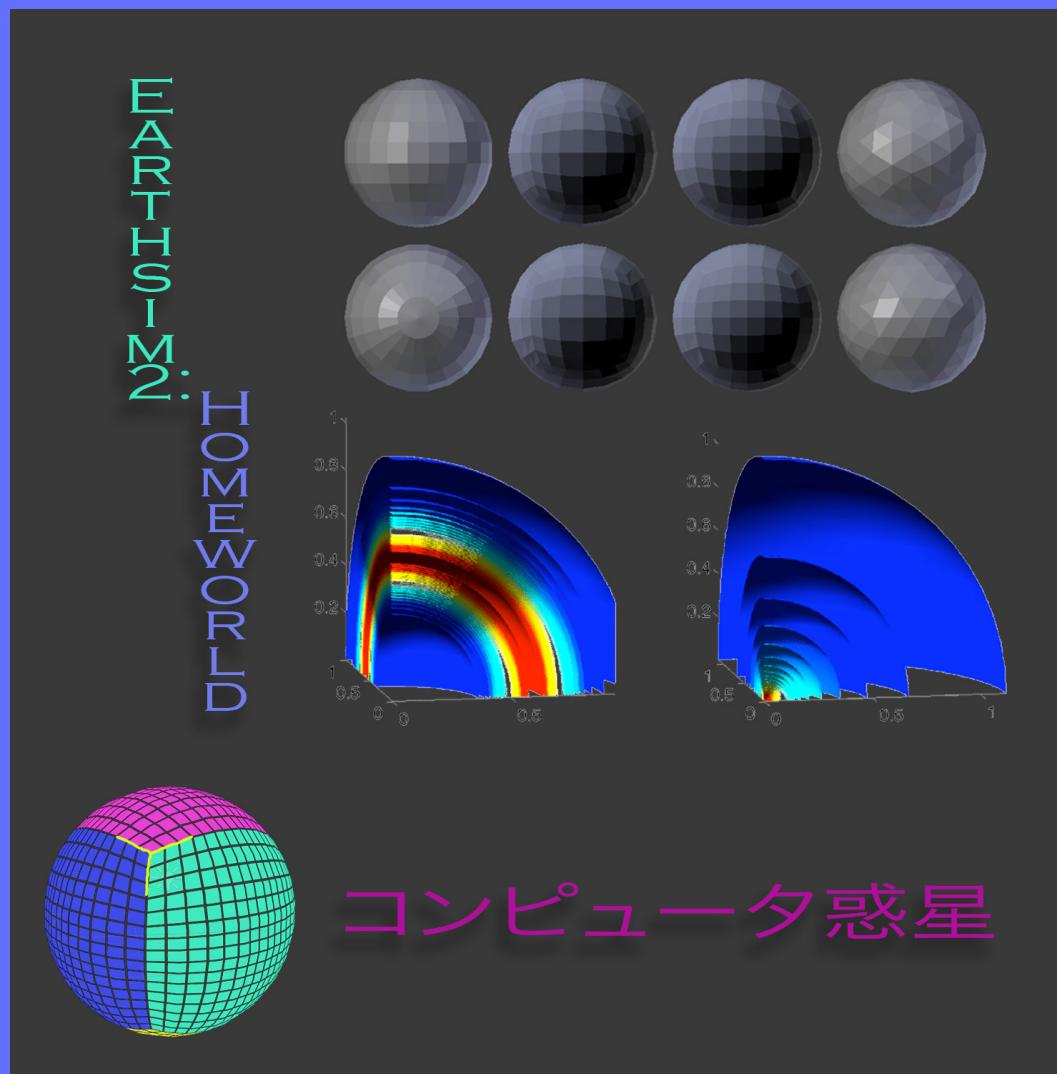


Welcome to
the office of
FM Skyline Midiwave Industries



Summer 2025
Midiwave Quarterly Magazine
Subscriber Exclusive

Coming
Winter 2019



コンピュータ惑星

Summer 2025

Happy Summer! I'm looking forward to a simple slow and quiet summer just working here on new music, and perhaps later on like August I'll try to do a tiny little beach vacation. I haven't been to the beach since 2020. I hope you all get some vacation and relaxation time this summer!

After I sent out the last Spring issue I turned my attention towards actually setting up my new computer, and getting all of my needed software and plugins etc, and after I got all of the kinks worked out (this always takes longer than I anticipate, which is probably why I avoided getting a new computer for so long) I've finally gotten to work on a new album.

It's going to be a very different album for me in many ways. Some of the sounds I've been attracted to on the M1 are outside of my usual palette - the M1 has a very unique sound to it that is somehow both more organic and more uncanny in different ways, both more dated and more ahead of its time than other romplers. Some of the sounds I've been most drawn to are the more "real instrument" sounds - guitars, basses, obes, horns - which all make for a pretty warm palette.

And I've reinvented my approach to writing again, focusing more on Musical ideas, and writing much more as composer, or even a writer or painter, than a producer. Part of this is the wonderful keyboard of the Korg M1, it's really a joy to play and go frolicking around on. Also I'm approaching my writing more "laterally," tending to sketches and ideas patiently like a garden, allowing ideas to grow and organize themselves on their own, in my mind, not rushing anything into the mixing and editing stages, etc. It's been nice just being in that space, and I feel that the end result will be more unique and authentic to my true self than ever. And a document of my solitude and search for inner peace.

Besides that I'm happy to share with you the rest of "EarthSim 2: Homeworld" which, even though still in a draft stage, I think is a fun and interesting listen on its own the way it is.

On this CD



NEW DEMO 1

I love this track. The first one to come out of work im doing towards a new album, all based on sketches made with sounds from the legendary Korg M1 synthesizer I bought this winter. A groovy, sexy, and strange tune. The outrageous and bombastic "guitar" solo is some of my best writing, I really had fun with it. There's going to be a lot more where that came from, I'm really leaning more into "Music" this time around. The M1 has a wonderful keyboard on it that's a joy to play, so it really brings out my musicianship. The only sound not from the M1 is the main melody bell patch, which is from my SY55 i've used the last two albums - it's also the same exact patch used on a couple of tracks by William Aura on his album "Half Moon Bay."

NEW DEMO 2

Another brand new one that I love - very loose and loungey and jazzy but with the synthetic glow of that Korg M1 electric piano patch. Again, really leaning into "Music" here, just following the musical ideas that come to me, more than any consideration for style or genre. Paying some homage to my jazz heroes in the "solo section" too, little flashes of Bill Evans, Bud Powell, Lennie Tristano, and an almost verbatim quote of a Thelonious Monk tune (you'd make my day if you can recognize it). And the end of the tune.. I guess a classic vapor trance-out will always be in my vocabulary :)

city of light

I believe this was the latest addition to the "Homeworld" project, super energetic cyberpunk-y track most likely inspired by things like the Armitage III and System Shock soundtracks. All the sounds are from the PSR-E223 cheapo synth that I made "EarthSim" on. Notice the middle section here sounds familiar: I later took this entire section and transposed/recomposed it into the middle section for "Mirage."

coolant ocean

I love this chord progression here. Sort of an ambient fake-out going on with the big drop-in of the slowed down "Amen" break. This version of the "Amen" break is one that I programmed, closely copying the original sample, then I bounced it as an audio file and brought it back in to slow it down.

replication chapel

using that same breakbeat I made again here, not quite as slow, but still much slower than the original or any instance in jungle etc in which it's usually sped way up. And then the chant sample, I forget where it came from, but we get a nice Enigma atmosphere going on, except mine takes place on an alien planet.

tera

this one has the same sort of "ligthness" that went into "surface," which as I was saying about that in the last Quarterly was an impulse that became one of the main impulses in *liteware* - embracing negative space, crystal clear arrangements, simple elements interacting. here we perhaps imagine an alien lifeform gazing off into space, dreaming of life on a pale blue dot somewhere out there.

light year (alternate version)

simple lush spacey ambient moment here involving sounds all taken from the PSR-E223. I love this version but it wasn't quite long enough: I was performing these ambient tracks off my Roland SP404SX by triggering various layers and events in real-time, and so the other verion was the second, longer take.

EarthSim 2: Homeworld

Work on this sequel to my 2018 album *EarthSim* began in winter/spring of 2019 immediately after my first big success, *Advanced Memory Suite*, was released on Business Casual on Feb. 9th that year, which sold out of its short vinyl run (I think we did 200) in about one day.

I had watched *Advanced Memory Suite* sell out on my phone, refreshing the page while I sat in the co-pilot seat of my friend Justin (aka Saw Black on Spotify, look him up if you like great songwriting)'s big red van while we were out on tour - I was playing bass with him on a short run down the Mid-Atlantic South. We would also go out on a much longer run soon after in March that year, almost a whole month off and on, so I was working to try to get as much done as I could on this album idea for a couple of weeks in February before giving over my time to support my friend for a while, which was a great time, as we also had a few other great friends in the band with us and enjoyed a beautiful early spring trip down to Austin TX and back.

I did more work on *Homeworld* in April 2019 after the Saw Black SXSW tour. At the time I was actually in talks to release the album on Hiraeth, which is run by Cat System Corp, we even had a contract drawn up. We were talking to the Japanese pixel artist Mokmok who was working on album art for it, the same artist who had also done the art for *Building a Better World*, the now-legendary collab album between Cat System Corp and t e l e p a t h that was slated to be his first label release that summer in July 2019.

But a lot of other things started happening in April 2019 - I first heard from George Clanton, who's work and label I had been admiring and pining over for a few years, and who reached out to me to ask me if I was free that August for a festival he was planning - the first Electronicon festival. At this time I was also working on many other ideas, including *Jpeg Jamz*, and I had also begun writing the demos of a very different sound and approach from *Homeworld*, music that was almost the spiritual inverse, and it was the demos of what would become *liteware*.

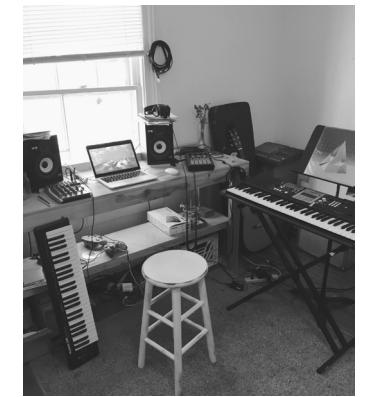
At the same time, Mokmok was sadly having a health issue that prevented them from getting work done on the album art. So with that, and while 2019 was shaping up to become one of the most exciting years of my life, the fresh and exciting ideas of *liteware* took over as my main focus, as I also knew that *Homeworld* still needed some work, some finishing touches, more details, and perhaps another track or two. And so it wasn't meant to be. But it is a document of my journey nevertheless, and I'm happy to share it with you as it stands.

I do not wish to gather all of these tracks as a release onto one disc together, as it would add a certain layer of reality to it as a release, and that would be premature - I may one day still return to make a final pass at everything and bring it together finally as a proper release.

But, in the meantime, if you'd like to put them all together and create a playlist or burn a disc for yourself, here is the track order as I intended it, last time I was working on it:

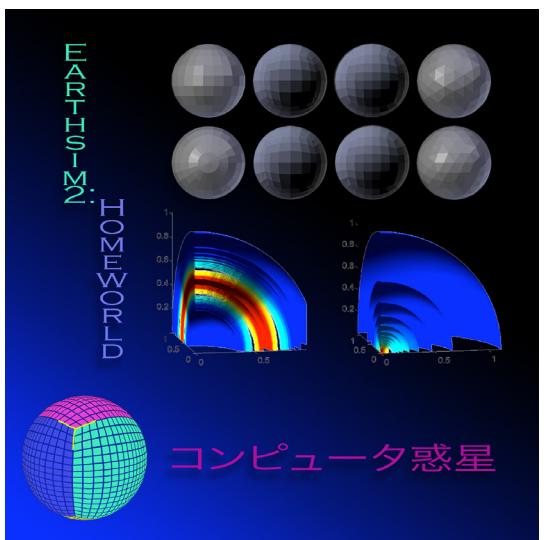
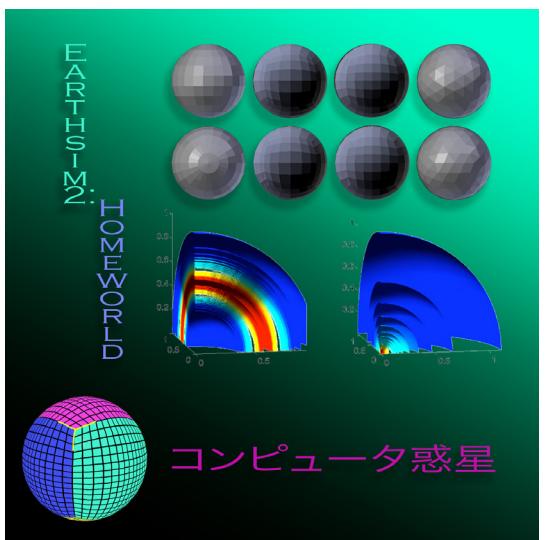
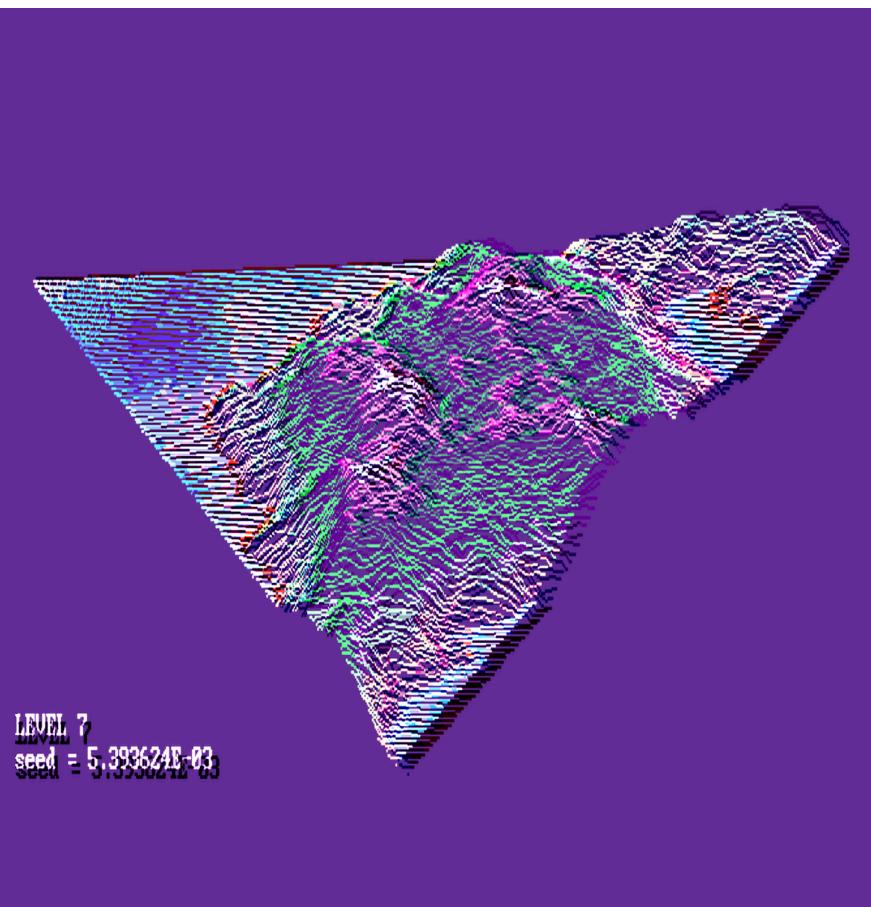
- | | |
|-----------------------|------------------------|
| 1. arrival | (from Ambient Mini-EP) |
| 2. surface | (from Spring 2025) |
| 3. homeworld | (from Spring 2025) |
| 4. city of light | (in this issue) |
| 5. transmission | (from Ambient Mini-EP) |
| 6. coolant ocean | (in this issue) |
| 7. replication chapel | (in this issue) |
| 8. tera | (in this issue) |
| 9. light year | (from Ambient Mini-EP) |

Photo of my studio in March 2019



I made Advanced Memory Suite, EarthSim, liteware, Jpeg Jamz, Homeworld and the videos for liteware sitting on that wooden stool

And here are a few prototype art drafts I made before we asked Mokmok to make something for us - I do have a draft of theirs somewhere, but out of respect to them I will keep it private.



Some items from the

Mood Board

