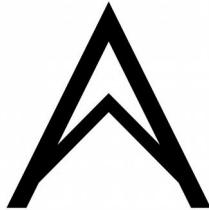


Flatspace Ilk Music Pack 3

Flatspace Ilk

Music Pack 3 (2020)

by
Mark Sheeky



Flatspace IIk Music Pack 3

Landscapes Across Time

This is the third collection of 9 in-game music tracks to enhance Flatspace IIk. Like any in-game music for Flatspace, these will trigger at random when you enter a new sector. Three music packs were originally designed for the Flatspace and Flatspace II games, but these were in ogg format and not compatible with the Steam release of Flatspace IIk, so when the time came to re-release the music packs I saw this as an opportunity to revisit the music.

The original Third Music Pack for Flatspace II was released in 2013 and contained a selection of game music, and unreleased tracks. Some of these unique pieces of music are included here too, but I also wanted to include some recent music, to reflect the sort of music I compose and perform now, and also evoke feelings of space at the end of time; feelings of awe and coldness, silver, and darkness.

Some of the music here consists of edits of existing tracks, but all of the music is different, in some way, from any previously released versions of these tracks. The version of Paragon here is a new remaster, for example, and Jellyfish, Requiem For A Million Skin Cells, and Waiting For The Rain To End are shorter edits, to stop the in-game music taking up too much memory and to retain variety when exploring Flatspace.

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Included Music

Adrift In Flat Space

An original track for this Music Pack, this track is an essentially solo-piano improvisation that uses the main Flatspace theme as its source material.

Jellyfish

A fast race of notes from the my album of catchy game-like tunes, Bites of Greatness. Like much of the music on that album, I wanted to make a tune full of energy and melody, like the Commodore 64 game themes I remember as a child.

Paragon

Paragon is one of the final tracks from one of my earliest albums, Animalia. The music was inspired by Darwinian genetics, the ladder of species, and I wanted to compose a piece of music that ascended and grew in complexity and intensity. This is a new remaster of the track, and a unique edit made for this Music Pack.

Race The Sky

A supremely happy track which was originally included in the old Flatspace II Music Pack 3. It was inspired by console racing games.

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Requiem For A Million Skin Cells

Composed in 2017 for the album *Cycles & Shadows*, this brooding piano track originally began with a droned speech about the ageing process, the idea was to represent a feeling of decay. This is a special edit made for this music pack, an audio picture of space and vast emptiness. The full vocals for the album version are as follows:

I drift in crowds.
I glimpse the dark echo of my face in a window.
It looks old.
I am old.
How did this happen?

Cells fragment.
They hold aloft loved structures,
this dusty cathedral,
monument to our every experience.

This web of tiny animals,
our always-friends
who live and die for us,
yet never know us.

The Dying Of The Stars

A new track for this music pack, I wanted to include some music that had a naturalistic feeling, that could evoke the beauty and mystery of outer space. The piano parts were played live in one take, with string sounds created by the latest version of my self-designed music software, Prometheus.

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The Race

A fast and happy electronic tune, inspired by both console game music and J.S. Bach! The Race includes a fugue of two saw waves which intertwine and battle for dominance, albeit over a short period.

Tiny Moon

A simple piece of music which was also present in the original Flatspace II Music Pack.

Waiting For The Rain To End

A brooding and slightly melancholic piece of music composed in 2009 for my album The Twelve Seasons. That album began as four dance/trance/club tracks but was expanded to include a series of mood-vignettes for different times of the year. This track evokes the passing time in a dark, wet month. It is also perfect for flight in the Flatspace universe. This is a unique, shorter edit of this track for this Music Pack.

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Credits

All music composed, performed and produced by Mark Sheeky.

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Other Music

Visit the Cornutopia Music website or search for Mark Sheeky to find more music by Mark Sheeky or Fall in Green.

Album Releases

The Arcangel Soundtrack (2000)
Synaesthesia (2002)
The Incredible Journey (2002)
The Spiral Staircase (Original) (2004)
Animalia (2004)
The Four Seasons Of Dance [EP] (2005)
Flatspace (The Official Soundtrack) (2007)
Gunstorm [EP] (2007)*
The Spiral Staircase (2008)
Stupid Computer Music (2008)
The End And The Beginning (2009)*
The Twelve Seasons (2009)
The Infinite Forest (2010)
Once Upon A Time (2010)
Pi (2010)
Flatspace II (The Official Soundtrack) (2012)
The Love Symphony (2012)
Bites Of Greatness (2013)
Art By Machine (2014)**
Synaesthesia (2015)
The Anatomy of Emotions (2016)
Cycles & Shadows (2017)
Finnegans Judgement [EP] (2017)
Genesis (2017)

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I, Leviathan (2017)****
The Modern Game (2018)
Testing The Delicates (2018)***
A Walk In The Countryside [EP] (2018)
Tree of Keys (2019)
War is Over (2020)***
Burn of God (2020)

Single Releases

Gunstorm (2007)*
House Of Glass (2018)
Who Is Afraid / She Floats (2018)***
Masculinity Two (2018)
Time Falling (2018)***

* = Mark Sheeky & Tor James Faulkner

** = Oldfield 1

*** = Fall in Green

**** = The ArtsLab Collective

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Other Games

Visit the Cornutopia Software website or search for Mark Sheekey to see more titles. The current Cornutopia games catalogue is:

Thermonuclear Domination
Arcangel: The Legacy Of Peace
Roton
Martian Rover Patrol
Trax
Noise Station
Radioactive
Breakout Velocity
Fallout Velocity
Bool
Yinyang
Outliner
Firefly
Flatspace
Taskforce: The Mutants Of October Morgane
Future Pool
Gunstorm
Flatspace II
Future Snooker
Gunstorm II
Flatspace IIIk

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