

Song of the Weekend

By Lee Jackson

From the Lee Jackson Audio Community Discussion Group

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

Entry: 20200823 – Urban Jungle

This week's "Song of the Weekend" is Urban Jungle, from the 3D Realms hit, "Duke Nukem 3D."

For those of you looking forward to the usual play on words, I'm sorry to disappoint this time out. Urban Jungle is purely programmatic in nature when it comes to its title, meaning it's supposed to be music representative of an urban jungle feel.

The song was written with the intent of being used with the final boss battle of the third episode of the original Duke Nukem 3D, in other words, the last level of the game. That level takes place in a football stadium, so I figured what better thing to do than to write a "drum feature," as you'd have in a Drum and Bugle Corps. I didn't go all the way with it, in that I didn't feature snare drums - I featured the melodic percussion instead - but I did feature tom toms and bass drums. I also pushed it a bit into the future, using sounds that you wouldn't find on a contemporary drum corps pit section, such as harps and glass synths.

Due to the simplicity of the song, there's not much to musically analyze this week. I can give you the instrumentation of the piece, though:

Glass Synth

Harp

Synth Drums

Melodic Toms

Sweep Synth

Marimba

Tympani

Roland Standard Drum Kit

Cowbell

There's more rhythm than there is melody going on in the piece, and to be honest I don't know how to put this down in a way that would be understandable, even by myself. I apologize for my lack of ability.

(con't)

However, what I *can* do is give you a link to the song and let you take in the rhythms yourself. Maybe that way you can understand the song better than if I tried to explain it. With that, I thank you for reading, and I thank you for voting for your "Song of the Weekend!"

<https://www.youtube.com/watch?v=58vYFuRvXB4>