“Too waste, too fast” (2024 - 12”32’) is a composition part of “X6 - Hexaphonic Augmented Guitar project” in which a special divided pick-up enables the separation of the 6 strings channels. The project is based on an instrument played live that allows to control not only dynamics and frequency but also the acoustic space. In this case all the strings are connected to different speakers building a 6.1 surround audio system or wide stereo configuration or binaural listening.

“Too waste, too fast” is inspired by new modern techno-capitalism era where quantities are not calculated on needs but on abundance, and the speed of technology development force the human being to manage lot of different inputs simultaneously.

The idea is to create an artificial environment similar to nature through the movement of sound, helping us to slow down and realizing that all animals live with nature timing.

The composition is built around a harmonic guitar chord progression that constantly grows at the end of every pattern. It goes from really soft to almost noise sound thanks to electronic filters that are triggered by guitar’s dynamic touch and five matrix combinations. The piece aims at drawing the listener into an increasingly complex acoustic space where synthetic and acoustic sounds collide and merge to become one. The eternal struggle between man and nature can only end discovering that they are one and the same.