



# Tr3s Lunas Mike Oldfield

TRACK BY TRACK  
BY MIKE OLDFIELD

## 1.- Misty

*"Misty is the name of one of my horses. I used to have much free time and I thought it would be interesting to have a hobby. I've always been attracted to this idea of having beautiful animals around me. Misty is an Arabian young mare. I bought her when she was four months old and now she is one year old. We have even celebrated his birthday party. She got a carrot cake with one candle. I like to give them treats. I love it. "Misty" was the first song where I tried a new musical technique, something I have used in some tracks of the album. I call this technique "saxophone-guitar sound", and it is a kind of a new instrument. I love playing guitar, and guitar technique helps me using keyboards and a very complex software- get the sound of a very unique virtual saxophone, mixed with guitar chords.*

## 2.- No Mans Land

*"I love the desert. I have traveled very often throughout the desert, when I was living in California and also when I visited Morocco or Mexico. I like that isolation feeling, that sensation of being far away from everything made by men. I love that vastness. It is a very special feeling, but also a formal expression. "No Mans Land" is an expression used mostly in the United States to describe a deserted land. In the MusicVR Game, this desert delimites two different areas, each of them proposing the player multiple options .*

### **3.- Return To The Origin**

*"It is one of the leitmotifs in both the album and the interactive game. The "origin" is the central point of the tri-dimensional world of MusicVR. As my sister Sally's voice suggests, sometimes you have to return to that point, to return to the origin, and this way you complete the different phases of the game.*

*For me this reflects too that need to return to our condition of human beings, something like an spiritual return to what we really are, to our center, something I use to do by practising meditation and Tai Chi.*

*Sometimes you have to forget the material aspects of life, because these material aspects may cause stress or unhappiness. We have to return to our own origin, or at least we should try to do it as often as possible.*

### **4.- Landfall**

*" This is definitely an ambient track. The music describes that moment in the interactive game when you are able to leave the desert and you have collected enough rings to go to a tiny island lying in the middle of one of the game's seas. "Landfall" was an expression used by sailors such as Christopher Columbus when they arrived at land after a long sea journey.*

### **5.- Viper**

*"This was the first track in the album that made me feel really satisfied. It's quite rhythmic, it has that chill out flavour I wanted for my album. This song is also one of the three snakes in the game. This one is a viper. There were snakes too in "Tubular Bells III". Maybe it is one of my personal obsessions, because, according to Chinese horoscope, I am a snake too.*

### **6.- Turtle Island**

*"This track is undoubtedly connected to Ibiza and to Café del Mar. It has a very simple and catchy tune. This is the best music I can imagine to hear while you sit down at a bar, you have a drink and you simply enjoy life, in a relaxed way. This song has also its specific moment in the game. When you arrive to the island you can see a turtle. When you are near the turtle, you hear this song, "Turtle Island ", and lots of tiny turtles appear and you start playing with pearls and oysters emerging around you. If you put three of this pearls into the turtle's shell, you are allowed to swim with the dolphins. Everything in this project is inter-connected.*

## **7.- To Be Free**

*“This started as a simple acoustic guitar theme. Later I decided to improve the rhythm and I added some drum loops. When we arrived to this point, we decided to include vocals, so I hired a session vocalist and I wrote the lyrics two hours before her arrival to the studio. We were lucky and everything was easy and quick. We realized that the sound was excellent and suddenly we decided that this song could be the first single. When I had to write the lyrics, I thought about my children. I have three teenage children who are now trying to decide what to do with their lives. I know many people, people of different ages, who are living the same situation. In my opinion, “To Be Free” is a hope chant for those who have problems in their lives. The song talks about those moments when things change in the most sudden way. We have made different remix versions by Pumpin’ Dolls or Soultronik, ranging from House to Chill Out”.*

## **8.- Firefly**

*“ This song is musically unique. It is a very visual song, you can nearly see the fireflies around you. Luminous is the best word to describe it. I composed it with humble guitar chords, but playing the guitar in a very special way, as if I was caressing the strings. I always dreamed of a song sounding like this, and now I had the opportunity to do it. I used a similar technique in “Tubular Bells”, but now it has a more defined sound, placed in the foreground.*

*These fireflies have a very important role in the game. They emerge from caves and volcanos, and help you find your way out to other areas of the MusicVR Game”.*

## **9.- Tres Lunas**

*“This is obviously the central track in the album. When I have to explain why did I choose this title, I have to remember the time when I was living in Ibiza. There is an excellent restaurant there. People call it Las Dos Lunas. It is between San Antonio and Ibiza city. The restaurant’s owner lent me a compilation album we used to listen to very often those days. It was full of very simple and relaxing guitar sounds, and I could recognize samplings of some of my own tracks. And I decided then to record a Chill Out album. I had to re-work it five or six times before I was completely satisfied. The key was to make it as simple as possible. The album’s visual appearance is very impressive. I wanted to transmit that feeling of someone who is living in a strange planet and suddenly finds three moons in the middle of the sky, instead of one.*

## **10.- Daydream**

*“Obviously, this song has an evocative feeling. This song was inspired by a long weekend I enjoyed in Venice, two years ago. While I was there, I visited Burano island, and I found there a a very special cemetery, unforgettable, with an odd but quiet environment. I found there Igor Stravinski’s and Sergei Diaguilev’s tombs (Diaguilev was Stravinski’s choreographer). There was a very special atmosphere, and it impressed me somehow. I have always been attracted to the artistic movements emerging at the end of the nineteenth century and at the beginning of the twentieth century. I adore Surrealism and Salvador Dalí’s works, for example. “Daydream” was also inspired by “Gymnopèdies” a delightful musical piece by Erik Satie.*

## **11.- Thou Art In Heaven**

*“This song has a long story. I got the central idea when I received the commitment to compose the music for the Millenium Concert in Berlin, something that finally become my penultimate album, “The Millennium Bell”, specially conceived to welcome the new millenium. It was not possible to develop that idea in that moment, but now it is ideal for this chill out project.*

*The title, “Thou Art In Heaven” is inspired by the first verse of the Lord’s Prayer.*

## **12.- Sirius**

*“This track talks about a star called Sirius, that has always kept me fascinated. It is a very big star, brilliant, perfect for “Tres Lunas”. Sirius is the name of one of my horses too. I helped his mother deliver him. He is also an Arabian horse, like Misty.*

## **13.- No Mans Land (Reprise)**

*“It is a special way to finish the album. It is a kind of a virtual duet between a guitar and a saxophone, a real Spanish guitar mixed with a virtual saxophone sound, coming from synthesized keyboards played as if they were guitar strings. There is something magical in this song.*