

Song of the Weekend

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

Entry: 20200627 – Evin Rude

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

Evin Rude is a massive play on words, in that it was written for a scene where the Rise of the Triad "H.U.N.T." team takes a boat to the island where the Triad forces are assembling. I chose Evin Rude since the Evinrude company makes outboard boat motors. (Cue drum beat and cymbal clang here.) In fact, my grandfather owned an Evinrude outboard motor on his little V-hull lake boat when I was growing up. I spent many an hour running trot lines for catfish with him on Lake Travis in that boat. :)

Another aspect of the play on words: the H.U.N.T. is invading the Triad's island. I thought that to be rather Rude. :) Ahem.

Back to the song. Evin Rude is written for a cinematic. It's only 49 seconds long. It's loopable, but it's not intended to really loop - it would only loop in the event of a really slow computer, of which I never heard a report.

We did take advantage of a trick with this song. You see, Sound Blasters were the most popular sound cards of the day back then, and there were two flavors: an 8-bit, capable of reproducing 9 MIDI tracks plus a drum track, and a 16-bit, capable of playing back 16 MIDI tracks plus a drum track. I asked our programmers to let me use this difference to give 16-bit Sound Blaster owners a better musical experience. In simple terms, the programmers would ask the user during setup what kind of Sound Blaster they had. If they had an 8-bit card, then the game audio code would ignore MIDI tracks 10 through 16 of my music. Otherwise, if they had a 16-bit card, those tracks would be played back, giving the SB16 owners a richer musical sound. Call it sneaky if you will, but it worked, and it led to many more tricks being used in the follow-up game, Duke Nukem 3D.

Musical Analysis:

Since Evin Rude is only 49 seconds long, there's not much to analyze, but I'll do my best.

(con't)

Evin Rude is in the key of A minor at a tempo of 70 beats per minute. The first eight measures consist of a rising chord pattern in the Square Wave synth over a syncopated bass guitar who is basically "doing his own thing." The strings join in at measure two with a rising chord pattern of their own. All of this takes place on top of a trap set playing 16th-note hi-hat patterns until the eighth measure, when the player crescendos to a big hit at the beginning of measure nine.

Measure nine marks the main rhythmic figure of the song: a unison sixteenth-eighth-sixteenth pattern in the strings and guitar for three counts, followed by four sixteenths. This goes on for roughly four measures. Meanwhile, a Sawtooth synth kicks in with a solo at measure ten and plays through measure 13. Everyone finally meets up in a unison pattern on the downbeat of measure 13, which repeats twice within the measure. The last measure is basically a big, unison, downbeat hit, followed by a much mellower bass guitar riff that sets up the song for the loop.

And that, in a nutshell, is Evin Rude. Now, please allow me to give you a link to the song itself. Thank you for reading, and thank you for voting for your "Song of the Weekend!"

<https://www.youtube.com/watch?v=rv7xaPVigGA>