

{mould:one}

- A liquid sonic substructure -
(or home chemistry for the modern alchemist)

Mercury, called quicksilver by the ancients was used to make red mercuric oxide by heating the element in a solution of nitric acid. The reaction of quicksilver in nitric acid is striking as a thick red vapor hovers over the surface and bright red crystals precipitate to the bottom. Alchemists were convinced that mercury transcended both the solid and liquid states, both earth and heaven, both life and death.



As mercurial composition can physically serve no particular form but its own morphing self, so does Mould. Mercury, as quicksilver. Neither- neither substance as of mirrors. Sonic noisescape, formless and soaked in the cold lake. Do you see shapes within the depth or is it just your ear-brain interface gone sour? Longing for sense, factual reality, almost as trying to grab the liquid, when it always escapes the grasp. Voices from the ether, always failing to define themselves as systematized language...

Feel free to sing along!!!

These three compositions are taking slightly different approaches but are meant to function as a whole, made in the same context but a certain amount of time passed between creation of each one. The goal was to make a mind-flow liquid structure, functioning as an organic whole, using more obedience of material itself than the force to bend it...

Aesthetically, some thought was given into achieving a representation of the symbol "*the Dragon*" (as in alchemists' alias for Mercury), which represents ones overwhelm-ness by the emptiness and fullness of every frame and image (moment). By that, also its union with cosmos. A "ritual" of channeling one-ness into the void, Mould is an endeavor into the subconscious of the perceiver. Mesmerizing nothing.

The sonic vehicle was designed with the above mentioned in mind. Strictly live human control is used. Able to perform live.

Mould was created as a contemporary *alchemic* experiment with means of computer-based sound generators and real-time DSP.