

# Song of the Weekend

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This week's "Song of the Weekend" is Gotham, from the 3D Realms blockbuster, "Duke Nukem 3D."

Gotham was started early on in my work for Duke 3D. The earliest version I could find was dated May 9th, 1995. The best \*sounding\* early version is dated June 11th, 1995, and for comparison's sake I have created a new recording of this version and posted it on YouTube (you'll find the link further down).

The idea behind Gotham was to create a song with a similar feel to Stalker, perhaps the best-known level track from Duke Nukem 3D (the song used for the very first level of the game). I built the track in layers, much in the same way that I built Stalker, complete with a slap bass part that would later have to be pulled because it didn't pass what I called at the time the "George Filter" (i.e., George Broussard - if George didn't like it, for whatever reason, it didn't go into the game). A more active percussion track also got muted a bit. The end song is much less appealing without these elements, IMHO. Compare the two and judge for yourself.

Another device I used in the song was a three-note tympani motif, which I'd repeat throughout many of the songs I wrote in the game. I used it to give the soundtrack something to tie itself together.

That leads to the tracks we have today. Please enjoy the following and see which one you like the best!

Original early '95 version: <https://www.youtube.com/watch?v=roCX4pmwfhc>

Final in-game version: <https://www.youtube.com/watch?v=h-ojy83Wgal>