Mp3 S Hacek - Electronic: Soundscapes
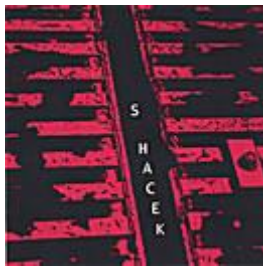
Soundscrapes and soundtracks for sound minds. 8 MP3 Songs ELECTRONIC: Soundscapes, ELECTRONIC: Ambient Details: From Portland Oregon, S Hacek weaves tapestries of sound designs, continuous sonic and ambient forms, ever changing without beginning or end. The music of S Hacek can best be described as music for the subconscious. Or maybe driving music for astronauts. Like soundtracks for dreams you only wish you could have, S Hacek sculpts stories out of sounds, both earthly and otherwise. As S Hacek, Andy Marion and Vincent Ramirez bring years of electronic experimentation to the forefront, its physical and psychological effects on the human body, leaving the listener to his or her own interpretation. Their debut collaboration CD gives the listener a taste of their influences and vision. Vincent Ramirez, in collaboration with Arlan Schwarzbauer, and Dr. Robert Wretch, began his explorations in 1986 in Eugene Oregon with noise extremists, Steamshovel Monkey, an experiment in its own right, taken beyond the limits of human endurance with a cacophony of white noise, sheet metal, drums, metal air ducts, tire chains, oil drums, sonic guitars, analog synthesizers and other junkyard paraphernalia. With the subcultural influences of "Industrial Music" artists such as Throbbing Gristle, Monty Cazazza, SPK, Blackhouse, The Haters, Portion Control, to the tape and cut-up experiments of William S. Burroughs and Brion Gysin, to the robotic demolitions of Survival Research Laboratories, Steamshovel Monkey weaved its own sonic destruction. From the ashes of Steamshovel Monkey arose Onomatopoeia, combining old school Industrial with 60's psychedelic trance. Andy Marion began his love for ambient music at a young age. His favorite sounds were the hypnotic rhythms created by his parents washer and dryer. He has played in X-Ray Tapeworm, Ferocious Wallpaper, and currently, along with S Hacek, plays with Lava De Mure and performs solo material as Hydra Pond. Andy continues to explore and experiment with various sound collage techniques using today's ever changing technology to create

audio-cinematic experiences.

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