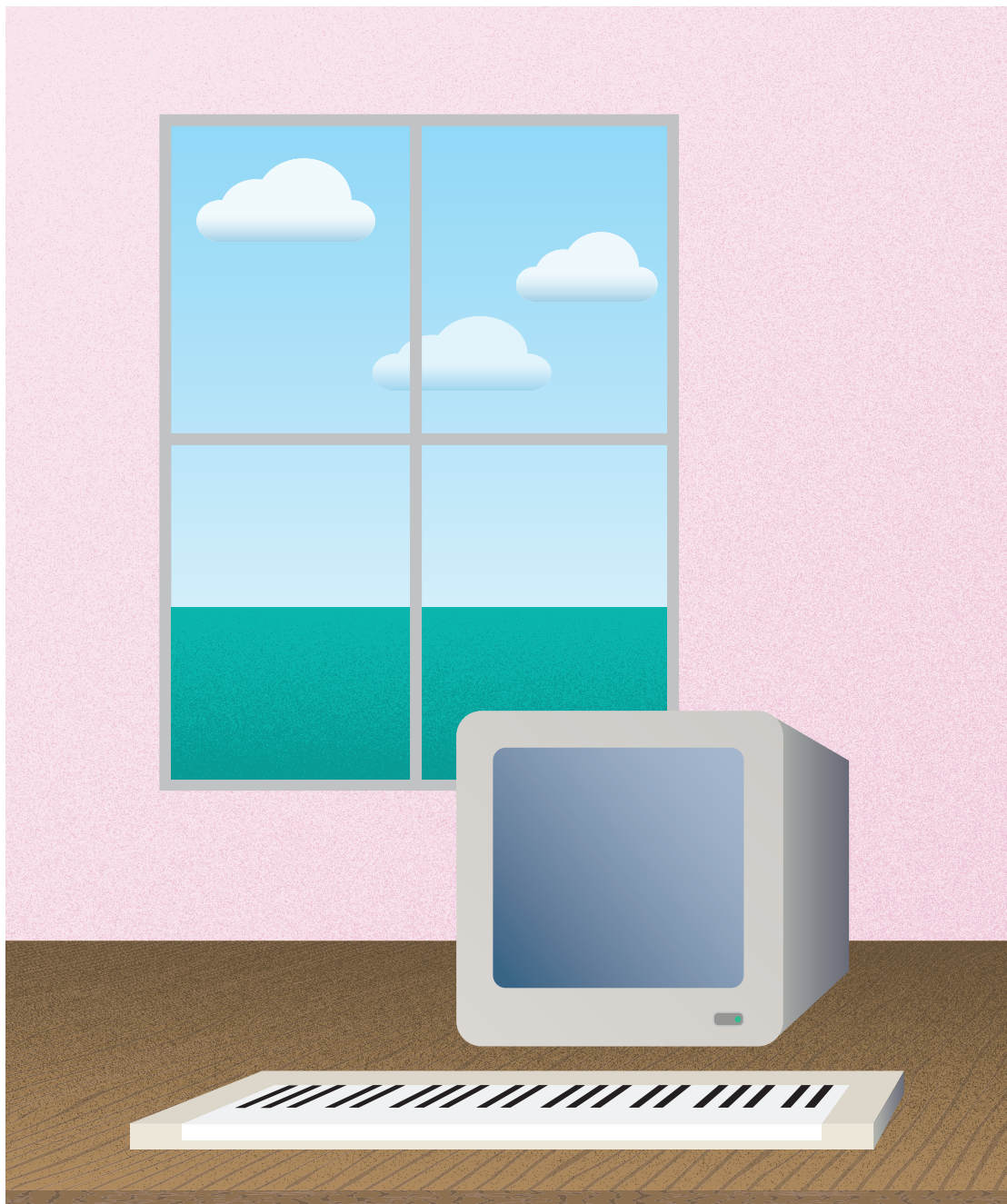


FM Skyline
Midiwave Quarterly

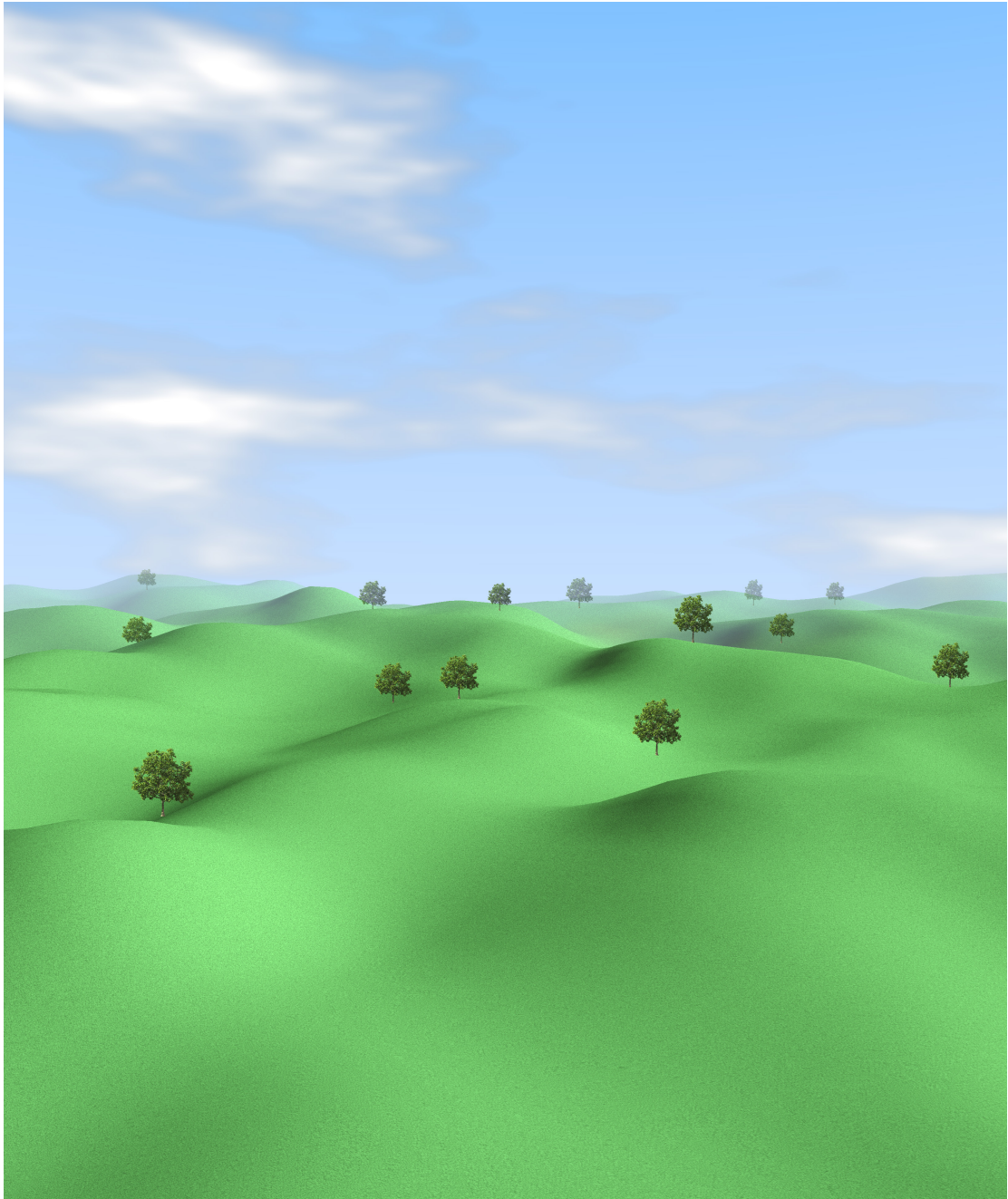


Summer 2024

*Welcome to
The Office of FM Skyline
Midiwave Industries Inc.*



Summer 2024



June

It's been a really long and busy Spring season here in FM Skyline world, most importantly the release of *Images* but also I made a big personal change in the background - I left a part-time teaching job I've had for a long time so that I could focus full-time on FM Skyline. It's a big risk that makes the futures uncertain, but the future is always uncertain and I could no longer wait for the time to be right, there's never a perfect time for anything really, and if I go my whole life never having taken the chance I wouldn't be able to forgive myself.

I'm really excited for this new chapter of my life, and it definitely would not be possible without the support of you the reader and member of FM Skyline Midiwave Industries, so I thank you dearly. I'm excited to kick into a higher gear of productivity to share with you.

Also looking forward to a number of projects I have on the the drawing board, seeds for new albums etc.

-An album based around the tracks "TopicSim," "Angosia," "La Gitare," and others, an album of abstract fantasy travel/far away places music, some working titles so far *Voyages* or *Passports* or *PASSPORT.MID*

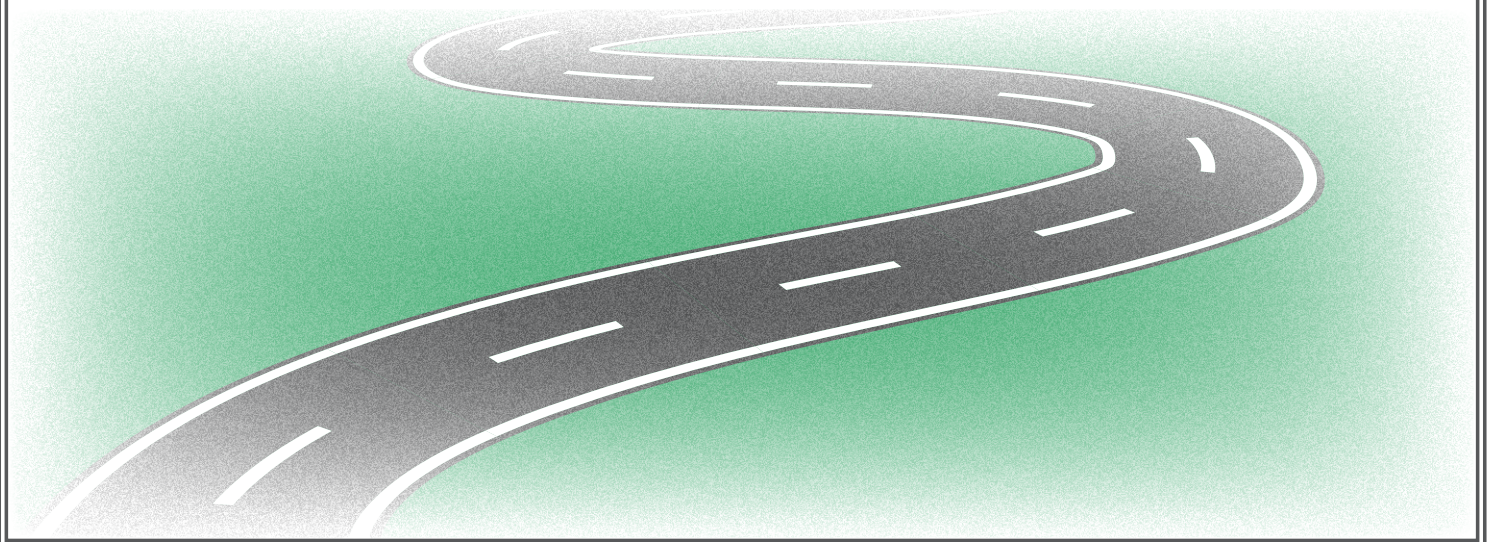
-A new collection of songs/vocal music I'm getting started on, either part of or related to another idea I've had for a character called John Normalman, or under my own name

-an album of darker groovy psychedelic music, perhaps including "Mirage" and "Astral Surfing," perhaps a sequel to *Advanced Memory Suite*

-would like to do an album focusing on some of the weird jazzy tracks that have come up lately, like "Topy Turvy," and perhaps this could even become a home for "On the Promenade"

I'm also working on a collaboration with one of my favorite artists from another scene, I'm very excited about the potential but it's in the early stages so I don't want to say anything out loud to bring bad juju to the project.

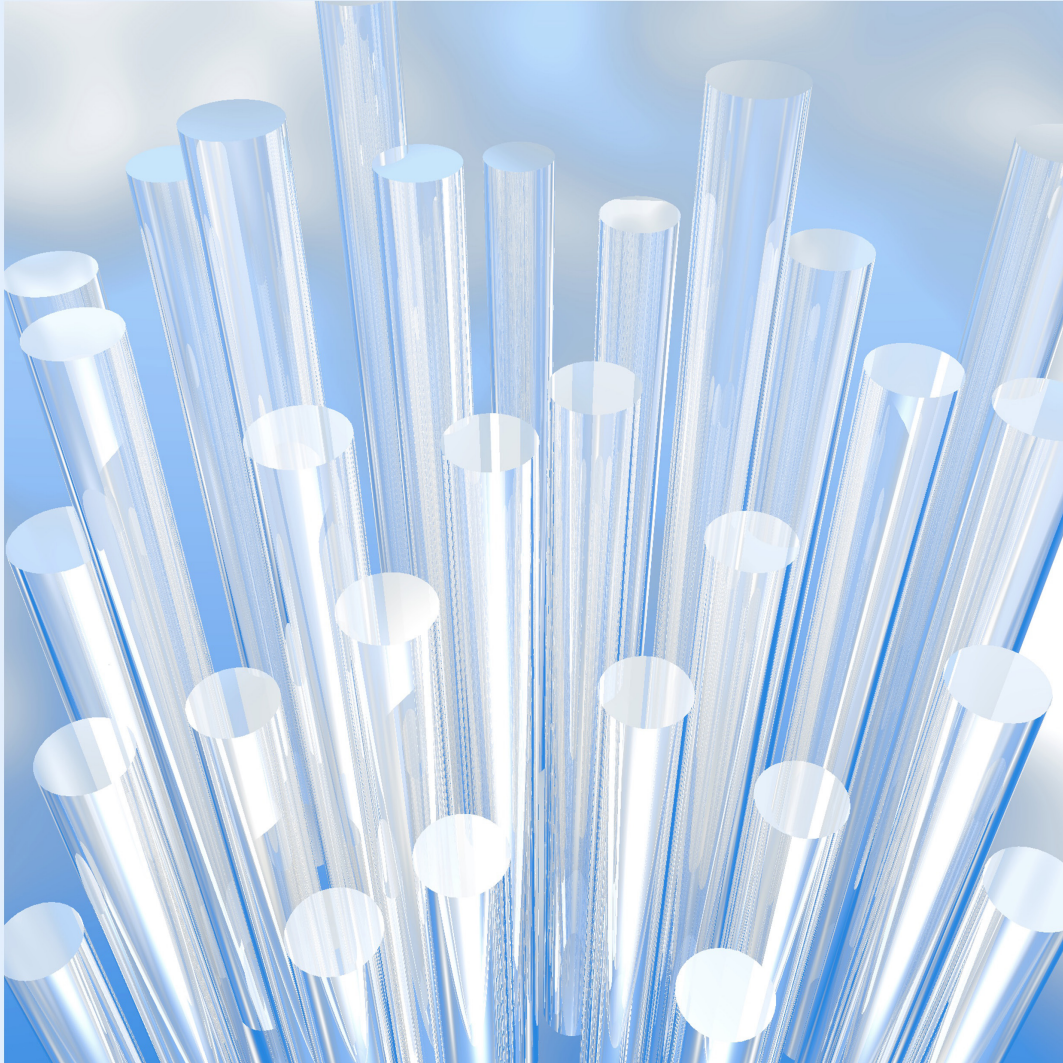
In general moving forward I'd like to put more focus on collaborations outside of my little sphere of music to bring my ideas about music to new corners of the landscape.



FM Skyline

May 2024

Midiwave Monthly



May

Reverie - Named after a famous Debussy piece. Wistful, nostalgic, hopeful, capricious, with a sense of longing & anticipation.

Topsy Turvy - playing with a tension between a straight ahead new jack feel and an odd-timed off kilter counterphrase. I was laughing a lot when I was first having the ideas for it.

Prevue - I've been perfecting this one for a year and I really love it and am excited for it. There's a shiny new world waiting to be unlocked here.

We Put the Fire - this is actually the backing track demo for a song I started working on. Looking forward to working out the return of my singing persona

Midiwave Monthly

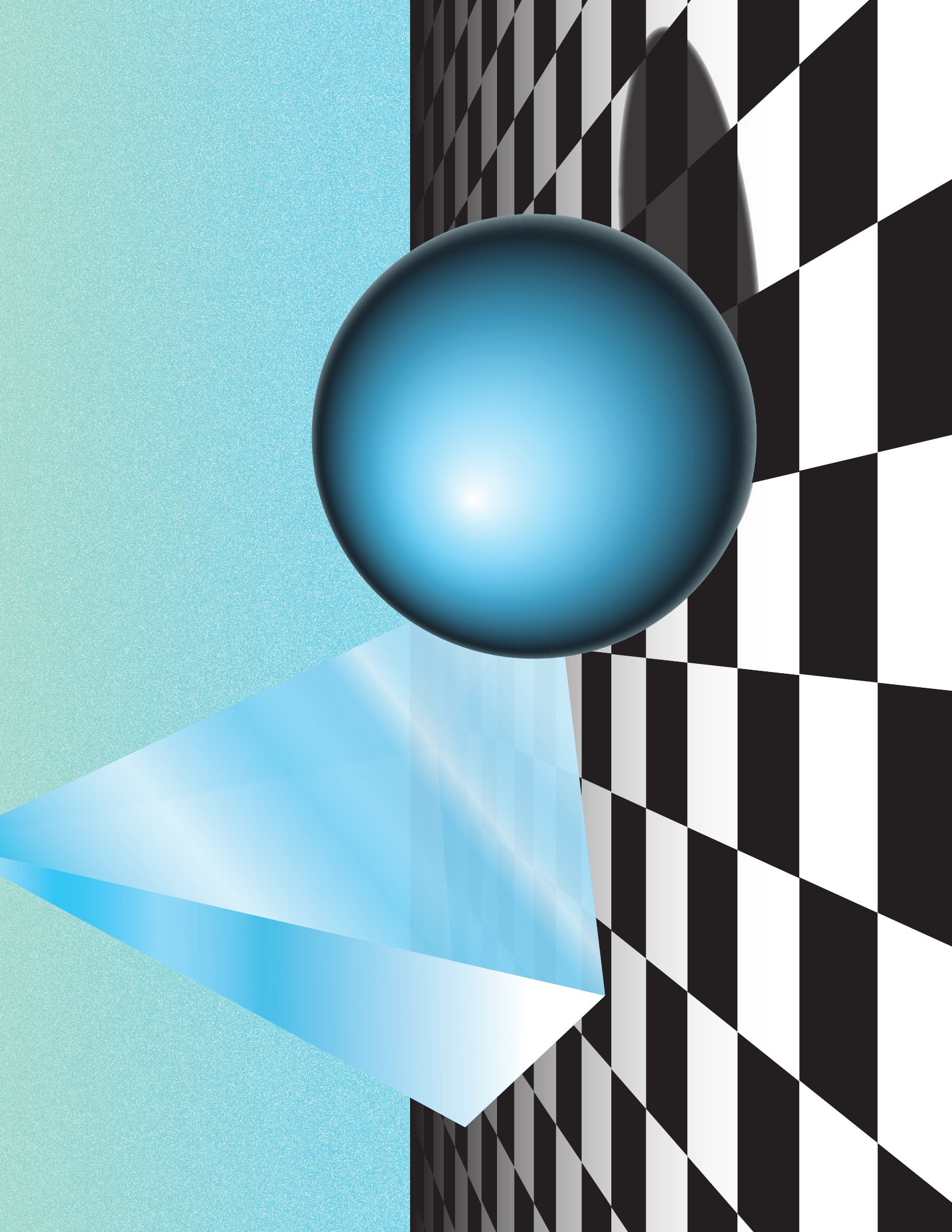


April

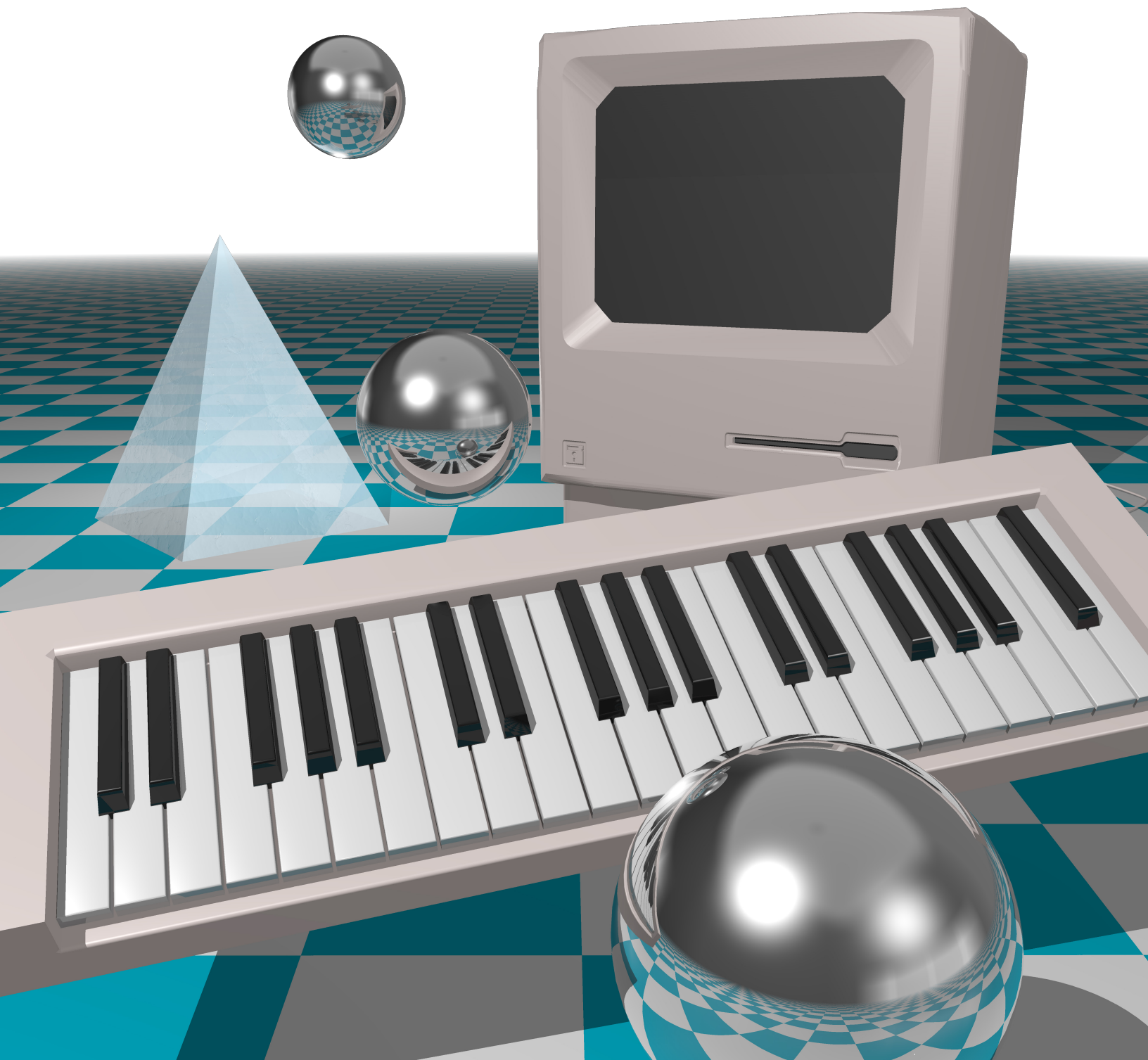
Motion Pictures (Piano) - I made this solo piano version this spring right as I was waiting for *Images* to come out, and actually I've been planning on re-releasing it later this summer, as sort of a re-package and reprise of the album version, sort of a prelude.

It's probably obvious that I was feeling some kind of way here, and indeed I was going through a lot in the background. Also, the track *Motion Pictures* means a lot to me - in an alternate universe where more people (besides the esteemed reader) can appreciate the power of a powerful melody on it's own, this was the biggest song of the year. There's a personal story in there. SO, the piano version is my way of saying "hey, listen to the **music** here, I'm trying to tell you guys something important about being alive."

Walt Disney

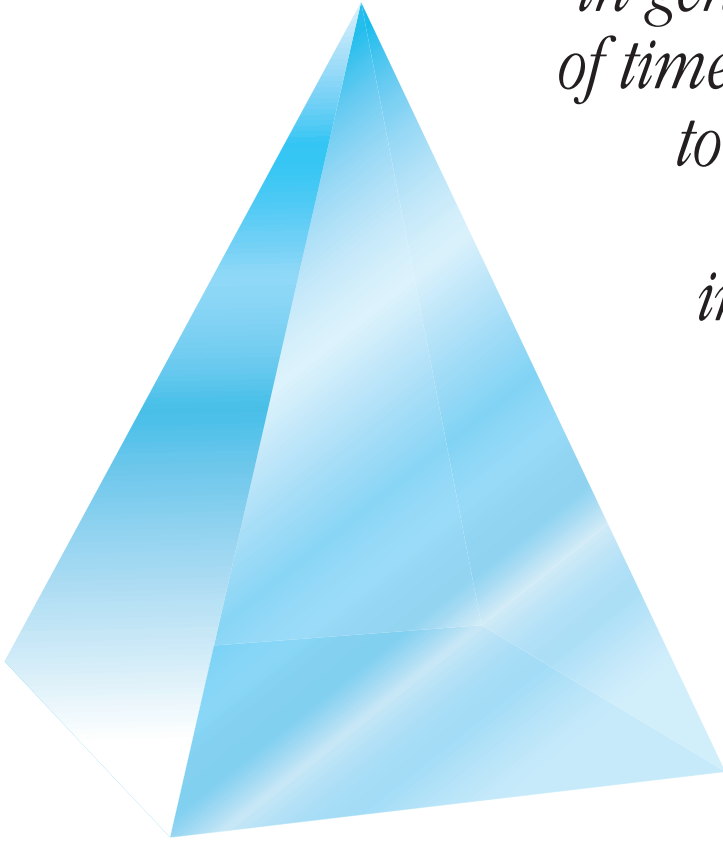


*Where'd the
3D cover go?*

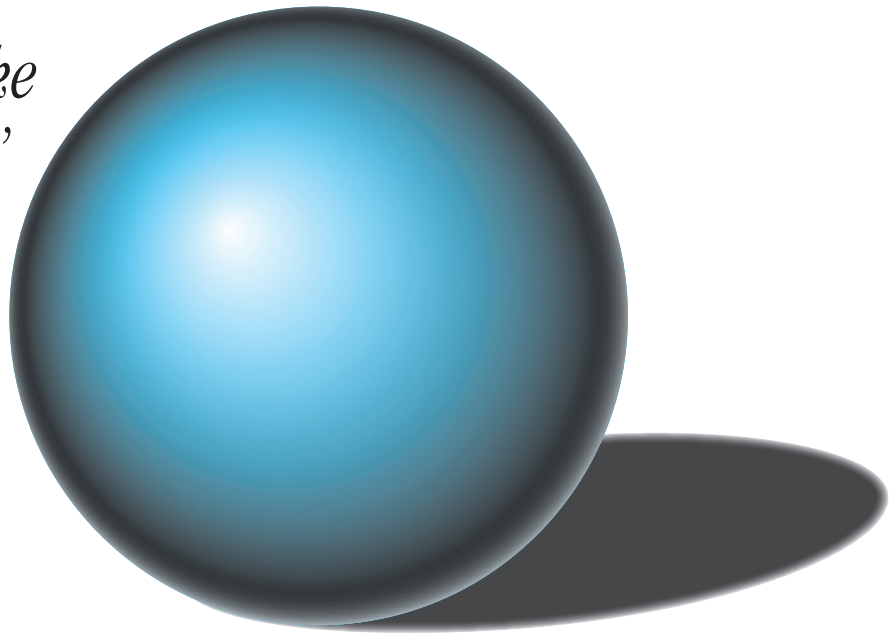


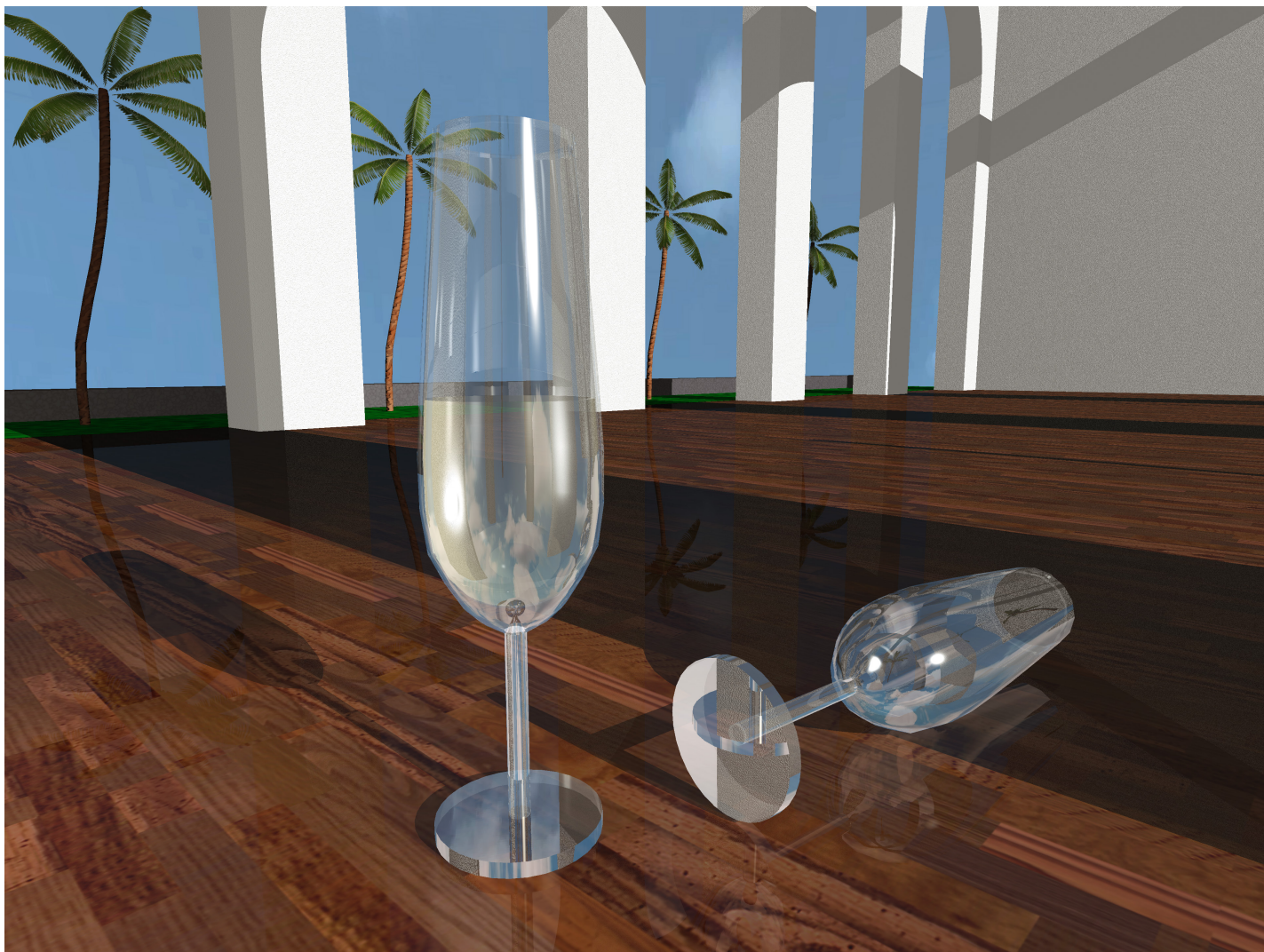
Don't worry I still love the retro 3D look!

I've been meaning for a while to get a copy of Illustrator so I can experiment with some ultra-flat looks, I always love the flat/plastic/abstract look in general and I usually spend a lot of time in Blender getting everything to have a pretty flat and precise composition, and I've been inspired by some artists I follow as well as some old designs I've collected to expand my palette a bit in this direction, and ultimately meet both in the middle and combine everything.

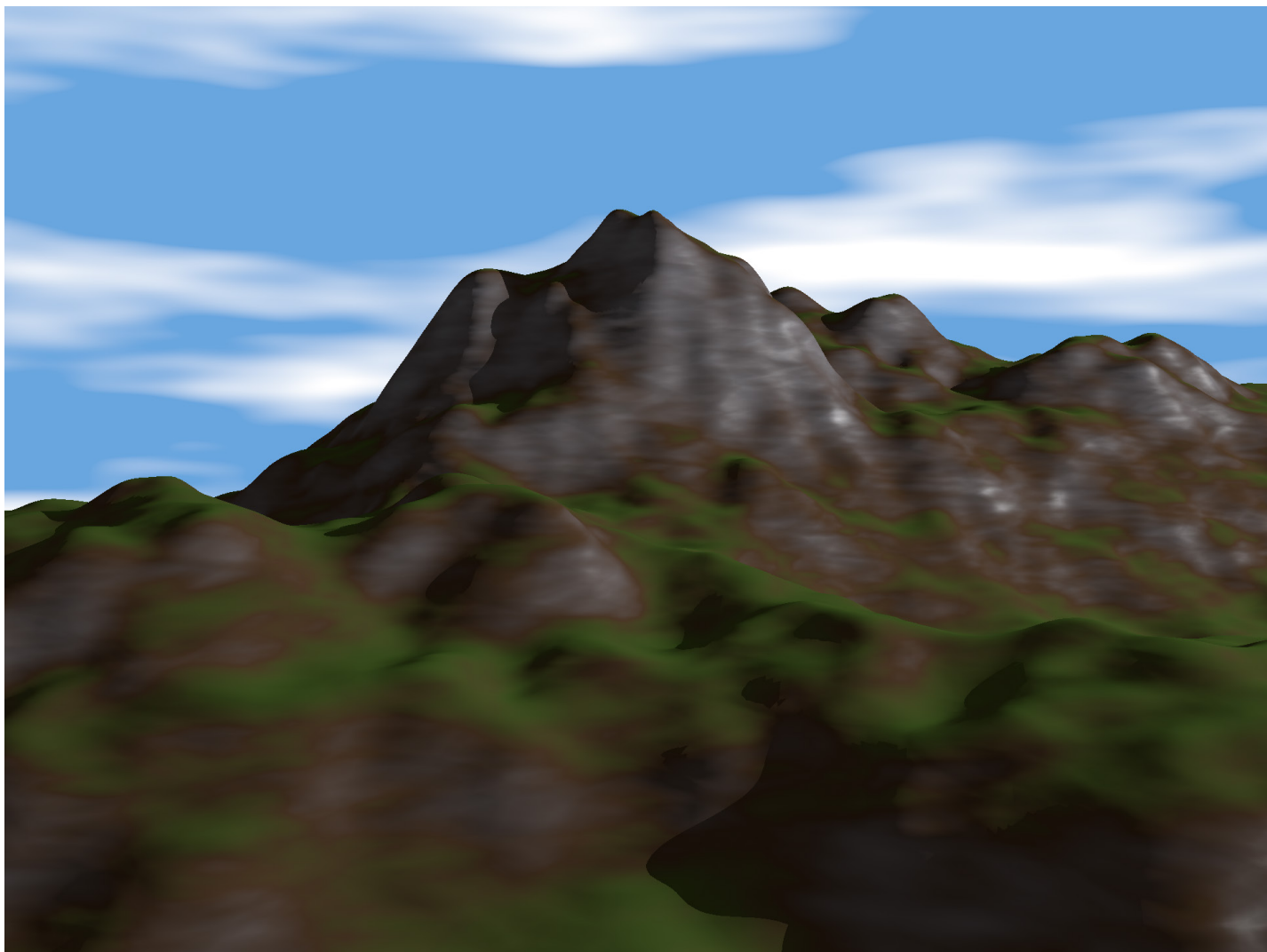


Also I figured since I broke format with the “Images” special, I'd take the opportunity to try experiments for the rest of the year. I love the old design but it was time for new things.





still from "Fresnel" video



still from "Fresnel" video

