

# Microcosm

## The Inner Symphony of Sound

While playing the Gongs, I'm aware of a microscopic world of sound that happens immediately in front of their playing surface. This *Microcosm* (literally *little world*) is full of wondrous harmonics and barely audible tones that reveal a great deal of depth and beauty. Unfortunately, for the listener out front, these sounds never make it past the immediate playing area. On this recording I have closely miked the Gongs and played them quietly in order to capture these sounds for the listener.

Each track is played on one Gong, in real time, with no overdubbing or studio enhancement, except for track #9 where Aiden Bettine manipulated a microphone around the face of the Gong while it was played.

### **The Gongs played are:**

Paiste 32" Symphonic  
Paiste 32" Sound Creation #3 - Earth  
Paiste 26" Sound Creation - Sky (Prototype)  
Paiste 24" Sound Creation #4 - Water  
Paiste 22" Accent  
Michael Paiste 23.5" Volcano  
Michael Paiste 23.5" Water

Please note that this CD has a very wide dynamic range and extreme bass frequencies. Adjust your sound system accordingly. Headphone listening is encouraged.

Recorded & Engineered by Chris Djuricic at Studio One, Racine WI, 09/08, 2007

All music is written, arranged, and produced by Michael Bettine  
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An Intuitive Arts Hand Media (IAM) recording

Editions Intuitive Arts II2

# Microcøsm

- #1 (pour Pierre Henry)
- #2 (for Rainer Maria Rilke)
- #3 (for Brian Ritchie)
- #4 (for Michael Paiste)
- #5 (for the Buddha)
- #6 (for Bjork)
- #7 (for David Sylvian)
- #8 (for Von Kessels)
- #9 (for Karlheinz Stockhausen)

## **Special thanks to:**

**Studio One & Chris Djuricic, Aiden Bettine, Mike Balter Mallets,**

**Paiste cymbals/sounds/gongs, King Kase Company**

## **Points of contact:**

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**Addendum: Microcosm** was part of a 12 hour mammoth recording & mixing session. With a limited budget to work with, I meticulously planned out the music for 3 separate recordings that I wanted to do during the session: Microcosm, Mandala, and Meridian. Because the music is solo, there was no need to balance what I did against other parts, either from other musicians, or over dubbed. All the music was captured live in the studio, and for the most part they are all first takes (I was well rehearsed). The most time consuming part of the session was moving the microphones for different tracks, then listening to short samples to check how the sound was. The engineer, Chris, had a great ear and was willing to experiment in order to achieve a realistic and balanced sound.

**Microcosm** itself was recorded with the microphones mere inches from the back of each Gong in order to pick up the *micro* surface harmonics. 1 Gong was used for each track. The results were quite astounding, revealing a symphony of sounds, including choirs and voices. Play it loud!

~ Michael Bettine

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