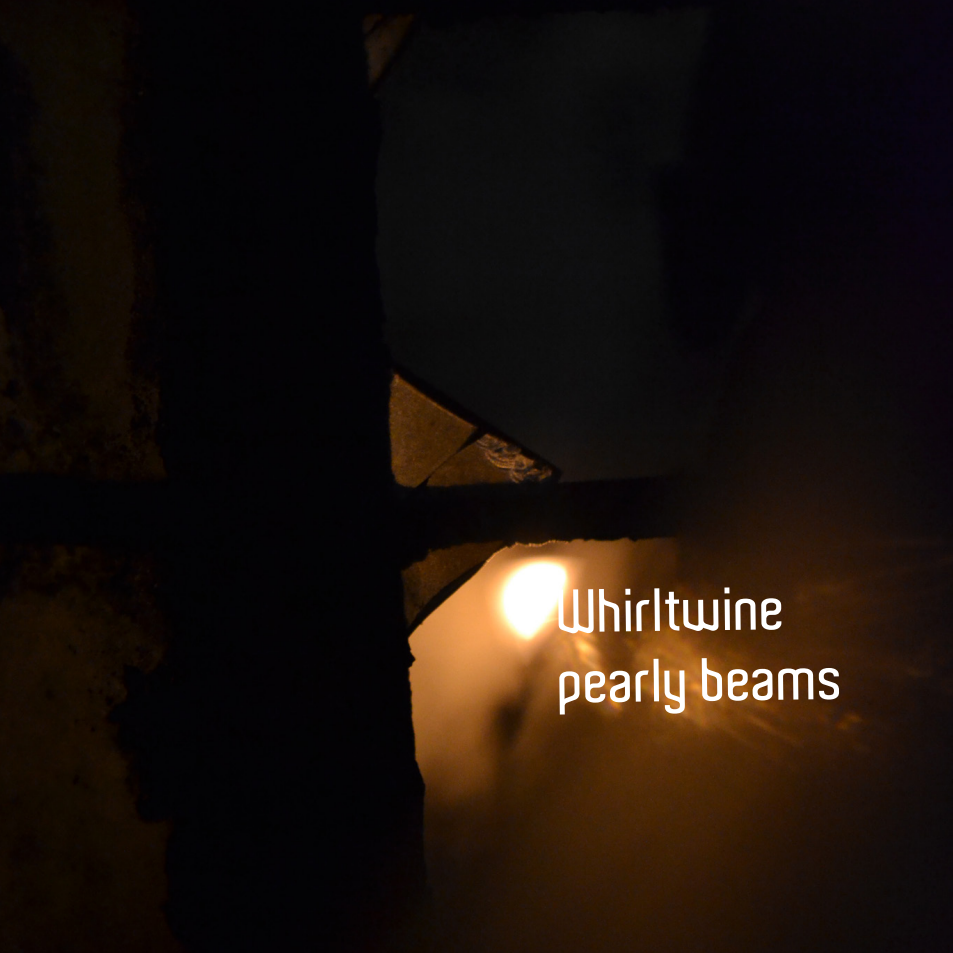
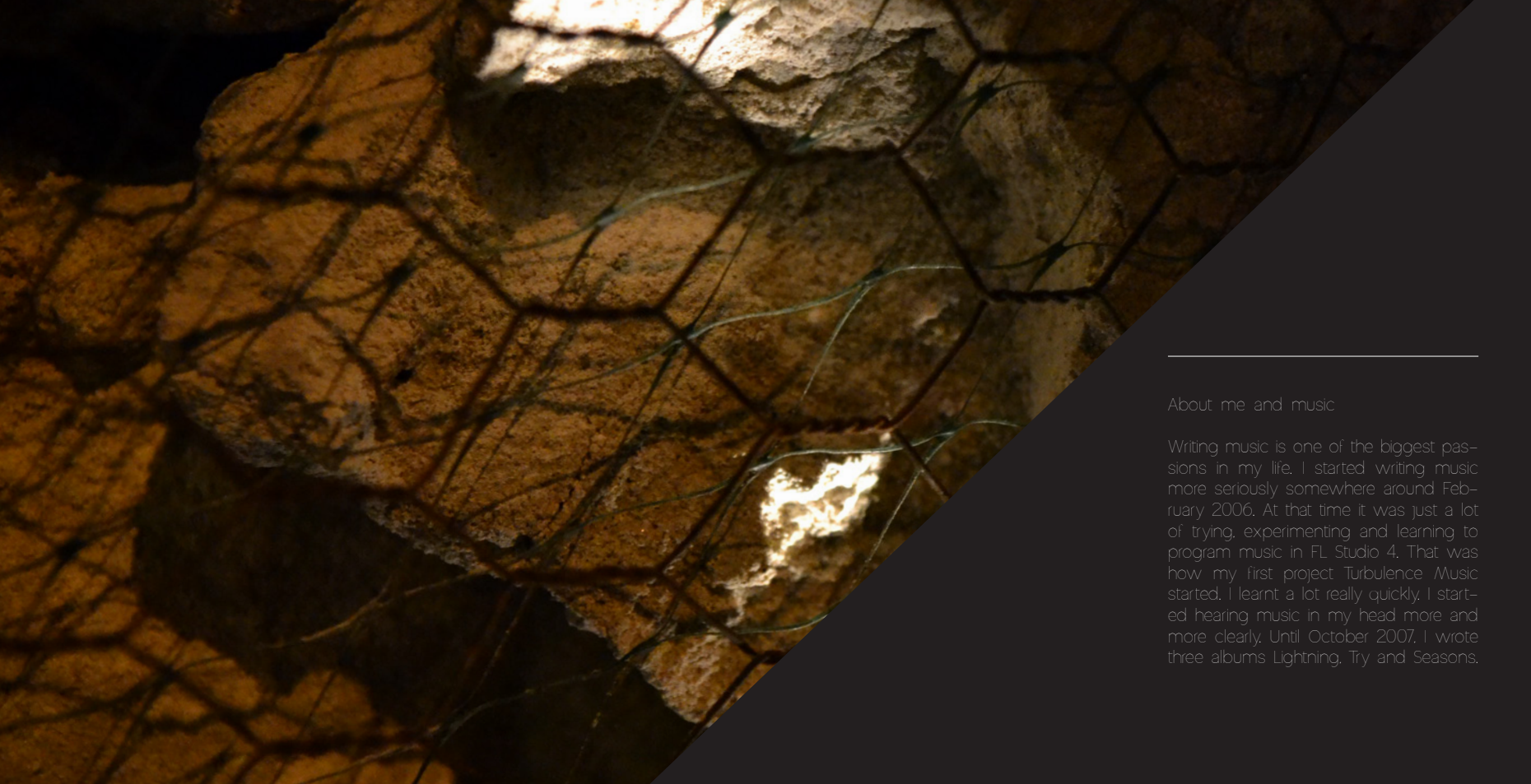


The image is a dark, atmospheric photograph. A bright, circular light source, possibly a lamp or a window opening, is positioned in the lower right quadrant. This light source creates a strong lens flare, with several rays of light radiating outwards and a soft, hazy glow that fills the lower right portion of the frame. The light is a warm, golden-yellow color. The surrounding environment is mostly black, with some dark, textured shapes that suggest a rough, possibly stone or concrete, surface. The overall mood is mysterious and dramatic.

Whirltwine
pearly beams



About me and music

Writing music is one of the biggest passions in my life. I started writing music more seriously somewhere around February 2006. At that time it was just a lot of trying, experimenting and learning to program music in FL Studio 4. That was how my first project Turbulence Music started. I learnt a lot really quickly. I started hearing music in my head more and more clearly. Until October 2007, I wrote three albums Lightning, Try and Seasons.



I didn't have much time to continue writing for a while and later after my eighth year of playing piano, I started to play guitar. This was very important step in my life, in terms of music. The reason was my teacher, who learnt and inspired me far beyond anything I could imagine before. At that point I started to really feel and hear the music inside of me

and I started to write the music on guitar. I decided I have to record this somehow. So I began learning how to work with Cubase. The quality of the recording was bad, but I was getting better at it. I was adding many and many layers of guitar and some interesting songs came out of this process. The result is a demo album for my current project Whirltwine called Soul Scenery which was finished on July 2010.



I felt for a while that guitar isn't the only way I want to represent my music and I felt a strong desire to buy keyboards and experiment with them. So after Soul Scenery I bought

a cheap but great MIDI keyboard and I began using Reason software, which provided me a huge spectrum of amazing sounds and gave my music a whole new dimension that you can hear on this album. To add even more color to my music I started recording many different sounds with microphone, which I later used together with reason samples in some of the songs. I basically combined my ability to play guitar, keyboard, programming drums and samples and huge amount of my soul and effort into this record. The result is my first real album I'm finally satisfied with called Pearly Beams.

About Pearly Beams

Pearly Beams is a journey into our subconsciousness and essence of human soul in a very abstract and open way. The album is divided into two phases. In first phase it starts with more concrete motives mainly from the nature, but in the second phase it's getting purely abstract as we go deeper and deeper into our mind. However, the interpretation how, where and what exactly is happening is all up to listener.





Phase I 18'27

1 Entrance 2'29

2 Twisted Road 3'48

3 The Night Woods 4'24

4 Mirthful Meadow 4'31

5 Uncanny Flair 3'15

Phase II 15'08

5 Wandering 5'14

6 Glow 2'48

7 Pearly Beams 7'06



1 Entrance	2'29
2 Twisted Road	3'48
3 The Night Woods	4'24
4 Mirthful Meadow	4'31
5 Uncanny Flair	3'15
6 Wandering	5'14
7 Glow	2'48
8 Pearly Beams	7'06

Release date 6 April 2012

Album length 33'35

All music was written and recorded by Miroslav Simek.

Album artwork was created by Pavol Wolf.