

# Mp3 Sourcecodex - Codex Hypnos



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Dark Ambient Drones and eerie sci-fi fantasy soundscapes pull you into alternate states of consciousness. Think Gyorgy Ligeti meets Steve Roach. 8 MP3 Songs ELECTRONIC: Ambient, NEW AGE: Ambient Details: UPDATE: OPTIONAL DIGITAL DOWNLOAD PURCHASING OF THIS RELEASE AT OTHER SITES, FEATURES A DRASTIC RE-MIX OF THE LAST TRACK. BUY SINGLE TRACKS or WHOLE CD HERE: [cdbaby.net/dd?f=4](http://cdbaby.net/dd?f=4) Though a guitarist (since 1967) I have always had a strong fetish for synth musicks. I have been kicking around since the very first synth musicks appeared on the scene and have loved every blip and bleep. The New Age era fostered the arrival of drones and atmospheric and ethereal space music -- some being void of rhythms. This form of amorphous synth musick naturally pulled me in as it had profound effects on my inner worlds and shifted my psyche. I recognized a "power" in this genre to evoke altered consciousness. In 2002 I began experimenting with various software-based synths and sound editing programs. As a music reviewer, I have the pleasure of hearing musicks many will never have the chance to enjoy. In this deep sea of blissful inspiration I was destined to "give back" my own twisted echoes of the genre. CodeX Hypnos is the results of decades of listening and a few months of learning the right software. No external hardware was used! This music's origin is 99 from the silicon cities of a very basic, outdated, personal computer. I was inspired to go full throttle with finishing this "soft-synths" project after brief e-discussions with synth composer James Johnson and recording software authority Scott Garrigus. Most of CodeX Hypnos was created and finalized between November 2003 and January 2004. Only two pieces were first envisioned and created in their "virgin" states back in 2002 and then lost their "innocence" in late 2003. I wrote these eight pieces in isolation from, being unrelated to any theme and then upon listening to them -- a theme was clearly evoked. Tracks 1 through 8 are arranged now as a "journey" by an introspective voyager into unknown outer and inner realms of

consciousness. This "psyche-naut" encounters regions of placid lightscapes, formless voids, ominous darker and threatening regions, and then a final wasteland where the death of Time and a time of Death is experienced.

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