

# Song of the Weekend

By Lee Jackson

From the Lee Jackson Audio Community Discussion Group

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

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This week's belated "Song of the Weekend" is In Tents, from the 3D Realms hit "Duke Nukem 3D."

In Tents is a prime example of what happens when frustration hits the filter. In this case, the much-discussed "George Filter," that being one implemented by George Broussard. I'd had a run of trouble with not making it past the George Filter and was close to throwing in the towel at one point in development. Rather than give up, I decided to try a different tack: instead of my more rhythmic, melodic pieces, I came up with a dissonant, almost serialistic piece based on a simple quarter-note rhythm for starters.

Guess what? It passed through the filter with flying colors.

As far as musical analysis goes, there's not much to musically analyze this time around. The piece is unique in that it doesn't utilize any percussion other than a tympani. Rhythm gets kept in the first 1:15 of the song by a harp playing more-or-less random quarter notes. From that point on, the tympani takes over, playing a 9-note rhythmic pattern to keep the piece going.

A "Space Voice" patch plays most of the melody in the first part, while a synthetic horn sound plays the lead in the second part. The second part also has a "Crystal" motif that plays every once in a while over the top of everything else. The transition to the loop point is smooth, fading from the tympani back to the harp notes.

Again, I apologize for the delay in getting this week's write-up done. With that said, please allow me to give you the following link to the song, complete with the loop. Thank you for voting, and for reading this write-up of your "Song of the Weekend"!

<https://www.youtube.com/watch?v=dfklJD4IpT0>