digital ocean

reason

Reason starts as a musical project of Michele Ridolfi (12/08/1992, Rome). After a lot of years spent in the study of guitar (from blues, to thrash metal, passing by progressive and fusion) I started to study producing, mixing and mastering. I also extended my range of musical genre by starting to listen a lot of electronic subgenres like: downtempo, future funk, ambience, chill, trip hop and so on. Finally my two greatest passions has been merged: informatic technology and music. So I have finally found my personal inspiration to produce my own music, mixing own-produced beat and music with own-recorded parts of guitar.

REASON

reason

Reason has to be intended as an always open and boundless project, without prejudice and any sort of limitation imposed by the canons of the genres. The target is to follow a musical ispiration, by creating original and spontaneus parts of music. The name come from a strong sense of reason that is always present in my life of all days, that always helped me to go beyond all the difficulties. As in real life, I'd like to emancipate the concept of a logical reasoning and the power of mind to think. I feel a very strict link between a conscious musical freedom and a deep sense of rationality. The concept of "reason" is also the base of my work, as an IT engineer.

Meanwhile, I worked on Metallized.it as Editor-in-Chief of the editorial staff that take care off progressive/experimental/death/djent/avantgarde genres. Today I came back to the normal role of editor to give priority to producing my own-music.

Everything starts here: Digital Ocean is the titletrack and the first song that I ever written. A very peaceful and quiet ambience track, where I tried to merge the calmness of nature with the electronic sound of our modern life.

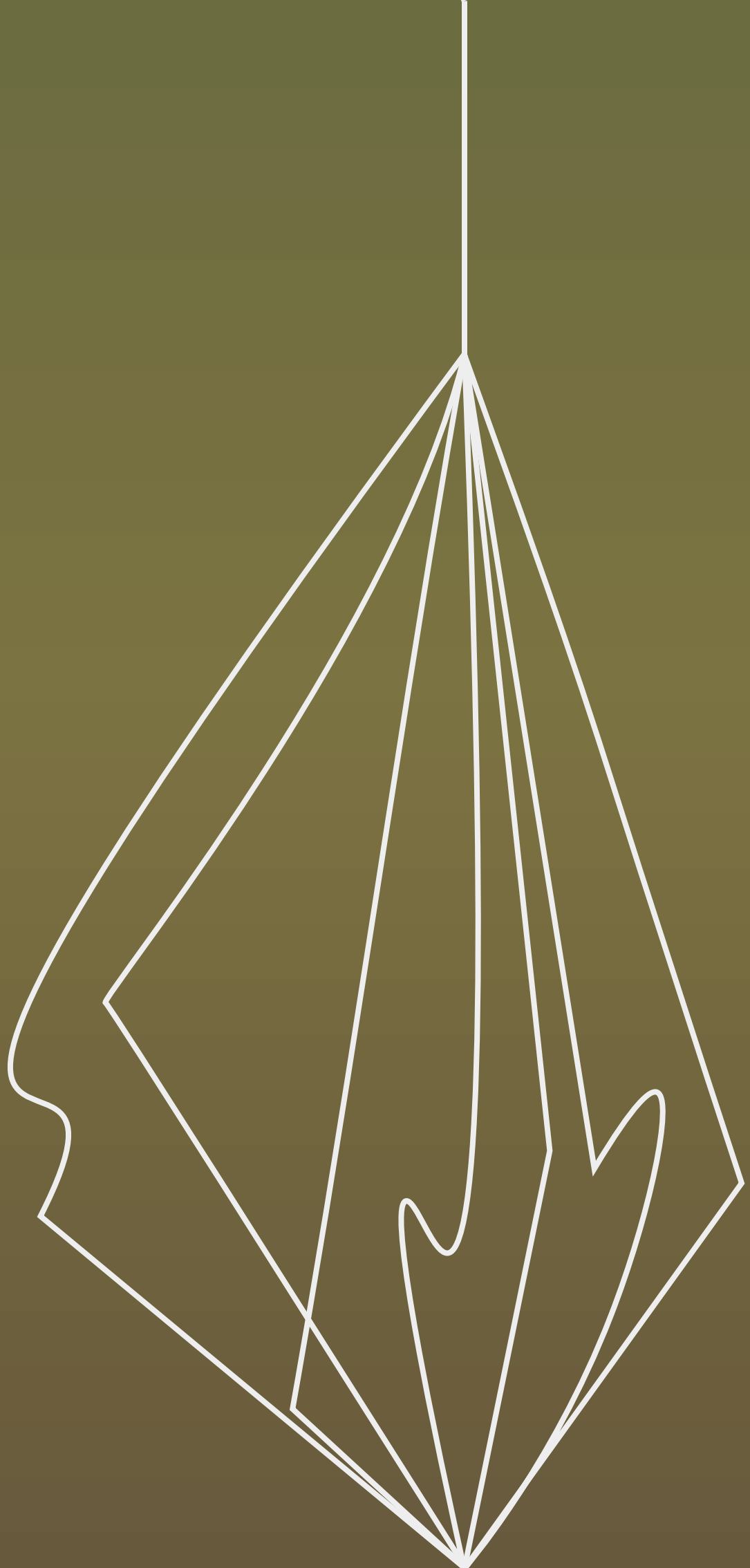
Digital Ocean

(3:56)

This is my tribute to blues, the root of my guitar work. I have merged a shuffle blues with electronic beat and then with a metal section as we are travelling through a CPU at the speed of light.

Blues in C(PU)

(5:17)



Recently I started to listen a lot of stoner metal and I would like to recreate the feeling of a travel into the desert. In the same period I finished to build my first own crafted guitar. So I toke the chance to write a track with my own Jackson RR replica tuned in standard D. The final output is a song called Sandbox -as the test environments in the field of IT engineering- of electronic and jazz sound with stoner sections

Sandbox

(5:12)

In computer language, a "cold reboot" is a restart after a system crash. When we overload ourselves we crash and we start again from nothing, like the music of this song does. Music would like to instill a moment of peace after something breaks and all the processes have to be rebuilded.

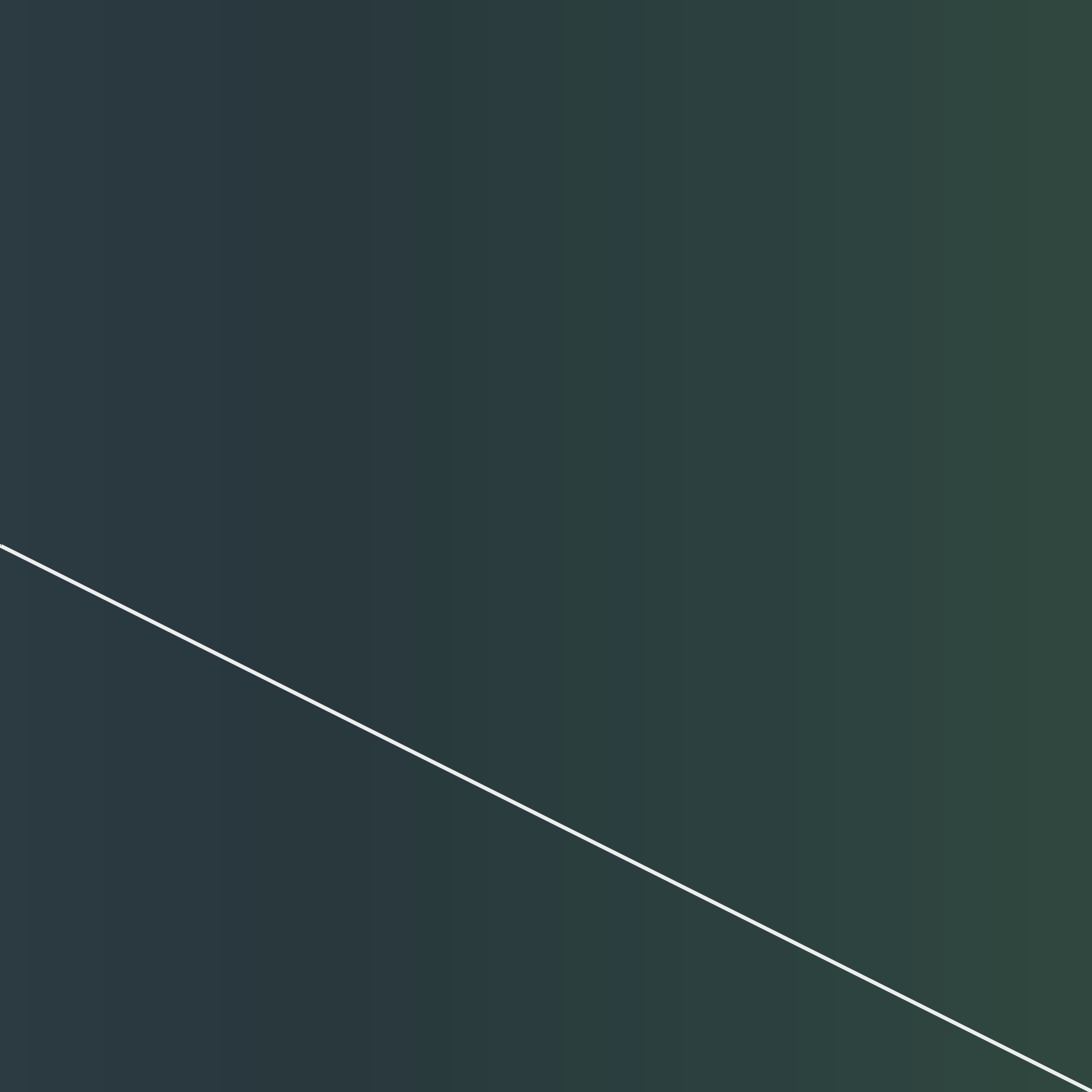
Cold Reboot

(6:58)

A couple of decades ago, Bliss was one of the first virus for Linux OS. After a long initial section of incubation the virus spread violently. This prog metal track came out from an idea shared with my longtime friend and bass player Giulio Lucentini.

Bliss

(3:48)



This is a short interlude where acoustic guitar and orchestra meet up. Music was inspired by the good and bad thoughts during the night and the deep sleep phase. Uninterruptible Sleep is a state of a machine when every operation is blocked and it can't be killed, as the deep sleep phase.

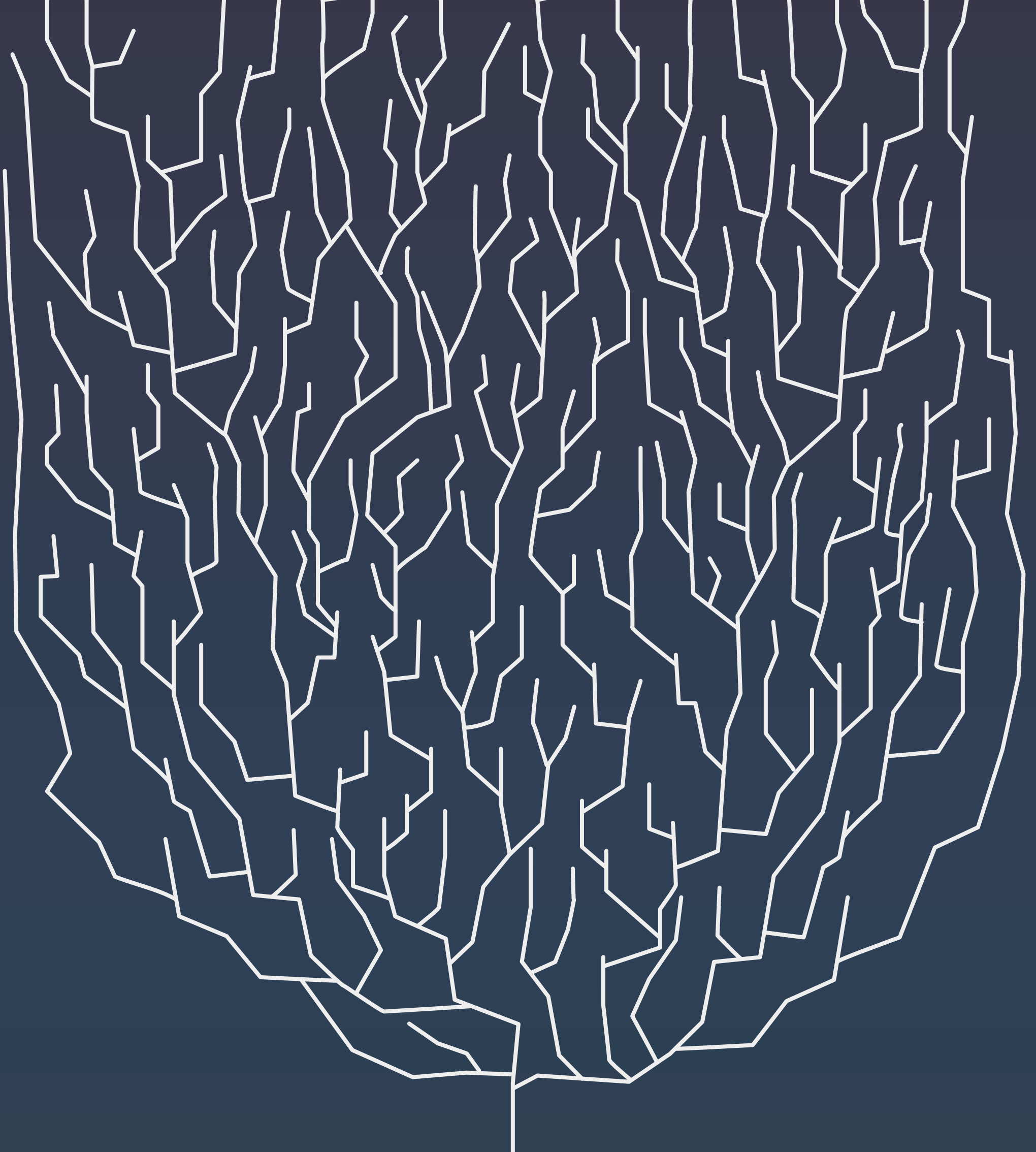
Uninterruptible Sleep

(2:51)

This track is a long journey through space and ambient music, with no presence of guitar or rock/metal elements. A backbone is a part of computer network that interconnects various pieces of network, as the track does with different instruments like violin, piano, different synths and heavy deep beats.

Backbone

(7:20)

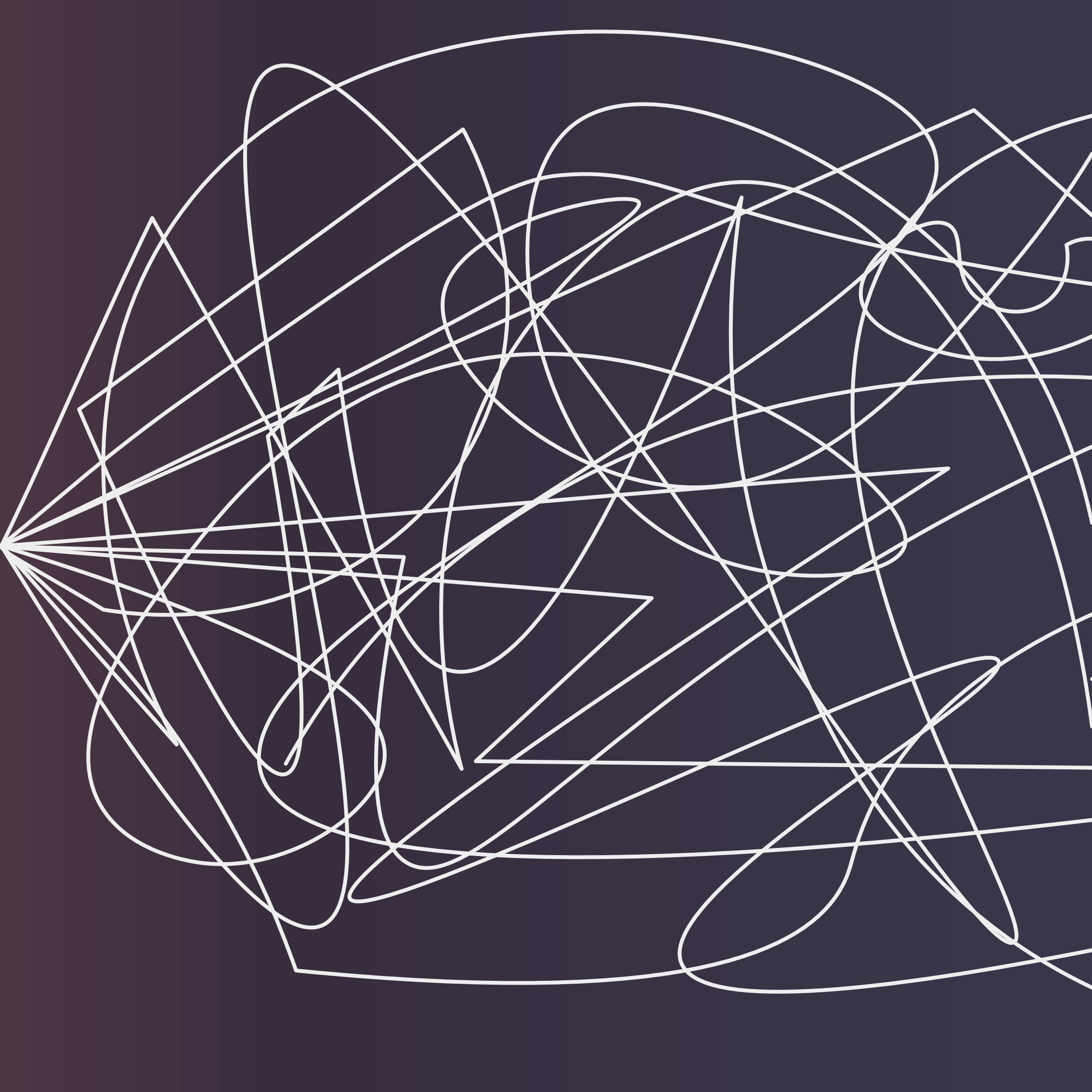


Nodes is a suite based on three movements and its name comes from a basic element of science. Nodes are points of a network that communicate each other as the neurons for our brain. I started to write this suite as a voyage in the deep space and during the composition I realized that it could be also a voyage into our self. Circle (00:00 4:18) depicts a moment of suffering and doubt a chose to take. It mixes the oriental elements of the dominant scale with tragic tribal elements. Mesh (4:18 8:07) is a continuous crescendo that explodes in a moment of anger and pain, with a very tight and compact drop that leads to the third movement. Star (8:07 15:12) is the final realization of the chose made. After a long crescendo there is the final explosion where metal meets dubstep. After the storm, the voyage ends through calmness and a deep reflection.

Nodes

[I. Circle - II. Mesh - III. Star]

(15:12)



This is the closing track of the album. It's a sort of back to the roots, where you lose every electronic part of you and everything comes back to nature and acoustic sounds.

Losing Connection

(2:49)

"Digital Ocean", the first record by Reason was recorded in Rome between 2016 and 2019.

All music is composed by **Michele Ridolfi**, except *Bliss* by **Michele Ridolfi** and **Giulio Lucentini**.

Recording, mixing and mastering done by **Michele Ridolfi**.

Art, booklet and logo have been designed and created by **Riccardo Acquadro**.

Michele would like to thank:

My father Luciano for the gift of music and my mother Emanuela for the gift of life.

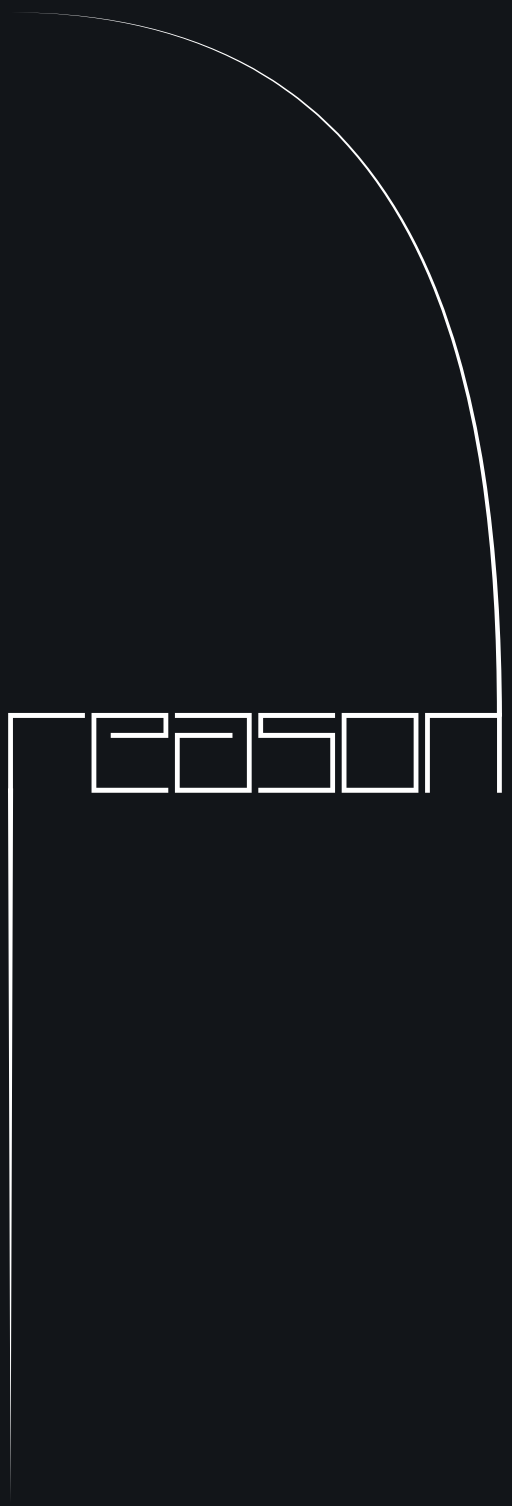
Riccardo Acquadro as friend, source of new musical inspiration and -*last but not least*- designer and creator of logos and every piece of art present in this record.

Giulio Lucentini as long time music partner that shared the composition of a wonderful track with me.

Giulia Saetta for her love and patience of every day.

Ludovico Piccinini as guitar -*and life*- teacher.

All my friends that have shared musical experiences with me and everyone who helped me to find the right inspiration by listening the earlier -*and awful*- demo of this record. Special thanks to: Alessio Tomaselli, David Corino, Filippo Sabani, Elia Fortunato, Alessio Vasselli, Vladimiro Manetti, Marco Petrucci, Leonardo Bezziccheri, Leonardo Serventi and Massimo Milite.


reason

1. Digital Ocean

2. Blues in C(PU)

3. Sandbox

4. Cold Reboot

5. Bliss

6. Uninterruptible Sleep

7. Backbone

8. Nodes [I. Circle – II. Mesh – III. Star]

9. Losing Connection

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