

Artist: Valentino Mora
Title: Slow Hyper Controlled Motion
Label: DEMENT3D
Release date: 10th July 2017
Cat: DM3D018
Formats: Vinyl / Digital

After his first two releases, some magical pieces of music on his new label IDO, DEMENT3D is proud to welcome Valentino Mora on board, and share with you a part of his spiritual journey.

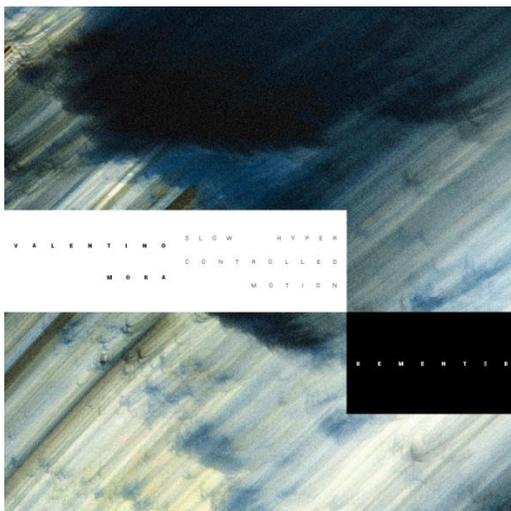
“House Music is a feeling, a state of mind” This credo had been literally our mantra, Julien and I, during our formative years of clubbing. Definitely the kind of vibe we had been craving for, wanting to give it a strong mark on the label. For us, in a way, it’s still all about the “dream”, a kind of passion for the American Dance Music scene of the 90’s.

During a trip to Japan this year, we spent some time with our friend Valentino Mora chatting about that “dream”, that glorified era, an irresistible fondness we all have in common... It has understandably led to the decision that we had to release something by the man himself.

Some words from Valentino Mora:

Slow Hyper Controlled Motion is a homage to early New York spiritual house. I have been obsessed with records from late 80’s / early 90’s that have this vibe of forest, for example Instant House, Jungle Wonz, or Risqué III. There’s also a strong inspiration from Butoh that runs throughout everything I have done with IDO and with this record. I get inspired by dancers and certain dance moves, and particularly with Slow Hyper-controlled Motion I was concerned with this Butoh concept of accepting the fact that you are slow and being able to use the space within this slow-motion to do a lot. The grooves are all directly inspired by Butoh moves.

In creating this record I took field recordings in the forests in Japan. The concept of Slow Hyper Controlled Motion was to recreate this 90’s spiritual house vibe but in a more experimental way. At this time they used a lot of bird samples and more tribal sounding drum machines like 626 and 727. I also included these elements on this record and also got inspired by the sound of rain, leaves and wind and used these as a constant texture for all tracks, and to create a lot of wetness using space reverbs or echos and watery sub bass to portray the feeling of the forest in a less literal way. Also, I tried to go deeper into the concept by going through a spiritual and meditative process to explore the mysterious aspects of the inspiration.



Tracklist:

- A1. Resist Fixity
- A2. Raising
- B1. Wavellite
- B2. Elevate