



New album is the Buckcherry on top of cake

ROCKERS Buckcherry will go gung-ho when they showcase their new album tracks for the first time.

After more than three years in the recording wilderness, the band will tour with material from their Warpaint release when they hit Scotland.

It's been 20 years since the California band, above, got their big break with the release of their self-titled album.

But frontman Josh Todd — who has worked with Guns N' Roses star Slash and Matt Sorum from The Cult — reckons their latest work is the best yet.

The 48-year-old says: "I don't want to oversell it but it is probably our best record in a long time."

"There have been a lot of changes taking place in the three years since the last one. We had a lot of stuff to write about and we were very thorough. We've not been so thorough in our songwriting for a long time."

"We've worked really hard on it and ended up writing 30 songs for a ten-song record. So we're excited to get to Scotland and tour it. I just love music so I'm



EXCLUSIVE
by COLAN LAMONT

excited to get to work." Josh, who has also dabbled in acting — starring in TV shows such as *Bones* and *Back From The Dead* — insists the latest record has been a labour of love.

He says: "This has been exhausting because the writing and recording process isn't easy. It takes a lot of work to get something over the finish line and now we are about to do the thing we love most — which is playing live."

'I love the lyrics, they are dangerous'

The singer already has a favourite track he's most looking forward to playing. He adds: "I really like songcraft. It's like building a house, I love creating something from ground up."

"The song I like most right now is Bent. We love how it came out and are so pleased with the melody and lyrics, it's a great listen."

And Josh loves when the band get to play live in Glasgow.

When they performed at The Garage last year, punk rockers Public Image Ltd were

performing down the road at the O2 ABC.

He says: "Our first record was in 1999, so we've been coming over for 20 years. I love playing Scotland. We've played so many venues I couldn't name everywhere we've performed. But last year at The Garage was great."

"And it was so cool that Public Image were playing just down the street."

"I love getting out of the United States and touring."

"When you go to places like Scotland, everyone there is more into your whole career and not just the singles."

The band are known for their controversy, releasing an EP back in 2014 titled *F****, which had the four-letter swear in every song title.

But Josh reckons the real rebels these days are rappers, like Drake and Travis Scot.

Josh says: "Hip hop is reckless and it's so cool and interesting how they put their songs together. I love the lyrics, they are dangerous."

American football fan Josh hopes he'll be playing Scotland in a good mood as their gig at Glasgow's SWG3 next month falls a week after the Super Bowl. The LA Rams supporter hopes for a celebration party if his team can get the job done.

He said: "The Rams are my team so I'm rooting for them." ● Buckcherry will play Glasgow's SWG3 on February 13. Tickets available via ticketmaster.co.uk colan.lamont@the-sun.co.uk



WREST

WHO: Stewart Douglas (vocals/guitar), Stephen Whipp (guitar), Craig Robertson (bass), Jonny Tait (drums).
WHERE: Edinburgh.

FOR FANS OF: Frightened Rabbit, The National, The Twilight Sad.

JIM SAYS: As I've discovered from the Dumfries Music Conference, that part of the country has some incredible talent. From superstar Calvin Harris to emerging acts like Tiderays, Alex Maxwell and Prussia Snailham, it's been the breeding ground for some great music.

Wrest may be based in Edinburgh but Craig, Stephen and Jonny all hail from the town so I reckon they can be claimed by Dumfries.

Guitarist Stephen said: "Craig and I met Stewart when we moved to Edinburgh as students. We all like similar music. Bands like Frightened Rabbit, Bright Eyes and The National. We're all really into the early Coldplay records too. Other projects have seen us record and play around Scotland and occasionally further afield. But I think something about what we're doing with Wrest feels right."

"We've been fortunate to play with some really sound drummers over the years to find a permanent fit."

"Jonny joined us last year and we played our first gig with him a couple of months ago. He already knows the



NEW MUSIC
By Jim Gellatly

album better than we do! He's a natural fit." The album *Coward Of Us All* is due out later in the year.

The three singles so far — *Adventurers*, *Hope Springs and Human* — give a great taste of what to expect. Alternative rock with a Celtic twang and captivating melodies.

Bass player Craig said: "We took our time figuring out how we wanted to write songs, how we wanted to sound as a band. We've reached a point where we feel we've captured that with our album."

It's now all about building the profile. Jonny said: "We're off to a studio in the Argyll wilderness in a couple of weeks, locking ourselves away to explore ideas and film some live sessions."

Next gig is at Leith Depot on March 9 for the Save Leith Walk campaign.

MORE: facebook.com/wearewrest
● Jim presents a showcase of New Music on Amazing Radio, Sundays 2-4pm. amazingradio.com jimgellatly.com

▶ Watch a video of the band at: thescottishsun.co.uk

VR tech is in our DNA

IT was inevitable that indie outfit Dream Reality Interactive would push the boundaries of VR gaming.

It is in their DNA. The firm is mainly made up of ex-Sony London masters, with VR pioneer Dave Ranyard at the helm. They all worked on VR Worlds — a title that opened the VR box.

DRI creative lead Albert Bentall, right, told **STUART CULLEN** how their first game, *Arca's Path*, was the next step along the VR path.

He said: "When the company started we were very interested in VR as a platform as well as continuing our learning from working on VR Worlds and bring it into a sort of start-up environment."

"We wanted to keep doing VR stuff but we were a smaller team with less budget. We are interested in keeping good gameplay, strong storytelling and an interesting world. So we prototyped easy-to-pick-up mechanics for rolling balls around."

"At that stage we didn't know what platform we were aiming for, so we didn't want to rely on any particular control

systems. Then we said, 'Let's keep all of the controls on the head.'"

They also teamed up with Rebellion. Albert added: "They are as much a developer as they are a publisher but they really left us alone to build the game, which shows the trust they have in us."

"Dave was keen for us to come up with our own IP as a studio. I started building a story around this really big and complex sci-fi world that soon became too big and unyielding, so we mostly had to scrap that. But we did take some of the key parts we liked. The sci-fi fairytale was distilled down to a really short story with a few characters that could be told visually with no on-screen text or dialogue."

Arca's Path will be the first of many titles. Albert said: "We are focused on AR and VR. We tried to do a similar mechanic as *Arca's Path* in AR, which didn't quite work, but we took that and built another AR game from it."

"As an indie studio, we are in a really good position. If some of the bigger studios step away from looking at VR then that's a void we can step into."



EXCLUSIVE INTERVIEW

Use your head on a rocky Path



ARCA'S Path aims to make you rethink how you play games and the Dream Reality Interactive guys know their way round VR.

They have taken the standard controllers and thrown them out the window. It seems a simple idea — move a ball through a number of maze levels, a la *Marble Madness* and *Super Monkey Ball*, but the twist is you use your HEAD to guide the ball.

The PSVR uses your head's movement to control the speed and direction of the ball. It feels odd at first, but when it clicks you can change things with the smallest head movements.

That style of control stops you looking around you. You would have to pause the game and go into a free cam mode.

Once you have mastered that, the fun never really evolves across the 25 levels. Move ball, solve a few puzzles, collect crystals that will unlock a time challenge mode and that's it. That is a real shame because

Arca's Path VR

PS4 and PC £13.99

the thrill at the start becomes a bit of a one-trick pony. What story there is revolves around a futuristic fairytale where a young girl lives on a trash world. She finds a headset that takes her into a puzzle world.

The graphics have a pastel dream-like feel, but delivering the tale through storyboards is a bit of a miss, especially in VR.

The soundtrack has an experimental electro sound by Ninja Tunes artist Raffertie.

Sometimes it feels great but then the humming grates on you and you have to mute it.

If you have a PSVR then this is an interesting take on how the tech can be used.

Beyond that it's just an easy two-hour puzzler. It's great for showing off VR to your friends. But you can't help thinking it could have been so much more.

★★★
STUART CULLEN