

RETROPACK 01

GLITCHBOY

INTROSPECTRAL

Nintendo GAME BOY...



RETROPACK-01

THE MAKING OF -GLITCHBOY-

HISTORY

I have, like many of my generation, always had a strong nostalgic connection with the gaming-devices of the late 80s and 90s. Having spent hours upon hours exposed to the sounds of the 8 bit world, these sonic realms have forever been tattooed upon the core that my person is built around.

When I first found out about LSDj for the Game Boy some 10 years ago, I was intrigued beyond words, and quickly acquired a cartridge as well as a Gameboy to go with it...

The Game Boy and LSDj was sold back in 2016 when I got rid of my entire Studio to make room for other things to enter my life.

Then one day during the late summer of 2020 I discovered the recordings I made during 2010-2012 and got to working on extracting useful bits from the lengthy wav-files.

The result, or parts of the result, is this pack.

PROCESS

The technical aspects of recording and editing this pack is pretty straight forward. I recorded the Gameboy into my computer through a Focusrite Pro interface.

Editing was minimal, mostly just finding interesting bits amongst the chaos of the recordings. Processing is limited to placing the bass in mono and a removing any frequencies under 25hz. Other than this, the audio is untouched.

CONTENT

This pack contains 50 samples in the following categories:

D(rum-like): 7

G(litchi): 16

L(ongish): 16

T(onal): 11

APPENDIX

Hardware: Game Boy

Software: LSDj

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