

# Song of the Weekend

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(<https://www.facebook.com/groups/ljackaudiogroup>)

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This week's "Song of the Weekend" is Shards, from the Apogee Software cult classic, "Rise of the Triad."

Shards is a play on words. I styled the piece after the works of contemporary minimalist composer Philip Glass, creator of such works as the scores to *Einstein on the Beach* and *Koyaanisqatsi*. If you make the mental leap, you can see the "Shards of Glass" wordplay quite easily. Glass's music very heavily influenced this track.

I broke several boundaries by submitting this track to Tom Hall for use in "Rise of the Triad." First, to my knowledge, minimalist music had never been used in a first person shooter before. Shards is definitely minimalist, influenced mainly by (but not limited to) Philip Glass's *Glassworks* album.

Second, the piece implements some rather strange instrumentation for a first person shooter, especially in the final slow section, most notably a solo bass clarinet. It plays the bass line for a flute and a clarinet duo, if memory serves, and continues when the strings are reintroduced.

Finally, to my knowledge, it was the first track to ever use a *ritardando* tempo change in a first person shooter, in the transition from the staccato brass notes through to the aforementioned woodwind trio while an organ (mimicking Philip Glass's own playing style) plays slower and slower arpeggiated patterns to connect the two sections.

How I got this song past all of the Filters in place at Apogee I will never know.

With that in mind, allow me to post this link to a YouTube recording of Shards. I hope you will enjoy it!

<https://www.youtube.com/watch?v=52rVUEvnDkM>