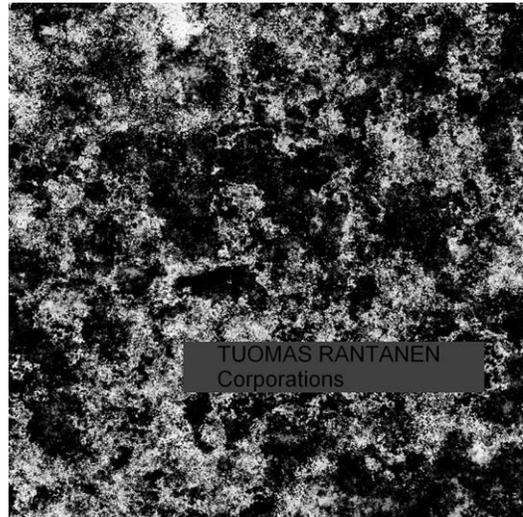




Artist: Tuomas Rantanen
Title: Corporations

Release Date: 24th September 2012
Release ID: CW053x

City Wall presents "Corporations", part three of the 30 track album trilogy by Tuomas Rantanen. This is a magnificent collection of straight down the line hard techno that is both intricate and unflinching. Part one Organisms has revealed Rantanen's more progressive style with plenty of skip beats and represents the fragility of humanity, while part two, Mutations saw a combination of skip beats and harder sounds, thus representing the mutation of the organism into a cyborg type entity, while Corporations represents the full assimilation of the organic into the corporate and is thus just tough techno all the way. Support for parts 1 and 2 has come from Mark EG, Patrick DSP, Ryuji Takeuchi, Tosi, Gabeen, Concrete DJz, Luke Creed, Sade Rush, Datamatrix, Xilinox, Koma, Recore Live and many others so a massive reaction to this third and final part is expected. Get On It!



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. Canyons Far Away.** Strong beats and daring drones all accompanied by an ethereal and enchanting soundscape.
- ▶ **2. Edit Distance.** A step change of power and this one is like staring at the void. Deep swallow bass and punch.
- ▶ **3. Uranium.** Things are now settled into the hard vibe and Uranium also continues the midrange tonality of Edit Distance.
- ▶ **4. Meltdown.** Great kick drum structures coupled with old-skool dark style chords create high energy material.
- ▶ **5. Screen.** The excitement really begins to build as things get faster and the sounds get even more twisted in Screen.
- ▶ **6. Rite.** Up, up, up, here we go! Churning techno beats with spicy layered drones and stabs, all with plenty of zing!
- ▶ **7. Rotating.** Intricate motions that reveal new depths each time you listen and yet, incredibly hard with an old-skool edge.
- ▶ **8. Variables.** It's all there! Hard thumping kick drums, stinging rides and more old-skool rave vibes. Have it!
- ▶ **9. Isomorphic.** Love it! Things just don't let up as Isomorphic shifts it up another gear into a kinda deranged hedonism.
- ▶ **10. Mass Madness.** And so here it is, the grand finale! Stand back as this one takes no prisoners! Finish! End! Execute!

