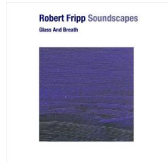


Robert Fripp - Soundscapes: Glass And Breath (2007)

Written by bluesever

Thursday, 17 April 2014 15:50 - Last Updated Thursday, 29 November 2018 21:10

Robert Fripp - Soundscapes: Glass And Breath (2007)



1. *Glass And Breath I* 20.06 2. *Glass And Breath II* 20.18 3. *Glass And Breath III* 19.45 Robert Fripp - guitar

Talk about a generous gift from a master musician to his fans, Robert Fripp's latest Soundscape release "Glass and Breath" comes just days after it was recorded. In addition, he's giving it away at no charge whatsoever.

"Glass and Breath" is a three-part hour-long studio improvisation that is slightly different from Fripp's usual Soundscape work. Unlike his trademark orchestrations that are the norm for Soundscapes, "Glass and Breath" primarily focuses on chiming bell sounds that repeat at random. There is also a slightly eerie and misty chordal background that is heard throughout the three parts as well. If one uses their imagination, it isn't difficult to picture yourself walking in the open spaces listening to church bells tolling in the distance.

This music can best be summed up as 'ambient minimalism stripped down to its barest elements'. There is very little change or progression in this hours worth of music. Despite this, it still comes off as being extremely beautiful and powerful. I will have to agree with the comparisons to Brian Eno's "Neroli". Both "Neroli" and "Glass and Breath" feature the same principle but take it in slightly different directions.

Once again, Robert Fripp succeeds in bringing us another fine Soundscape. As stated above, this is a wonderful gift from a master musician to his fans. Granted, some may find this to be very boring but as I've stated in other reviews - Boring can be beautiful too. --- LouieB, robertfripp.com

Robert Fripp - Soundscapes: Glass And Breath (2007)

Written by bluesever

Thursday, 17 April 2014 15:50 - Last Updated Thursday, 29 November 2018 21:10

download (mp3 @224 kbs):

[yandex](#) [mediafire](#) [ulozto](#) [gett](#)

[back](#)