



CHRISTIAN GABEL KRATER

A SCORE FOR A FILM NEVER MADE

In the early nineties Christian Gabel found a set of illustrations that seemed to be concept art for a film production. The artwork was dated 1982 and depicted scenes from his hometown Karlstad in post-apocalyptic ruins. In spite of research, no further information about the artwork, the artist or the (possible) film has been found.

Many years later Christian started toying around with the idea of writing a film score for the concept art and the film that was never made. Krater is the result.

Krater is also a computer game produced by independent Swedish studio Fatshark. Christian Gabel has written the main themes for the game which also drew inspiration from the found art.

- I found the images at a flea market in Karlstad at some point during the early nineties. The pictures, 13 in total, are paintings and drawings portraying scenes from Karlstad, but a Karlstad that seems to have been struck by a terrible disaster. Several of them show familiar local buildings and surroundings in various stages of destruction, some with human figures present, others desolate and without any signs of life.

Some handwritten entries in the margins and on the back of the pictures give the distinct impression that they were concept art for a planned film production. It appears as if someone during the early eighties had plans of making a science fiction film set in a future post-apocalyptic Karlstad.

In spite of research I have not been able to find any information regarding

the film or whether production of it ever started, which I hold as highly unlikely. However, I couldn't get these pictures out of my mind. My passion for sci-fi movies from that time period as well as their soundtracks, and the link to the town where I grew up, made this unrealized project all too appealing to be left in oblivion.

I decided to make an early eighties sounding score to the film that this could have resulted in, had it gone into production at the time. From the scenes portrayed in the pictures, I have written music to the story as I imagined it when looking at them.

By releasing this album, I'm hoping that the person behind the pictures or someone with any knowledge of the original project, will come forward and give us more information.

RELEASE DATE: JUNE 30TH 2012

ALBUM SAMPLER & HI-RES JPEGs: WWW.CHRISTIANGABEL.COM/PRESS-KIT/

ONLINE: WWW.CHRISTIANGABEL.COM (live June 20th) & WWW.KRATERGAME.COM

The Krater soundtrack is a DVD-sized 2-disc double gatefold package that comes in a slipcase. It's got the soundtrack on one disc and the computer game on another. It also includes a 24-page booklet with all of the original concept art.

Christian Gabel is a Swedish musician and producer. He's was born and raised in Karlstad (pop. 60,000) but is currently living in Stockholm where he runs the Cobra Studio. He plays the drums in bob hund, has played with artists like Thåström, David Sandström and Thomas Rusiak and has previously released instrumental music under the name 1900.



KRATER

ETT SOUNDTRACK AV CHRISTIAN GABEL TILL EN FILM SOM ALDRIG GJORDES

KONCEPTUTVECKLING CHRISTIAN GABEL & JAKOB WESTMAN PRODUKTIONSANSVARIG ROBERT BÄCKSTRÖM KOMPOSITÖR & PRODUCENT CHRISTIAN GABEL
INSPELAD I STUDIO COBRA & PATAFYSISKA LJUDINSTITUTET MASTERING HOFFE PÅ BRUNO MASTERING DESIGN JAKOB WESTMAN FOTO MORGAN NORMAN FOTO-ASS JOSEFIN BERGOVIST
SCANNING & REPRO MAGNUS ERIKSSON PÅ REPUBLIC TRYCK DISC REPLICATION EUROPE UTGIVEN AV FATSHARK & GABEL RECORDINGS WEBB CHRISTIANGABEL.SE & KRATERGAME.COM





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