

Song of the Weekend

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

Entry: 20220108 – Baked Goods (Original)

This week's "Song of the Weekend" is Baked Goods, from the 3D Realms hit game, "Duke Nukem 3D." However, when I first wrote it up, I used the wrong MIDI file. Instead of the version that went out with the released game, I used an unreleased developmental version. What follows is the writeup that I did for that version of the song - "Original Baked Goods."

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Baked Goods' name is a sort of a joke (of course). Imagine being near a rocket blast or any other major weapon explosion. You're going to become baked goods. Good enough for the title of a song.

The song is ambient in nature, having no real melody to speak of. There are two motifs that dominate the song (more on that in the musical analysis), but that's about it.

Baked goods is written in the key of A minor and moves along at 50 beats per minute in 4/4 time. It clocks in at a hair over 2:44.

I did use a bit of a trick in the instrumentation for Baked Goods. I used a pair of Slow Strings patches, one playing a long, high note, and one playing a long, low note an octave below. The trick? I doubled each of these tracks and pitch-shifted the doubled track down by -200. This "detuning" gave the Slow Strings a "shimmering" quality unavailable in the undoubled patch.

The other patches utilized on Baked Goods are as follows: Tympani, Bowed Glass, Piano 1, Melo. Tom 1, and the Roland Standard 1 percussion set.

Musical Analysis:

Baked Goods starts off with a solo three note motif in the Tympani: two eighth notes and a quarter note, all played on the note A2 (according to American Standard Pitch Notation). The motif repeats alone in measure two. In fact, the Tympani will continue to play this motif through measure 26. It will then rest for five measures before resuming the motif for two more measures as it prepares for the loop.

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The next instruments to enter are the Slow Strings. The higher pair (including the detuned track, as mentioned above) fades in on the third beat of measure 2 with a sustained A3. They will hold this note, with occasional re-bows, through measure 26, where they will fade out. The lower pair fades in on the third beat of measure 4 with a sustained A2. They will hold this note, again with occasional re-bows, through measure 28, where they will also fade out.

The second motif I referred to earlier enters on the downbeat of measure 7, when the Bowed Glass plays a three-note passage. It will repeat this passage several times during the course of the piece. In measure 30, it switches to playing a simple Eb5 on the upbeat of beat two. This repeats in measure 32.

The Piano 1 part comes in on count 3 of measure 13, playing an A2, followed by a tone cluster in the treble clef. Similar note/tone cluster patterns occur in measures 21 and 23. The Piano attempts to play some sort of melody in measure 25, and again in measures 29 through 32, before giving up completely and letting the Tympani take over.

All this while, the Melo. Tom and the percussion have added spice at appropriate moments.

Baked Goods is rather sparse sounding, but there's plenty going on under the hood. Now, please allow me to leave you with a link to a YouTube video of the song. Thank you for reading, and thank you for voting for your "Song of the Weekend!"

=== stop cutting already ===

Now, here is a link to the original, unreleased version of "Baked Goods." Enjoy, and thank you for your patience!

<https://www.youtube.com/watch?v=daIu21r0x5I>