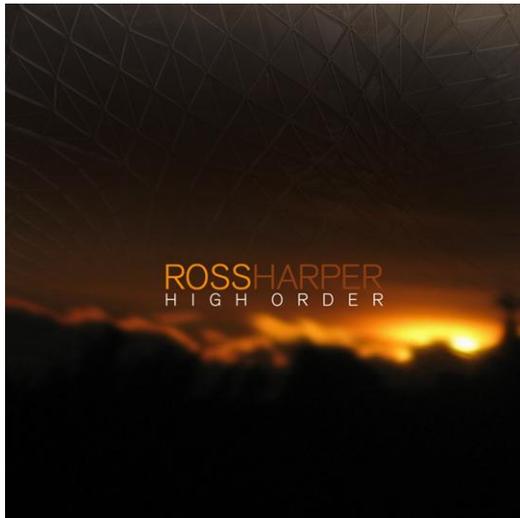




Artist: Ross Harper
Title: High Order

Release Date: 13th February 2012
Release ID: CW035



High Order is the next installment of Ross Harper's experimental Techno series and is mainly focused on the layering of tones and textures. As with all Ross's work each individual sound is carefully created from scratch with no expense spared in regard to the time it takes to fashion this sort of intricate work. The pulsing tones in High Order were shaped using "phasing" (the result of rubbing two very similar waveforms against each other), the resulting phased sequences were then chopped and time-stretched so that each is a perfect loop. These loops were then set to work together and against each other in the same track. Furthermore, in the Original mixes the order in which the loops enter the mix is the same order as they leave e.g. those that enter first leave first also. In High Order, the general

rule is that tonal loops enter first, in Low Order the percussive loops enter first. However, the New Order and Holy Order mixes are allowed a little more "freedom" in the compositional style and are not fixed to the rules in the same way the Original mixes are.

High Order (Original Mix) ▶

The gradual introduction of each tone builds to a montage of pulsing colours across the various parts of the audio spectrum. Then the Techno percussions come and start to set the track ablaze. As the mid-section is approached the clattering percussive messages are coming thick and fast making this real intelligent dancefloor material. The "icing on the cake" are the dancing high end sprinkles! With so much happening but also so much space there is still plenty of room for a DJ to make interesting use of this unique track.

Low Order (Original Mix) ▶

From the off-set the last of the tonal loops is obvious and a hard, dry percussive landscape emerges to finally unveil a real industrial Techno vibe. As the tones do eventually come they are intentionally mixed to take more of a "back seat" with the percussions always staying up-front. The overall effect is Techno in its purist form.

High Order (New Order Mix) ▶

The intention here is to have a bit more dancefloor clatter from the off. The track length is also reduced so more things happen slightly quicker. Subtle tonal variation is achieved by the removal and addition of non-central tones and textures. These changes are not always obvious but can be "felt". A deep delayed tone enters in the second section which contradicts the rules set for the Original Mix.

Low Order (Holy Order) ▶

This one takes all the tastiest bits and re-orders them so that it is all dancefloor intensity. Like High Order (New Order Mix) it is shortened for more impact and remixed for more zest. The delayed tone from High Order (New Order Mix) is also reused, while the mid-section is re-structured to make it more complex. Finally random delay functions are implemented for added funk in the final third.

