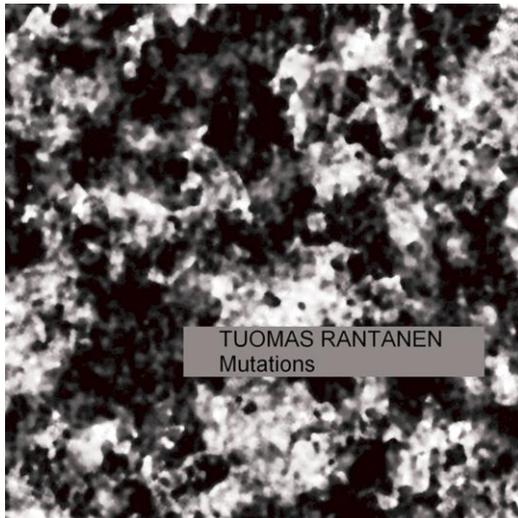




**Artist:** Tuomas Rantanen  
**Title:** Mutations

**Release Date:** 28<sup>th</sup> May 2012  
**Release ID:** CW044x



Mutations is the second part of Tuomas's 30 track album trilogy. Part one, Organisms, was released in January to much applause from the likes of Mark EG, Patrick DSP, Ryuji Takeuchi, Concrete DJz and Luke Creed, while part three, Corporations is due for release later this year. This second part represents a fine cross-section of Rantanen techno ranging from the coloured noise rhythms of Shield and Solaris Clusters to the hard skipping beats of Ice River and Cluster to the straight up speedy movements of Desert and Velocity. As for part three, Corporations, expect something a little harder, but that's all that is being disclosed for now. Finally, Tuomas also has his four part Roaring Dunes EP suite releasing concurrently with the album trilogy with Roaring Dunes EP going on sale in March and the Empire EP promos coming soon.

Rantanen has been dealing with the theme of auditory mechanisational change in his works such as Rocket Bay EP (2003), Dark Water EP (2008), Gasoline Rainbow EP (2010) and in his 2011 City Wall Records Grinding Ground suite. Rantanen has also dealt with the theme of societal change from the perspective of cyberpunk. Rantanen wants to show how boundaries between man and machine, the natural and the artificial have become blurred. He also wants to reveal how a change in our audible environment might soon be a reality. These cyberpunk themes of societal and audible change are explored in his more chaotic works such as Access Denied EP (1999), Kaotic EP (2002), Memorising Every Phrase EP (2006), Robotan Elbows EP (2009) and Anarchy EP (2011). The goal of this current album trilogy is to merge these two leading themes, the change in our audible environment and the blurring of the boundary between the natural and the artificial. While the new EP series, Roaring Dunes suite will continue his artistic investigation of the changes happening in our audible environment and in our feeling of "industrial presence".



- ▶ **1. Iconic Valid.** Sputtering drums over organesque pads with mildly coloured distortion SFX = space age noise!
- ▶ **2. Shield.** Clunky mid-range noise rhythms amid punchy drums coupled and an off-beat "tick-tock", slightly disturbing.
- ▶ **3. Solaris Clusters.** More heavily distorted noise based rhythms that really signal the start of the "roof lifting" here.
- ▶ **4. Ice River.** Big, hard skip beats with drifting tones that are reminiscent of water running down a window pane, nice.
- ▶ **5. Cluster.** This one turns up the temperature again with brutal beats and acid squawls. Random pitches top things off.
- ▶ **6. Desert.** Up, up, up! An obvious head turner that indicates a change with pacey percussions and plenty of zing!
- ▶ **7. Velocity.** Speedy beats with droning lows and off kilter percussions, keeping the "up tempo" theme in an off key style.
- ▶ **8. Facie.** Sucking and spluttering this has echoes of Iconic Valid but is tougher, faster and generally more industrial.
- ▶ **9. Logarithms.** Hard shining beats with a deep roaring bass and percussive clutter aplenty, not for the feint hearted.
- ▶ **10. Transmission.** All things drift into one with a combination of mid-range noise colour, stuttered and up tempo beats.

