

DDR Kirby (ISQ)



All in a Day's Work 2

Liner Notes

About OHC

One Hour Compo (better known simply as "OHC") is a weekly composition competition event hosted at <http://compo.thesauce.net>. The premise is simple: at a certain time each week, a theme is announced, and entrants are given exactly one hour to produce a song from scratch based on that theme.

Contrary to the name, OHC is less about competition and more about practicing mixing skills, as well as simply having fun making music every week. Participants meet in IRC for a "listening party", going through each entry as a group and giving feedback. There's a good number of veterans who participate every week, so it's fun to see how everyone's styles (and interpretations of the theme) differ. It's been a *great* experience for me...shoutout to all you OHCers!

About the Artist

I, DDRKirby(ISQ), have been producing electronic music since 2004, and have participated in OHC since OHC077, which was held in 2010. Since then, I've gone on to compete in over 150 rounds of OHC, placing in the top 3 in over half of them.

The practice that I've gotten through OHC has been amazing to my production skills. Somehow, one hour a week is a perfect timeframe to sit down and just make a song in whatever way you feel like at the time. It's also forced me to streamline my production process in all sorts of ways--back when I first started OHC I was making songs that were less than 2 minutes long, but nowadays it's not unheard of for me to extend above 6, or even 7 minutes at times.

There is also something about the time constraint of OHC that, for me, tends to be conducive to the "flow" of songwriting, where songs seem to somehow magically construct themselves with little or no "effort" on my part. It doesn't always happen, but that's definitely one of the main reasons that OHC is so exciting--sometimes I get started on a track and everything just seems to fit together as if it was *meant* to be, and I start screaming "yes, yes, yesss!" in my mind. (Though I admit it's a bit frustrating when my OHCs turn out better than the "real" projects that I spend more time on!)

I use FL Studio as my DAW for almost all of my songs. In addition, I sequence everything via mouse and keyboard, have no external hardware to speak of, and virtually all of my samples and plugins are free.

In addition to producing electronic music, I also have a plethora of other interests, which you can learn more about at my main website (<http://sites.google.com/site/ddrkirby>).

About this album

All in a Day's Work 2 is a direct sequel to the original *All in a Day's Work*. The concept is the same as before: take 24 of my best OHC entries, compile them into a single album, and then boast proudly, "I produced this entire album in 24 hours!" If you're familiar with the original *All in a Day's Work*, you'll notice that my style has evolved and my skills have improved even more than before. In recent times, I've started to cut down on track length in favor of adding more detail work to my songs, attempting to make them a little more memorable as well. All 24 tracks are presented exactly as they were submitted for OHC--no post-compo editing was done. For each track, I've included the original OHC theme description, the description I submitted with my entry, and some extra remarks. Thanks so much for listening. ^.^

--DDRKirby(ISQ)

Track 01 - Reborn

OHC221, 1st place (<http://compo.thesauce.net/rounds/view/OHC221>)

What would you do with a fresh start? What if you could start over? Tonight's theme is "fresh start."

"It's like I'm a whole new person again...

...Reborn."

This was one of the many OHCs where everything just fell into place and I created something awesome. My inspiration for this one--and quite a few other tracks as well--was "she" music, also known as Lain Trzaska. If I recall correctly, I wanted to have these cool housey chords stabs, so that's what this song starts out with. Then I add in a super thick bassline made mainly by layering FL Studio's 3xOsc synth, and everything else just flowed naturally from there.

Track 02 - Not the Same Level

OHC185, 2nd place (<http://compo.thesauce.net/rounds/view/OHC185>)

You kiss your loved ones and put your helmet on, get in your vehicle and buckle in. Your team clears you to go. Your utter determination assures you that losing is not an option. You clutch your hands on the steering wheel, ready to go. 3...2...1... Tonight's theme is "The Driving Competition."

Shout-out to A-zu-ra and starla.

=====

[Self-plug]

Check out the game I made in 48 hours for Ludum Dare:

<http://www.ludumdare.com/compo/ludum-dare-23/?action=preview&uid=7285>

And download the soundtrack here!

<http://ddrkirbyisq.bandcamp.com/album/gulliver-original-soundtrack>

[/Self-plug]

This is one where I totally ignored the theme because I already had something else in mind. In this case, my idea was to remix A-zu-ra and starla's entries from OHC184, which I thought were both pretty awesome. So the "ping" in the beginning, the chord progression, and the base melody is from A-zu-ra's song, but I'm putting my own spin onto it. At around the 3-minute mark I transition into starla's song, and then back into A-zu-ra's again. I was really happy with how this ended up turning out--it's a pretty classic example of my 9-bit 4-on-the-floor style. And I also really like the solo work I did with the variations on A-zu-ra's melody, that turned out really nicely!

Track 03 - Superphat Megalasers

OHC223, 2nd place (<http://compo.thesauce.net/rounds/view/OHC223>)

Some travel from far away to see them. Some see a spiritual quality to them. To others, it's nothing more than an effect caused by the Earth's magnetic field. They are fleeting, delicate, majestic and humbling. They existed before us, and will exist after us. Tonight's theme is "Northern Lights." See attached images.

Those pretty lights

Yeah, they'll blow your face off

This time around I was in the mood to do something really, really aggressive and in-your-face. The theme ended up being something that catered towards a much more atmospheric and ambient feel, so of course I ended up completely not caring and just doing my own thing. ;P This one has a massive bassline and huge breakbeat drums as well. Don't forget about the breakdown groove in the middle, which is just simply amazing.

Track 04 – My House

OHC234, 2nd place (<http://compo.thesauce.net/rounds/view/OHC234>)

What tiny beings live at the microscopic level? What awesome, sciency things exist that we would never know about without a microscope? Diatoms, amoebae, algae, protozoa. Tonight's theme is "Microscopic life." See attached images for inspiration.

I made a short(er) song. Does that count as fitting the theme?

Just HOW MUCH AWESOME can you pack into 3 minutes?

Welcome to my house.

Inspired by <http://www.youtube.com/watch?v=Cgl4rCRvunM>

Aaand here's yet another entry where I didn't really pay attention to the theme except for the part where I hastily jotted down a track description, trying to make some vague connection to it. This one was =really= heavily inspired by the music, specifically the track "just your eyes", which I was trying to emulate here. I have to admit that I can't really pull off the "she" style that well, but I still get inspired by that chiphouse sound a lot, and oftentimes it results in cool things happening, so I'm not complaining. You'll also notice that I spent a lot more effort on percussion here than I normally do in my songs, so the drums are a lot "cleaner" and have more interesting fills. This song also came well into my latest "phase" of OHC writing, in which I write shorter songs but attempt to put more details and polish into them.

Track 05 – Syreen Song

OHC236, 3rd place (<http://compo.thesauce.net/rounds/view/OHC236>)

A midwife toad calls to its mate while waiting beside the water. The animals in the world each have their own, unique music for communicating, from roars, to mews, to clicks, to clatters. Tonight's theme is "nature calls". See the attached files for inspiration.

In the far reaches of a distant galaxy, there exists a world full of wonderous creatures.

Every species has its own melody to spin...the flora and fauna weave together a mesmerizing tapestry of sound.

...This is their song.

"...IN SPAAACEEE!" One of the running jokes amongst the OHC crowd is that you can turn any theme into some sort of electronic-type or 9-bit song by simply appending "in space" to the end of it. In this case, "Nature calls...IN SPACE!" So yeah, here's another track that has pretty little to do with the theme. A bit of trivia: "Syreen" is the name of one of the races in the cult classic, Star Control 2, but this isn't actually a Syreen remix or anything. (Sorry!) One thing I'd like to point out is that I really write all my songs from start to finish, and I never know anything about how they're going to turn out until they actually happen. So for this one, it was the drums in the intro that really defined what was going to happen in the chorus, and everything else just came as a natural extension of that.

Track 06 - Machina

OHC198, 1st place (<http://compo.thesauce.net/rounds/view/OHC198>)

A strange, vivid yet unnatural glow. Tonight's theme is "Black Light." See the attached materials.

No signs of life. You search around, but this place seems desolated. Empty. Not a soul in sight. The frigid cosmic wind blows, and you shiver.

Then, a faint glow. Off in the distance, barely visible, but you're drawn towards it. You must find its source.

A small machine of some sort. What could its use be? Some sort of portable device, running off of battery power.

You flick the switch on...

=====

Can't make listening party tonight, but I'll be logging the chat. See you all next week OHC200
IS COMINGGGGG

If you didn't get it, the idea behind my track description here is that you're in some cosmic space scene, and then you find a Game Boy that starts playing chiptune sounds. In stark contrast to the previous few songs, this one is much more drawn out and involves a lot more repetition--this was back in the day when I aimed to just output as much music as possible in OHC, often sacrificing details in favor of just getting longer songs out. It was great practice, as it really forced me to streamline my process until everything was second nature. The highlight of this particular song is the chiptune drums section, which makes liberal use of the tb_toad VST plugin. I also ended up doing a video tutorial on exactly how the chip drum breakdown was made here, if you want to go try and find that on YouTube.

Track 07 - Dreamscape

OHC180, 3rd place (<http://compo.thesauce.net/rounds/view/OHC180>)

Infinite worlds separated from our own with infinite alternate choices. What hidden secrets do these other worlds hold? Tonight's theme is "Alternate Dimensions."

My 100th OHC entry ever. I tried to employ techniques from both my old and new style in the ultimate fusion culmination of musical power to make dreams come true.

You're all awesome. The upload file size limit, however, is not, so I had to do 96 kbps again.
=(

Also, lol: <http://www.youtube.com/watch?v=0SYyCXFzA08>

The YouTube link here is to a song I made called "Potpourri", which is just a mashup of a bunch of my other really popular/awesome songs (many of them OHC entries!). In the description, when I refer to my "old" style, I mean the style that I was using back in the days when I was first doing OHC, which relied a lot more on soundscapes and textures generated with the likes of the Ugo Motion and Camel Audio Alchemy VSTs. In other words, back before I started using my trademark chiptune sounds all over the place. This song marked not only my 100th OHC entry ever, but also the 2-year point in my OHC career, and this song was a really nice way to cap that all off, and I've always been pretty proud of it. At almost 9 minutes, it's a prime example of the track length I was putting out around this time as well.

Track 08 - The Euphoria of Death

OHC192 (<http://compo.thesauce.net/rounds/view/OHC192>)

Freedom for everybody. What can you do when you have no limits? Your only boundaries are those your imagination created. With ultimate freedom, what can you create? Tonight's theme is "Free for all."

Death can be slow, painful, morbid
But

when the soul leaves the body,
absolute freedom is reached.

This is
The Ecstasy of Life
After Death

=====

Source: [http://compo.thesauce.net/files/A_zu_ra_-_The_Tribute_of_Death\(OHC191\).mp3](http://compo.thesauce.net/files/A_zu_ra_-_The_Tribute_of_Death(OHC191).mp3)

This one's another remix of a song by A-zu-ra. I've remixed his work several times now, mostly because his style is so compatible with mine (we've collaborated as well), yet his melodic choices are different (and as such, inspiring). The title and description are a throwback not only to A-zu-ra's song title, but also one of my most famous songs, "The Ecstasy of Life". The epic breakdown here is really representative, I feel--you've got pads, bass, and a soaring melody all coming in with a really full sound.

Track 09 - Arboretia

OHC190 (<http://compo.thesauce.net/rounds/view/OHC190>)

Deep in the woods, a small collection of trees grow alone in a large clearing, almost as if outcast from the rest of their brothers and sisters. Are they rejects? Or can they simply not deal with the others and chose to live there somber lives in their own niche? What if you were one of these trees? Tonight's theme is "Alone in the woods."

Even in the darkest of woods
there is always light.

You just have to search hard enough.

Here's one where I actually took the theme into consideration...well, at least I did at first. Then the song erupts into classic 9-bit 4-on-the-floor stuff. Part of what drove me to change up my OHC "goals", so to speak, and focus more on shorter songs, was that I felt like I was becoming almost algorithmic in how I constructed my OHC music. Start with ambient droning pads, add a beat, go into a chorus, back down and fade everything out, build up again to an epic part and then transition into 4-on-the-floor, and then back into the chorus from before. That's almost a sort of formula for me, since I've done it so much (with some minor variations, of course).

Track 10 - Thinker

OHC216 (<http://compo.thesauce.net/rounds/view/OHC216>)

Tonight's theme is not a theme at all. In fact, it is a free for all. Do whatchu like.

Continuing to put more actual thought into my songs.

So here was one of the first songs in which I cut back on song length and tried to insert more interesting content into a smaller package, concentrating on inserting more layers, more melodic interest, and more attention to detail (I actually started this trend in OHC214). Of course, I still rely on a lot of old tools (like the classic breakdown with pads, lead, bass, etc.), but there's new stuff here too. Probably the highlight here is the really peaceful section that comes after the epic breakdown, which is just really nice.

Track 11 - Insanity Quest

OHC184 (<http://compo.thesauce.net/rounds/view/OHC184>)

You're awash in a sea of emotion, the ebb and flow pulling you simultaneously towards happiness and grief. As you finally wash ashore, you're confronted with nothingness. You've lost your grip, there's no foundation to build on, you're perspective has been torn asunder as you struggle to identify with what you even are. Tonights theme is "Mental Breakdown."

The land, engulfed in darkness
Insanity runs wild

Four heroes
Holy warriors of good and light
Set out to vanquish
The evil forces of insanity!

PRESS START

=====

Round #23 of the 48-hour game development competition known as Ludum Dare is on this weekend, so I decided I'd prep for that by scoring as much of an entire imaginary game as I could.

Here's the sections:

0:00-1:00 - Title Screen

1:00-1:59 - Map Level 1

1:59-3:41 - Battle!

3:41-4:41 - Battle Victory

Yes, I participate in Ludum Dare. It's pretty awesome--you should go check it out, definitely. Anyways, I've always been inspired by games that make repeated use of certain melodic motifs throughout their soundtracks. The Tower of Heaven OST, by flashygoodness, is a prime example of this, and was what I was aiming to follow. So here, to prep for Ludum Dare, I aimed to use that technique. It might not be obvious on a first listen, but there's two main themes here, both presented in the "Title Screen" music, that I reuse in the other three tracks as well.

Track 12 - So-Ra-Wo-To-Bu (DDRKirby Mix)

OHC194, 3rd place (<http://compo.thesauce.net/rounds/view/OHC194>)

Birth. Life. The end of an era brings about the start of something new - space for new ideals, thoughts and philosophies. Tonight's theme is "a new beginning."

Fly away.

Begin again.

=====

Source: [http://compo.thesauce.net/files/A_zu_ra_-_So_Ra_Wo_To_Bu\(OHC192\).mp3](http://compo.thesauce.net/files/A_zu_ra_-_So_Ra_Wo_To_Bu(OHC192).mp3)

Note #1: I'm switching from 320kbps to 192kbps to be nicer on the servers, and so that queuing doesn't take so long. You can always grab 320kbps versions from my bandcamp at <http://ddrkirbyisq.bandcamp.com>.

Note #2: Probably won't be able to compo for the next 2 (?) weeks as I'll be on my trip to Japan/HK to buy loads of cute Sanrio goods. I might have someone upload on my behalf though.

Here's another remix of a track by A-zu-ra that I'm pretty proud of. Even after doing the main breakdown, buildup, and chorus, I still had time left over, so I decided to go into a spiffy groove section. Awesome.

Track 13 - Move with the Monster (DDRKirby Mix)

OHC193 (<http://compo.thesauce.net/rounds/view/OHC193>)

Life continues moving, no matter what you do. The world will not stop for one person. In the blink of an eye, things are different, people change, people die and people are born. It is inevitable, and the world will go on without you. Tonight's theme is "Life passes you by."

Life keeps moving on. Build up, break down. Just go along with it.
And jam the fuck out.

Ready for a ride?

=====

Source: [http://compo.thesauce.net/files/Trancient_-_Move_with_the_Monster\(OHC192\).mp3](http://compo.thesauce.net/files/Trancient_-_Move_with_the_Monster(OHC192).mp3)

Trancient burst onto the OHC scene and after not too long was wowing everyone with his unique style, awesome piano, gritty synths, drums, aww yeah. This is a remix of his tune "Move with the Monster", which won 1st place in OHC192, and I actually sampled from the original song for the breakdown at the 3:49 mark. Shoutout to Trancient!

Track 14 - Thing Called Love (DDRKirby Mix)

OHC230 (<http://compo.thesauce.net/rounds/view/OHC230>)

I want more than I have. I desire the opulent and valuable, and when I have it, it's still not enough. I will do whatever it takes to get what I want. And I don't just want more, I want what is yours as well. Am I a villain? Or is my extreme desire for more just misunderstood?

Tonight's theme is "Greed."

I've gone through a lot in the past two days.

"There's a thing called love, that we all forget
And it's a wasted love, that we all regret
You live your life just once
So don't forget about a thing called love"

This one came during a really tough week for me. I didn't know what I was planning on doing for OHC- only that I wanted to do something different, since I wasn't really feeling like doing the normal drill. Somehow I eventually thought that maybe I'd make a remix of OceanLab - On a Good Day, and express some emotion that way. Well, I couldn't find the vocal track for that, but I did end up finding the acapella for Thing Called Love, so I decided that I would just roll with that instead. This is my first time doing a vocal trance remix like this, and I was pleasantly surprised with the outcome. It stays relatively close to the original in terms of progression and chorus, but I still manage to add my own 9-bit-flavored spin on it.

Track 15 – Material Defender

OHC217 (<http://compo.thesauce.net/rounds/view/OHC217>)

What does it mean to lose? It can be irrevocable event that you can never get back. What have you lost? The game? The girl? Or are you special in that you never lose? Tonight's theme is "Loss."

Lost in these mines for so long...
All these damned droids are just out to get me.

but...

Gotta keep going deeper. It's what I'm paid to do, after all.

Well, here goes nothing.

#Prepare for Descent#

I think it's safe to assume that a lot of these entries involve me not really meshing with the assigned theme that much at all. But it's okay! Because I still manage to make awesome music, and that's what matters. ;) The title and description here are a reference to the great old-school game, Descent, which was totally awesome. Not much else to say about this one, other than that it's awesome. Oh, I also have a "making of" video for this one up on YouTube, if you want to search for that--it shows the live process of me making this in an hour. It was actually pretty cool to watch myself afterwards, especially throwing down the melody in the middle section. Lead melodies like that are always super intuitive for me once I have the chord structure in my head and am listening to it as I go along...

Track 16 – Tundra

OHC239 (<http://compo.thesauce.net/rounds/view/OHC239>)

A choking mist blinds us from seeing the distance. Camouflaging what lurks in the unknown, masking what waits to surprise is at any moment? What mysteries lie beyond the mist? Tonight's theme is "Beyond the mist." See attached pictures for inspiration.

Snow. Mist. In the distance. She's waiting.

=====

Announcements:

I made a game in 48 hours for Ludum Dare. Check it out here: <http://www.ludumdare.com/compo/ludum-dare-26/?action=preview&uid=7285>

I made a short musical exploration toy to prep for that. Check it out here:
<http://www.ludumdare.com/compo/ludum-dare-26-warmup/?action=preview&uid=7285>

I recorded myself making OHC237. Check it out here: <http://www.youtube.com/watch?v=ppr1gr5om4c>

I brought my desktop to work and did a demo of myself making a song in one hour. With live commentary! Check it out here: http://www.youtube.com/watch?v=X2M0HbDAb_U

The most recent entry on here, and also one of the shortest (it's only a little longer than 2 minutes without the repeat). I actually =did= follow the theme here. :) Again, my recent trend has been to spend a lot of effort on details, so you'll notice that here in how much variation I have in the drum programming, as well as the number of layers and melodic content I have in the main chorus (I've got some nice call-and-response things going on). Again, it's pretty short, but really nice, which was the point.

Track 17 – World of Snow

OHC218, 2nd place (<http://compo.thesauce.net/rounds/view/OHC218>)

Vast, endless snow as far as the eye can see. Is it cold and alone, or does the peaceful snow bring you comfort? Tonight's theme is "Snowfield."

A game about a single girl's journey
across an endless river of white.

What is waiting for her, at the other end
of the World of Snow?

Press Start.

=====

Ludum Dare is coming up (<http://www.ludumdare.com/>), so I'm practicing the best OST-making technique of all: riffing off of a common motif in different styles!

Like "Insanity Quest", this one was a sort of practice round for Ludum Dare, the 48-hour game development challenge. I took the opportunity to get a little more practice with making multiple songs quickly, all riffing off of the same melodic motif. I actually ended up liking the first song in the sequence so much that I used it for my programming warmup (where I learned how to use FlashPunk). I ended up making a really simple flash-based musical toy, which I'm actually quite pleased with, so look up my game, "World of Snow" if you'd like.

Track 18 – Always Someone Else

OHC226, 2nd place (<http://compo.thesauce.net/rounds/view/OHC226>)

Everyone needs rest and relaxation. Sometimes we want to rest when we should be doing something else. Sometimes we are reluctant to put forth effort. What would happen if we were all too lazy to accomplish anything? Tonight's theme is "Laziness."

It doesn't have to be.

=====

Done in the style of a certain other OHC artist.

This was a week where I felt like doing something a little different (sometimes I feel like I have more of =those= weeks than "normal" weeks...), so I IMed A-zu-ra before compo started and asked him if he was up for doing a little experiment. The idea was that we'd both try to compose in each others' styles...so this was a song I made that tried to replicate A-zu-ra's style. Of course, I can't exactly replicate A-zu-ra's style because...well, I'm not A-zu-ra. So instead we end up with this, which is a nice sort of blend between us, I think. Besides using some instruments that I normally wouldn't use, as well as slightly different percussion, I feel like A-zu-ra's chord progressions and melodic sense are both different than mine, so I tried to gear myself towards that a little more. But the emotion that I put into the chorus here...that's all mine.

Track 19 – Somewhere in Space

OHC231, 3rd place (<http://compo.thesauce.net/rounds/view/OHC231>)

An inordinate desire to consume more than that which one requires. Gluttony is not just about food - it's about indulgence. Self control, and the lack thereof. Pleasure, control, and others' time. What kind of person would have such a trait? A villain.. or does it live in all of us? Tonight's theme is "Gluttony."

Wrath, Sloth, Lust, Envy, Pride, Greed and Gluttony, these are said to be the seven deadly sins. Perhaps we are all predisposed and fight against these qualities.

Thank you for participating in a compo event, and congratulations to any who completed songs for all 7 themes.

Featuring 6/8 time, amazing chord progressions, pulse wave solos with vibrato, and all of your favorite DDRKirby synths, wrapped up altogether in one big helping of awesome.

Bon appetit.

The theme description is referencing the past 6 rounds of OHC, where they had each of the other "seven deadly sins" as OHC themes. Of course I...didn't really follow the theme at all here, but I knew that I wanted to do something that had a pretty strong chiptune feel, as well as something in 6/8...partly inspired by songs off of Aivi & Surasshu's amazing "The Black Box" album, which you must must check out if you haven't already. I didn't actually end up with something very reminiscent of their style at all, but that's okay because I still ended up with a melody that still tugs at my heartstrings every time I hear it open up into the main chorus. It's a wonderful feeling to be able to create something emotionally poignant in an hour, and that's part of the reason I've always kept coming back to OHC, even after all this time.

Track 20 – Lucid Vision

OHC207, 3rd place (<http://compo.thesauce.net/rounds/view/OHC207>)

Slumber. Peaceful, drifting away in your own world. Tonight's theme is "Sleep."

Sometimes it seems like you can see more clearly when you close your eyes.

I sort of have a thing for waltzes, believe it or not. A majority of my songs are standard 4-on-the-floor stuff, but I'm a big social dancer and love the feeling of waltz, both in terms of a dance form and just in terms of the musical feeling as well. Of course, making a song in 3/4 totally fit the theme here too, since I could give it a lullaby-esque feeling. I should note that the melody at 1:02 is from "A Little Snow Fairy Sugar" (a.k.a. Tiny Snow Fairy Sugar)--just some trivia for you. Where this song really picks up is when the gated pads come in right after that...it's a really ethereal section that has a wonderful feeling. And after that, I actually go into a 3/4 trance section...I think this is the first time I ever tried doing a trance-style section in 3, and it worked really well, well enough that it inspired me to make a full trance waltz afterwards.

Track 21 – Pretty Eyes

OHC227, 3rd place (<http://compo.thesauce.net/rounds/view/OHC227>)

Tonight's theme is an erotic free for all of lovey-dovey goodness. Porn music, chocolate, and flowers. And all that good stuff.

If you can stomach the bad chocolate anyway.

An idea or thought that continually preoccupies or intrudes on a person's mind. A very strong desire, or want. Lust, love, or obsession?

Tonight's theme is: a twisted Valentine's Day.

<3

Speaking of social dance, this one was actually designed to be danced as a club 2-step, and has been played by a local social dance DJ and received pretty well. It's markedly different from my usual style, but you can still tell that it's me regardless. The drums here were pretty set in my mind after I decided that I wanted to make a 2-step song, but what really nailed it was when I discovered the acoustic guitar patch on my VST that did a pitch bend when you used full velocity. Awesome. I should note that I was heavily influenced here by Round Table feat. Nino - Rainbow, which you might possibly know as the ED theme for ARIA the Animation.

Track 22 – Dolphins

OHC238, 1st place (<http://compo.thesauce.net/rounds/view/OHC238>)

Deep beneath the waves lies a vast and mysterious world. Full of wonder, but also full of danger. What beautiful underwater kingdoms await? Or what monstrous sea creatures lurk? "Deep under the sea." See attached pictures for inspiration.

Come and play with us~

Okay, here's one where I most definitely followed the theme, no doubt about it. If this song isn't "Dolphins", I really don't know what is. I decided to go with a really light and happy chiptune tune instead of doing something dark and ambient (as in, =really= deep under the sea), and I'm really glad I did, because this is one of the most wonderfully happy and delightful songs I've ever made. I actually find myself lamenting the lack of just plain =happy= (yet not cheesy) songs that I've produced, so it's always nice when I get to make one. The aesthetic here actually reminds me a lot of flashygoodness, whom you might know for composing the OST for Tower of Heaven.

Track 23 – Celebrate Life

OHC215, 1st place (<http://compo.thesauce.net/rounds/view/OHC215>)

After a long day of work, you come home. Did anyone even remember? You sigh and turn your key in the front door. You open the door and turn on the light. All of the sudden, a group of your friends and family jump out of the shadows and yell "surprise!" Tonight's theme is "surprise party."

Cake! Pie! Presents!

Surprise parties are fun, but...

If you close your eyes, you can imagine, something even more beautiful...

Celebrate life, in all its Ecstasy.

=====

Last week, I tried to make a more focused entry, so that it would be so unmemorable. That was a start, but I realized that it still wasn't very memorable, because the melodic interest wasn't there. That's why this entry has more melody. I hope you enjoy it.

Sometimes I like to have a little fun and play around with my OHC entries. Here's one of those times. I wanted to fit the theme by making my intro represent someone stepping quietly and then...being "surprised" by the surprise party, which goes from a super-cheesy 8-bit thing to...something much more full and open. As the description says, I tried to focus a little more on melody here, as I've often felt like my musical style is a little too heavy on repeating textures, rather than interesting melodic content. So that's why we have the whole piano break section in here. The really great part of this song, though, is the main melody in the chorus. Something about the intervals that I used just really nails it for me, I think.

Track 24 – Legend of the Sea

OHC208, 3rd place (<http://compo.thesauce.net/rounds/view/OHC208>)

Tonight's theme is "Shipwrecked."

One day HERO was aboard ship
sailing with crew

Ship sunk taking HERO with it
Now explore the sea

Collect seashells by seashore
Unlock mystery of HEROs past

=====

Not done in FamiTracker, but tried to emulate 2A03 channel limits (I was lazy sometimes).

And we close out with this one, the most 8-bit-sounding song on this album. It's not pure 8-bit, though I actually did try to hold myself to NES channel limits "most of the time". The beginning section here is again, me just having fun by telling a story to go along with the theme. But when we get into the main melody at 1:35, it's just really classic, somehow. Something about the chords or something, I just really like it. NES chiptunes have always been a strong influence for me--they're the music I knew first, before anything else, after all. So even though I don't do much pure 8-bit tracking, it's an aesthetic that's ever-present in my style. Perhaps that's why most of my leads are just simple chiptune pulse waves...not because they're easy, or because they cut through a mix easily (though those are awesome reasons too), but because I simply associate more emotion with them than anything else. I can only wonder what other people might think when they listen to them too.