

**Interview with Henrik Nordvargr Björkk
February 2003**

Dagaz-Music - As far as I've read, the first formation of Maschinenzimmer 412 is from 1988. How do you remember those days, now with the re-release of your first album "Malfeitor"?

Nordvargr - Things were quite different, we were young, we were very poor and had crap equipment. Looking back it is amazing how we managed to get so much noise out of so little stuff. We only used a cheap sampler, an old analogue synth and metal junk.

Dagaz-Music - Do you remember what, at that time, led you to start creating music? Any reference to musicians, projects, ideas?

Nordvargr - I don't know actually, it just happened... we were all interested in music and listened to TG, SPK Test Dept and stuff like that.

Dagaz-Music - With so many parallel projects and such a great creativity, what made you recover MZ.412 with "Domine Rex Inferum"?

Nordvargr - MZ. 412 has never been put to rest, it is just that we don't live close to each other anymore which makes the recordings not so frequent.

Dagaz-Music - One of your most known side project is Folkstorm. First question: why did you change the name from Volkssturm to Folkstorm?

Nordvargr - Because it stirred up too many bad vibes. People instantly connected that name with National Socialism. That was not the intention, so I decided to change the name into Swedish instead.

Dagaz-Music - From "Information Blitzkrieg" to "For The Love Of Hate" there is a substantial difference. How do you manage the evolution of each project?

Nordvargr - When I did I.B. I only used some effect pedals, synths and recorded it live into the DAT. "For the love..." is recorded on 8 tracks, which made it possible to add more instruments and overdubs.

Dagaz-Music - You leave the idea that the evolution of your projects depend mainly of the technology evolution. Do you really think that is the mainly reason? When you finish a record you don't feel that it will grow in a specific way?

Nordvargr - To some extent that is true since I have invested in some new equipment over the years, but I think that the evolution of the projects is something that happens in my brain, not in the equipment. That is especially true about Toroidh; that was in the beginning meant to be a minimal and monotonous sounding project like on the first CD, but as I was working with the material new ideas formed and the musical approach changed.

Dagaz-Music - Besides those two projects, and according to your webpage, you are also working as Toroidh and Sleep Therapy. How do you work those four different sonorities?

Nordvargr - I get a lot of questions about what projects that I am active in, and what they sound like. I am actually narrowing it all down at the moment... these of my main projects:

MZ. 412 - Black industrial / ritual

Toroidh - Ambient / martial / folk

Nordvargr - Darkambient / drone / research

Hydra Head 9 - Noise / freeform / improv

The projects all have different sounds and styles, so it is not a problem for me to keep them apart.

Dagaz-Music - Do you produce music for each project or do you record material and then fit it on each concept?

Nordvargr - I always start out with a specific project in mind.

Dagaz-Music - On you projects description why didn't you mention Folkstorm?

Nordvargr - Because Folkstorm is dead...

**Interview with Henrik Nordvargr Björkk
February 2003**

Dagaz-Music - The limited 8 CD+T-shirt boxset "Sleep Therapy" is almost sold out even before it edition. Can you speak a little about this strange edition? What this 8 CD are about?

Nordvargr - The Sleep Therapy box is a serious attempt to create soundscapes that affect your sleeping and dream patterns. The box contains seven CD's, one for each night of the week, a t-shirt and an eighth bonus CD. I have experimented with theta/delta frequencies that affect the brain, and mixed them together with ambient and relaxing music. The result is interesting to say the least...

Dagaz-Music - Your most recent edition was "Europe Is Dead" from Toroidh - which for me is one of your best works ever - and it is the most different one. How do you feel about that edition?

Nordvargr - It is one of my personal favourites as well... it is however the "mid-piece" of the Toroidh trilogy, and the third part, Testament, is even more developed than EID.

Dagaz-Music - Is that edition already out?

Nordvargr - It is being made right now and should be out early in March. I am really proud over this CD, it is my personal all-time favourite of all my work ever.

Dagaz-Music - When I heard it the first time, I was impressed with the incursions of some "dark-folk" tunes. How are you connected with those new sonorities and so many projects and editions?

Nordvargr - Well, I am no guitar virtuoso myself, but I am fortunate to have Ulvtharm helping me out with that... I really like the mix of guitars and ambience.

Dagaz-Music - What kind of sounds are you hearing lately? Which projects can you suggest?

Nordvargr - I am currently listening a lot to Sunn O))), Merzbow, Radio Eichenlaub and Brainbombs. All highly recommended!

DM - What other side-projects are you working on now?

Nordvargr - I am currently working on new Nordvargr material and on the forthcoming MZ. 412 release "Infernal Affairs"...

Dagaz-Music - Besides your main projects, you are always working in collaborations, productions, etc. What is happening now? What's new?

Nordvargr - The Grecce BM band Naer Mataron will soon release a CD which has a Toroidh intro and outro, I have just recorded a HH9 track with Treriksröset, I will soon start to work with thee Maldoror Kollektive on their new CD... that's about it.

Dagaz-Music - Recently you created your own label - 205 Recordings - but your editions are still being released by other companies. How does that work?

Nordvargr - I am currently not putting that much time into 205 Recordings, but I hope that I will have more time in the future to make it grow.... That is one of the reasons to why I am releasing my music on many different labels. The other reason is that it is a good way to make the music spread over the world and reach more people.