All Circuits Are Busy is an EP of electronic music - quite different from the song-based music I've previously released. It is the first in a series of volumes featuring pieces owing as much to the systems and processes employed as they do the performance of the musician. In the end, it's the musician and the machine creating art together.

The listening experience will be influenced by whether you chose to focus closely on the music, or just close your eyes and let it take you on a journey. There is no right or wrong approach, and for many listeners, both will apply. Listening with headphones or earbuds will allow you to hear the subtleties of placement and animation in the stereo field. Listening through speakers will allow a more composite effect that can also emphasize the extended low frequencies of the synthesizers. Again, two potentially different, but equally effective outcomes.

I'll end by saying "thank you" for listening and for supporting independent and alternative approaches to music. If this is your first experience with electronic music, I encourage you to seek out other artists in the same genre.

Cheers,
MP

Description of Tracks

EV1 Opposite Poles

This short piece combines several layered synthesizers. The first set is responding to the same performance played live on a keyboard, but with each synthesizer evolving in a different way. During the live performance, several of the parameters are being modulated in realtime. The additional synthesizers are played live at different times, then layered together with the first set.

EV1 Bending Light

This piece combines separate synthesizer parts recorded, then layered. It uses an arpeggiator that is responding sequentially to a changing number of notes, which also changes the length of the arpeggio and how it evolves over time.

EV1 Synapses

A piece that combines a generative modular software synthesizer with other synthesizers played live. The generative synthesizer is designed to create semi-randomized notes within a semi-defined scale structure. The resulting notes are then changed again in a somewhat random fashion (within boundaries). Other parameters of the synthesizer are modulated in a similar way, changing the timber and texture of the overall sound. The additional synthesizer layers are played in response to the generative part.

EV1 Zero Crossing

Here, I'm combining a virtual synthesizer that emulates a classic analog circuit with a modern-day true analog hardware synthesizer. Both are configured to share a master MIDI clock, locking their modulation and other controls. Applying that clock to sample & hold techniques, oscillator wave shapes are randomly selected in a rhythmic pattern. This automated process is accompanied by live performances of additional rhythmic and atmospheric parts.

EV1 Dreaming Machines

The longest piece of Volume 1, it consists of music created solely by a generative modular software synthesizer. As in the previous track, the generative synthesizer was designed and patched together specifically for this piece. By applying random processes to a consistently sequenced string of notes, a new set of notes and tones are generated and layered in ways that never repeat. Multiple parameter modulation changes the evolution and character of the notes throughout the piece.

All music composed and performed by Mike Pascarella

For more information, visit "mikepascarella.com"

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