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It's easy to mistake Grimes as the quirky girl — there is, after all, a whole list of evidence that points to this. The 27-year-old Canadian singer, at least, is a bit of a mess, filled with aggressive snarling and weird snarling on a base-heavy soundtrack, one that she collaborated on with Taiwanese rapper, Aristophanes, on. She screams over her tracks at times, something she says she has learned to incorporate after having partied too much. And she does spend 11 years twirling in a ballerina skirt, only to shatter her dreams and discover goth music. Her muses include, naturally, Sinéad O'Connor, "because I really relate to how she seems too weird to be popular, but is accidentally popular, regardless".

The internet-savvy singer also designs her own album artwork, plus, 14 unique illustrations that accompany every track on her album. "REALITY" sees a dinosaur-like skull, grotesque eyeballs looping out of its empty eye sockets, embellished with clouds and fire, kind of like the freshwater doodles the really artistic people you know used to do in their sketchbooks. There are also butterfly wings and flowers and heart shapes and ribbons, amidst teeth and leopard spots. They look like the stuff you see on DeviantArt.

It also says a lot when you film an entire music video, based on your unrehearsed dancing, on a whim. But it's the end-of-the-world unscripted posturing in, and exactly how the single, "REALITY," was revealed to the world. Also, fun fact: the music video was filmed in Singapore, with Gardens by the Bay and Haw Par Villa forming an impressive backdrop to her kooky dance moves. That's interesting because most of us have stepped into the abandoned, creepy Haw Par Villa theme park in years, but it's immediately appealing for Boucher.

She chimes in: "Well, it's interesting because we never actually meant to make a "REALITY" music video. It was just a spur of the moment idea, and I had made it." The opportunity arises when they had a week off in Singapore, ample time to shoot a video, she says, and also because her brother used to live in Singapore and knew about the places. "We went to Haw Par Villa because we hoped no one would be in there, so they didn't. Plus the creepy statues are amazing! My favorite shots are from that mane purple waterfall though."

But hold on before you classify her as an annoying trope that's been floating about the Internet on Thought-Catting to Boughness lists — the now popularized list of Pine Deep, Kristen Bell, Zooey Deschanel's character in *500 Days of Summer*, or Natalie Portman's in *Garden State*. In no way does Grimes fit into that stereotype of surface-level-only quirkiness. Sure, she might have a certain knack for a dance style that rivals Drake's "Hotline Bling" video, except this isn't ironic or affected. She's real and authentic, based on her frequent Tumblr posts, where she often drops new material, new artwork, or writes about what she's currently up to. It's where she gets to express her thoughts — not necessarily connect with her fans, but be herself. And that makes all the difference. Grimes can't be sold as manufactured pop star that treads carefully with every Instagram caption; plus, we know how that kind of image is really built on the quick-thinking decisions of managers that work tirelessly behind the scenes.

She is daring, and the Internet gives her a platform to be daring, even when the odds are against the status quo. As a female musician who works independently and loves discovering new ways to make music, she certainly has something to say about the male-dominated music industry. "I'm tired of men who aren't professional or even accomplished musicians continually offering to 'help' me or 'teach' me things that I'm doing by accident and I'm gonna flounder without them," she laments in a 2013 Tumblr post. "Or, as if the fact that I'm a woman makes me incapable of using technology. I have never seen this kind of thing happen to any of my male peers." Normally, any other woman would have to take the blame and apologize as humbly as possible. Not Grimes.

On the other end of the spectrum, it's the online realm where she also gets to be personal, by responding directly to her listeners. "I guess it's sort of a sad song, I was crying when I recorded it, I hope that you can feel the emotion when you listen to it in the Wind Dream," responding to a question posted on her Facebook page. Of course, being Grimes, she approaches these connections with the utmost casual air. To her, it's just being a person.

"Luckily, my good friends don't really acknowledge my music, they just nod down and say, 'Mm.' Most days, I forget that Grimes is a person. I like to hang out and watch my friends play video games and make spaghetti," she says.

dress by adam lippes; coat by louis vuitton; and choker by lady grey.



That's kind of how she got involved in music in the first place – not some kind of dramatic story, but just a passion. When she was 14, while studying at McGill University in Montreal, she volunteered to do some background vocals for some of her guy friends, only realising later that she, too, could use the same software to create tracks of her own. Even without knowing how to play the actual instruments, she was adding guitars and guitars and guitars on a computer. This led to the making of her first two albums. She named her first album after a fictional planet in Dune, a series of novels by Frank Herbert, which she describes as one of her favourite science-fiction books. That's how she creates a nice connection for her futuristic sounds.

It was really 2012's *Visuals* that the musician exploded onto the scene, and all across the Internet, to captivate audiences everywhere. Signed under record label A&D, and recorded entirely using Apple's GarageBand software, it's an album that plays off the concept of "the artist as a silent movie," coupled with idiosyncratic music-making. Based on the wealth of interviews and quotable-quotes she has since had, the album was created with just a few hundred dollars worth of gear in her bedroom. Boxes and takes them the "bedroom music fan" to an extreme: she would record over recorded everything at night, under blacked-out windows, isolated and alone for three weeks, with the goal of letting her subconscious fill in the blanks.

It's a fine breakthrough album, though the musician acknowledges that she did feel the pressure to make out a full album from day one. "But I wasn't super concerned with it," she says. "Most great artists don't release albums often, especially artists who don't work with producers or songwriters. I would hate Grimes to exist on hype, which is a reason I wanted to go away and make something great rather than try to capitalise on the success of *Visuals*," she continues.

"I actually think the long lead time has been helpful, because people are very excited for rare art," she says. "I'm not someone who can just sit around and wait for things to happen. I can't expect my audience to be, so I didn't really have a choice. I had to keep working until it was of the highest quality."

At one point though, the hype over new material got so intense that there were talk of a lost album. In the spring of 2014, she had released a song and video titled "Gv," originally made for Rihanna, and meant as a thank-you to her fans. The unfortunate controversy surrounding it though, was that the song was reportedly rejected by the famous pop star and her team, and rumours were rife that Grimes has scrapped an entire album of original fan requests to the song. Blanckenal has obliquely repeated this, though she admits to having had enough material for an in-between album. On why she decided to drop the project, she says, "It was a lot of things, but mostly, I got a new computer and kind of wanted to start again with a fresh slate. I had so many unfinished projects and old recordings. It seemed easier to just make something new."

That's not to say that she didn't do anything "productive" after *Visuals*. In her own words, she learned how to sing and play live music and numerous instruments, travelled the world and built up a massive cult following through a book of illustrations and wrote, produced and performed hundreds of songs. "I also learned how to colour and do digital art. I directed, edited, coloured and starred in some music videos and moved to Los Angeles. I also took some time to relax and make friends. I got to do some writing sessions and learn about music," she says.

dress by adam lippes; choker and cuff (left hand) by lady grey; and rings and cuff (right hand) by carrie k.

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