

Q&A

to begin with:

frankly, i do not want to be associated with drama, and as such, this will only be my analysis of the pieces themselves as they are, with some input on intention from information (quotes) by the artist. everything here is my opinion. i don't know anything about these artists and who they are as people, and thus i have little opinions of them outside of their work. i generally try to stay away, so please respect that decision. i just love music and art, and if i end up getting harassed for something i wanted to do for fun in my spare time, i will be taking this down. i have enough stress in my life as it is,ahaha...

Q. dude what the fuck is this

A. so i'm procrastinating schoolwork again (wow who would have thought)
like the big loser i am i decided to do small written analyses of forsaken music
going to stick to just ust stuff for now, but i might analyze some official fskn stuff later on.

Q. why

A. i love being too passionate about things and i rant and rant and rant

Q. what are your credentials to say this stuff

A. once again, please note that all analyses in this document are my personal opinion and not a reflection of what the artists think about their own work, unless in *blue* (direct quote from the artist).

music:

personally, i'm just a music nerd who did every single music-related program in my high school... i've also been a part of the provincial honour choir for two years and ran my own choir for a year.

i don't have a degree in this stuff and my theory knowledge isn't the best. i'm very much more classically trained (i play 3 wind instruments and none of them professionally, haha) than in the... uh... genre that forsaken music is in... or something...

i've done composition to an extent, but i'm not great at it atm... i want to get better and make my own stuff, but i'm being shanked to death by art school

i'm going to be honest idk what i'm hearing half the time when it comes to midi instruments and you'll see that struggle very prevalently
LOL

art/illustration:

i've been doing digital illustration for about 8 or so years now, and traditional art since before then. i'm currently at an art school, getting a degree in... well, art (LOL). i'm not professional, and my art certainly always has room to improve, but i'd like to think i at least know a little..

oh, and i may be just a *little* azuretime biased... but i don't care about ships as long as you're not problematic about it.

please do not shank me with daggers if i get things wrong, just let me know... thank you.

Q. what's your analysis process

A. listen to the song w/o visualizer → write music notes while repeating parts of the song until all music notes are done → *listen to the song w/ visualizer → write notes about visualizer editing/art relation to music → look at any notes the artist had about their process* (and maybe react to that information) → any other notes*

**(i try not to look at any notes before my initial music analysis but sometimes i get tempted to learn more)*

Q. do you take requests

A. not currently, because i'm typically only motivated by what interests me, but maybe in the future!!

Q. i'm an artist on here and i don't want to be, how can i get myself removed

A. dm me on [instagram](#) or [twitter](#) for fastest response (@_kaiciy)... i'm sorry for bothering you...

Q. what are your favourite official fskn songs?

A. plead (key after key), ready or not (key after key), and viral infection (89m) maybe (i'm just not too fond of the definitive edition's changes, but i like the original...)? creation of hatred (exedious), dead ringer (exedious), cut-throat tea party (what the osome) are also fun ones.

analysis progress

Done:

TILL DEATH DO US PART (Quest)

FIRE (Quest)

INCARNATE (Quest)

In Progress (in order):

PHOENIX (Imperfect)

To be done:

APATHY (Quest)

FINAL MESSAGE (Quest)

TO DANCE (Imperfect)

RESENTMENT (Imperfect)

PRAYER (Imperfect)

DETONATION (Quest)

Consider:

PLEAD (Key After Key)

DEAD RINGER (Exedious)

Quest

Quest

Instagram: <https://www.instagram.com/artquest/>

VGen: <https://vgen.co/XQuest>

Soundcloud: https://soundcloud.com/art_quest

Spotify: <https://open.spotify.com/artist/3Ru0HBAJqSPyZRLXfCDbL5>

Short artist description (taken from mostly what the artists say about themselves, if possible, because idk anything about them):

Emi/Quest (she/her...? she/they...? idk... help me...)

fskn ust composer and artist, but also does other stuff outside of fskn, which is pretty cool. they do a lot of cool shit, whatever they want, whenever they want.

kaiciy's favourite quest track: [INCARNATE](#)

TILL DEATH DO US PART

TILL DEATH DO US PART

Composer & Artist: Quest (@artquest_)

Song type: LMS

Character(s): John Doe vs. Jane Doe

music notes | [composer notes](#) / [kaiciy reaction](#) | [visualizer notes](#)

0:00 - very melancholic start, slow (60bpm, 4/4, matches the ticking of the clock)

piano, chimes, bells

- aw fuck yeah silhouettes!! it's like a little moment of realization (for jane at least) before john starts the chase
- love the chimes (you'll see this a lot i love chimes) works well for a song that features married couple
- starts piano melody, but is taken over by glock so smoothly that i had to relisten like 3 times for the analysis to even notice it happened SO SMOOTH
- 0:04 - "Admittedly, I think this song doesn't start off that strong, but you'll see when I get to my comfort zone"
 - i actually believe the contrary, i really like the intro! i couldn't really tell that it was something quest wasn't used to HAHAAH
- 0:08 - the part where bells fully takes over, the piano eighths allow that melody to really come out while still being good accompaniment/harmony
- 0:13 - like how it transitions there with the chimes and piano rit, good way to intro into a part with more energy

0:16 - from 60 into roughly 160 still 4/4

(electric instruments are hard for me to name because i'm stupid classical musician who knows nothing abt this world but: bass, synth? and then chimes are still here, bells, piano, drums

- love the bass rhythm in this part, syncopation is so nice here, makes it feel like a dance in a way when combined with the melody that comes in at 0:28
- WAIT THAT'S JUST THE JOHN DOE CHASE THEME SORRY I HAVEN'T LISTENED TO IT IN SO LONG WAIT THIS MAKES SO MUCH MORE SENSE NOW
- like how the chimes are still prevalent in the background! it's a nice detail. ALSO THE CHIMES LINE IS SO COOOL (WAIT THAT'S ALSO JUST THE JOHN DOE CHASE THEME SORRY)
- the more hurried tempo makes the chimes feel more pleading, desperate, combined with the way it's buried under all the electric instruments, expresses john not recognizing jane so well
- 0:12 - "I actually went insane making this section purely because I kept redoing it, and honestly, I think it's alright LMAO"
 - THIS IS MY FAVOURITE PART WHAT ARE YOU TALKING ABOUT /LH seriously i love how much it feels like a dance...
- 0:28 - melody (oh that slide is so good) thrills me so much, but it less expresses thrill and is more showing of an innate, hidden or unfound sadness. hard for me to remember a good word for how exactly i feel abt it.

- 0:28 - "OH YEAH, but this section is meant to mirror John's chase theme, since, well, atm he doesn't necessarily recognize Jane"
 - YES THAT'S WHAT I MEAN THANK YOU
 - ACTUALLY KNOWING THIS, I REALLY LIKE THE DETAIL OF JANE'S FACE BEING BLACKED OUT (like how she would work if she was in game...!)
 - my only gripe is the black parts blend too much into the background... i wish i could see john's corruption a little better. ~~but i don't know what other than red and black that would fit john... maybe just a very dark grey close to black background...?~~ WAIT YOU CAN PUT A SUBTLE OUTLINE I'M STUPID
- 0:32 - the drum part that feels like 3/4 + 2/4 but is probably just 4/4 with syncopation feels SOOO good there
- 0:36 - ending arpeggio good transition
- 0:38 - "I don't really have much to say about this section, just know that I redid it at least 7 times 😭"
 - WORTH IT IT TURNED OUT REALLY GOOD

0:40 - electric guitar, piano, bells, bass, drum, chimes

- very cute visualizer drawings here... jane reminiscing on her marriage, though i'd like to think ... ough. the simple editing is good, like a memory slideshow!
- time doesn't change here but the energy loss from the drum pattern change and the lighter bass line makes it feel slower in that sense...?
- guitar picks up here, very lovely, longing melody
- can i just say, that bass line is so much fun... i love fun bass lines that aren't just quarter notes
- bells flourish is a nice addition, very cute
- 0:45 - "The art for this section in particular was actually really fun to do! Maybe cause it's like putting a story together, idk"
 - ok like can i just say this part is so cute... like i love the artwork already, the addition of a story element in the section where it feels more longing and reminiscent of the past is so fitting
- 0:51 - wedding chimes very epic, do i need to explain why the wedding rhythm and chime is cool
- lets you feel a little hope for just a moment
- 0:56 - guitar melody ends in a way that feels more melancholic

1:02 - electric guitar, chimes, piano, drum, bass (if there is bells it gets covered and i can't hear it)

- love how much emotion is shown in jane through both her face and her pose, while john is more still and emotionless. he doesn't "see" her at all...
- energy picks back up via drum line. well. everything kind of picks up again which brings back a lot of energy but i mostly notice the drum pattern change LOL
- guitar line is doubled here i think, same line as before (and it's still good i don't think i have more to say) just resolving differently at the end
- chimes more energy again

- i actually really like the piano line here! i'm sad it gets buried, but once again, good expression for john not remembering jane's face due to spectre and jane trying to get him to recognize her ough pain
- 1:03 - "For this part, I wanted the organic instruments to kinda represent Jane, while the more digital instruments represent John"
 - THAT MAKES SO MUCH SENSE HELP MEEEEEE fits with what i have on my notes as well...
- 01:19 - also the ending expresses misery so good auahhagha melody combined with drums and chimes on 1+3 so good together for doing that
- 1:20 - "So shoutout to this game for destroying my productivity the past 2 weeks"
 - yeah me too (i'm literally typing this instead of paying attention to my lecture right now)

other notes: i *really* like the more orchestral opening of the song... the bpm change is so much fun, it reminds me of some of the pieces i played for ensembles... but i'm super biased LOL. the entire piece feels like it's a melancholic dance to me, with how fluid it feels. but is it just me or is the dynamic at the beginning greater than the end despite the end being more intense...? makes looping the song kind of strange...

APATHY

APATHY

Composer & Artist: Quest (@artquest_)

Song type: Chase Theme

Character(s): Yami (OC)

music notes | [composer notes](#) / [kaiciy reaction](#) | [visualizer notes](#)

where's the analysis? COMING SOON I SWEAR I MIGHT BE GETTING OWNED BY SCHOOL

DETONATION

DETONATION

Composer & Artist: Quest (@artquest_)

Song type: LMS

Character(s): Slasher vs. Guest 1337

music notes | [composer notes](#) / [kaiciy reaction](#) | [visualizer notes](#)

where's the analysis? COMING SOON I SWEAR I MIGHT BE GETTING OWNED BY SCHOOL

FIRED

FIRED

Composer & Artist: Quest (@artquest_)

Song type: LMS

Character(s): c00lkidd vs. Elliot

music notes | [composer notes](#) / [kaiciy reaction](#) | [visualizer notes](#)

0:00 - bass, ~~...is that a banjo....?~~ (please do not cancel me) DIGO PIANO FROM SFOTH
(DAWG WHAT DO YOU MEAN THAT'S A PIANO??? IS IT THE STRINGS??? ← stupid)
(roughly 165 bpm, 4/4)

- really really minor detail but it bothers me just a little that elliot's mouth is so bright HAHAH my eyes gravitate towards it when i look at him, especially in the beginning when the screen is all black
- starts out muffled with the slow fade in of the digo piano!! like impending doom is approaching for elliot (aw fuck) HAHAH
 - OKAY SO THAT WAS ON POINT WITH THE VISUALIZER?? HELP ME??
- dude that bass line is so SICK love the use of it as percussion actually, and the syncopation makes it interesting!
- the rhythm is so catchy...
- "Tried to get the feel of a purely chaotic child, goofy/silly, but still intense enough to get the feeling that something's wrong. I hope you'll see what I mean in just a sec LOL"
 - I got that feeling!!! (^)
- 0:08 - like how the clock ticking unexpectedly transitions into the roblox bomb/collision sfx! like... surprise!!

0:11 - bass, guitar, digo piano, drum, synth lead (oh god i really don't know what is that HELP)....?

- i love how bouncy c00lkidd is!! It's harder to notice with the overall screen bounce, but i love the detail of him tilting a little side to side on beat, like he's really charging after elliot!
- also the little c00lkidd particles in the background are *really* funny to me HAHAH
- i like how the "explosion" of the sfx starts that burst of energy for this part
- but it's supported by the addition of the drum and the doubling on the digo piano
- i can't decide if my brain thinks the digo piano melody is more elliot or more c00lkidd... because it feels like a combo of both. it has the bounciness of c00lkidd chase, while the more sarcastic (almost) feel of elliot being like "dude why me..."
- genuinely didn't notice the guitar the first few listens because it meshes so well with the bass
- "If you can guess what skin this song is entirely based on, you get a coin 🪙 (< could be yours)"

- n7's m3...? fits the visualizer later in the video!!



- 0:17 - LOVE how the c00lkidd chase theme (ready or not) on the synth lead (i still don't know) is used to transition!!

0:23 - digo piano, synth lead, bass, bells, marimba (or is that also the digo piano fuck me), drums

- my GOD, fully illustrated visualizer? i'm eating good today... i'll try to organize this well
- the lead here combined with the melody feels almost like "woe is me", which is really funny. makes it feel like a mundane, regular day at work... very elliot waiting for his pizza timer to reload feel...
 - DUDE??? THIS IS ALSO VERY ON POINT WITH THE ARTWORK?? real props to quest for capturing the feeling of their music in their art...
- the clock ticking adds onto this feeling!!
- quarter note bass line adds to this mundane feeling, actually, so i like it here!
- i like how the digo piano part is still there underneath... c00lkidd ominously lurking...
- the marimba (the flicks that go from left ear to right ear, and the arpeggio before it) was so subtle in this part that i didn't notice it until i got to the end and was like "fuck was that there the entire time")... it's very satisfying and silly
- my only little worry is that this section isn't amazing for lms...? it's much softer, and while it fits the visualizer, it wouldn't be great for an in game chase.
- 0:26 - "(If you know where the lead instrument is from though, you a real one)"
 - I DON'T KNOW WHAT IS IT :((
- 0:29 - SORRY really random and nothing to do with the visualizer/art itself specifically but i can never take n7 artwork seriously with the burger on his head 🤔
- 0:32 - ough little c00lkidd... he's so cute here!!
- 0:35 - ...nevermind! oh dear. i love how quickly the atmosphere changes! Little composition thing: the camera angle being positioned to look up at c00lkidd gives him a sense of control and power over the situation, which is really cool!
- 0:35 - spooky scary skeletons jumpscare... first indication of something going wrong...
- 0:37 - BELLS!! BELLS FLOURISH SPOTTED!!! adds to the "pretend innocence" of c00lkidd haha...
- 0:40 - yeah, me too elliot. me when i see the killer in the distance.
- 0:46 - HELP ME THE ELLIOT PNG 🤔 i actually really love when people do stuff like that, just pasting in the png... adds such a wonderful element of humor and awkwardness, which fits well for the situation!
- 0:46 - drums return! everything gets just a tiny bit louder, tension building here is great!

- 0:55 - the lighting here is really fun here, love how it comes from the inside of the rocket launcher! also just randomly noticed that the brush used is slightly textured, which adds to the fear in elliot's eyes to me LOL
- 0:56 - drop subverted amazingly with putting a pause on everything except the bomb ticking and transition into next section with bells

0:58 - bass, guitar, digo piano, marimba, drum, synth lead, bells

- return of the earlier section at 0:11 plus marimba flicks! it's really good so i'm glad it appears again
- 0:58 - "That took forever bro oh my god, ignore the not-so-subtle art style change, my style literally evolved while drawing it 🥲🙏"
- ME WHEN I WORK ON A LONG ASS ART PROJECT LOL
- 0:58 - oh boy, i LOVE how annoyed elliot looks here...c00lkidd is like "HERE I COME!!" (ahahaha get it...? yeah i know i'm not funny). quest's expressions are SO good...
- 1:04 - "Also do ya'll fw the stupid "Oh my god bru" expression, I think it's silly"
- SEE POINT ABOVE
- 1:06 - "ANYWAY, music, I thought the long notes in between the faster chords was a nice bit of variety in this section"
- SEE POINT BELOW
- 1:09 - synth here is so cool layered on top in combination with the bells line (IT'S PLEAD IT'S PLEAD IT'S PLEAD IT'S PLEAD)! it's so innocently threatening in this context, i love how sweeping it is and how it leads into the last bit
- ~~- 1:10 - 🤔 freedom motif deltarune...?~~
- 1:12 - "Can you guys tell I like Plead yet (I literally main 7n7(I just got M4 Elliot 3 days ago though I'm cooking))"
- plead is so good... key's music is awesome and plead genuinely gave me chills the first time i listened to it... BUT THAT'S A RANT FOR ANOTHER DAY

1:21 - digo piano, marimba, bass

- good callback to the start with a few changes, such as adding the marimba part
- i like how the bass part is much more subtle here, in favour of using the ticking clock and marimba as percussion, which suddenly drops at the end to just leave the digo piano melody we've been hearing the entire time, plus marimba support
- 1:21 - the ending here is a tad simple, which i guess... not much to do with this section that i can think of, but i wish there was something here...? the rest of the visualizer cooked though so i am not upset at all 🔥
- 1:21 - "Me n gang when I miss my 20th walkspeed override in a row. Lwk I think that's the only way Elliot is winning this, I fear he's just kinda cooked in this situation otherwise"
- OH OKAY I SEE WHERE THAT WAS GOING NOW IN TERMS OF THE VISUALIZER
- fun fact: my first lms ever was as elliot vs a c00lkidd actually 🤖 i made it to 20s and then i ate shit and died (i walked into a clone like a dumbass) (i'm an elliot and two time main)

- 1:30 - "(the song goes a little over, cause it's like when it's time to leave and kids usually go "I DONT WANNA GO," I just thought it'd be cute idk LMAO)"
 - oh that's such a nice detail!! i genuinely didn't notice i was just vibing out LMAO

"A little inspired by "The Circus in the Sky" by Rundown SD, you should check it out if you have the chance! It was mainly the piano and bass that was inspired by it, the rest I kinda just locked in and the music appeared in front of my screen all of a sudden 🤪"
~~and the borderline freedom motif? /h~~

other notes: this piece had so much chaotic instrumentation and many fun old roblox soundfonts and effects, which i think fits these lms characters very well!! super fun song to listen to, since it's so bouncy! the storytelling in this piece shows so well through both the music and the art!

INCARNATE

INCARNATE

Composer & Artist: Quest (@artquest_)

Song type: LMS

Character(s): Azure vs. Two Time

music notes | [composer notes](#) / [kaiciy reaction](#) | [visualizer notes](#)

0:00 - bells, music box, piano, guitar, strings, suspended cymbal (120bpm)

- ticking clock is a quest classic, but works well here because... haha, two time, funny...
- [i love this start... it's so simple, like a machine starting/waking, with the glowing as it becomes more awake](#)
- piano runs feel like rolling waves/disturbed ocean kind of vibe, which works well to build subtle tension!
- the music box flourishes are so cool... they bring a feeling of bitter nostalgia that slowly gets drowned out
- guitar here at the beginning really feels like the melodic version of "what have you done...?". it's so subtly and quietly filled with a looming dread/anger, and i really like it!
- 0:08 - sus cymbal into intro to strings and piano becomes more intense. helps build that anger and tension. it's kind of like azure's realizing just what's happened, and that anger is slowly coming to a boil, until...
- ["This song is actually in 120 BPM, so the clock ticking syncs with the seconds :D!"](#)
 - [super cool detail! i have something to say regarding this later on in the analysis.](#)
- 0:23 everything shuts off except for the ticking of the clock and the bells. it clicks.

0:26 - chimes, piano, guitar, violin, strings, suspended cymbal, drums

- bang!! epic orchestral unison hit, especially with the emphasis on the chimes.
- holy crap, the guitar really takes control of the track here, just like how i'd imagine azure's anger when he sees his ex-partner for the first time after becoming undead. i love how powerful and sweeping it is, and how each note really lingers with the vibrato.
- (i wish there was more power to really emphasize that hatred, but i imagine youtube audio compression doesn't do any favours.)
 - (switching over to spotify. it's a little better, but i still wish there was more...!)
 - [0:26 - "This part got absolutely BUTCHERED by Youtube compression bro I'm so mad \(it'll probably sound better on Spotify or Soundcloud I think, I have no idea actually\)"](#)
 - [ough yeah... rough dude](#)
- i like how the ticking of the clock is prevalent throughout this piece, compared to some other lms stuff quest has done where it gets more buried, considering... haha, two time (okay i'll stop)
- a storm has hit the ocean!!! dude that piano is so simple yet so sick for the atmosphere of the piece...
- [the render is so good... my god, i love how quest draws two time HAHAAH, and azure's hat is so sick too!! but a cool detail, i think having the audiovisual in a circle behind azure is so symbolic... it has that halo/religious iconography, but instead of light, it's darkness.](#)

- 0:34 - "In this song, I tried to get the intense yet contradicting feelings Azure has, hence the really calm start to a sudden, loud transition"
 - and it was executed brilliantly!! i rant about it a lot here in this doc LOL
- 0:42 - violin introduced here, almost like two time's guilt and sorrow is leaking out of them, or perhaps that azure is fighting, pleading with himself. either way, i'd like to think that the more delicate violin line is reminiscent of their past love, or rather, the current pieces of that love which got shattered into 500 million pieces during the sacrifice. It's delicate, and faint, and getting buried underneath all the power from the guitar and later the chimes from azure's anger and two time's sorrow.
- 0:42 - "I guess listening to it again, it's kinda like a more intense version of Plead???? (All of my songs end up coming back to Plead 🥹)"
 - I HONESTLY DID THINK THIS LOL, this work is a lot more orchestral compared to a lot of other works quest has done, and has that strong, emotional impact like plead does!
- 0:43 - the CHIMES. HOLY CRAP DUDE I LOVE CHIMES. for till death do us part, it symbolized marriage, and while i think there is some sense of that when combined with the violin, i think it feels more reminiscent of azure imposing his judgement onto two time, and two time knows that. which. also epic, the fucking religious chimes are delicious. i love chimes so much.
- there's genuinely so much going on in the background of this section as well, from the piano, to the orchestral parts, to that steady drum line, which is why this is the part that convinced me that this piece should be conducted in crotchet 60 with rhythms adjusted rather than 120 (conducted at half the speed, but the music itself remains the same). it's so powerful, and i think it needs that sway to really hit rather than the speed of 120...
- 0:50 - "But yeah, Azure has intense hatred for Two Time given what they did, but in the back of his mind he misses what they had, even if just a little bit. That kinda went hard, so I just went with it in music form and ran"
 - once again!! it was executed really well!
- 0:56 - sus cymbal into next section (always a good transition i love the sus cymbal)

0:57 - bells, guitar, violin, piano, strings, drums, suspended cymbal

- DUDE, ANIMATION??? THIS SHIT HAS BUDGET!!
- 1:00 - "Oh yeah also, I am NOT an animator, like at all, but I wanted to try something a little different this time :D It was pretty fun though, idk if i'd do it again for another video though LOL"
 - understandable, it's rough out there... but this is really good! the movement is super smooth...
- the quest calm part™ here, but i think this one actually works in favour of the lms. due to the slower feel of this piece, the ten seconds that make up this section doesn't feel too long during a chase.
- violin takes the reins here with the melody, while the guitar has returned to how it was at the beginning. it really allows that fractured relationship to shine through here, to let those lingering feelings set in, and continue into the final part of the piece

- in contrast, the rest of the instrumental feels like it's drifting, lost in this moment, which really highlights the violin actually! we get hints of bells, piano, and guitar, while the strings stir beneath the surface, and the drum only hits on beat one, like a heartbeat opposing the ticking of the clock.
- 1:02 - ough two time you're so cute here...
- 1:06 - you are genuinely fucking evil (/lh) holy crap i screamed so hard when i saw this the first time you have no idea 😭
- 1:07 - "OH YEAH I DID ADD THAT DIDN'T I"
- 1:08 - THE GUILT AND FEAR IN TWO TIME'S EXPRESSION??? DUDE THIS IS SO GOOD
- 1:10 - NOOOOO AZURE 😭😭😭 on a side note though, the way azure is drawn here is so good... the top half of his body, face and skin are both pitch black, which i love how he's cast in shadow, it's so epic and lets the purple bits of his design stand out. but as to not blend into the background (which is something i mentioned with til death do us part), the subtle blue outline on him is really helpful for that! also i just think the one eye makes him look so cool...rule of cool moment... reminds me of my oc cyanotype...
- 1:12 - genuinely didn't notice this until i re-listened a couple times to 1:14 (and maybe it starts a little before here), because it's more obvious there, but... dude, is this PHOENIX???? It's implemented in such a way that it's not obviously a borrowed motif at all, i genuinely thought it was an original section!!
- 1:12 "Phoenix jumpscare. I have grown as a person, and I now know what an Imperfect motif is. I usually like to add the killer's chase motif into my stuff, but Azure doesn't have one yet (so for the most part I did my own thing) with that one exception ofc ofc
 - SO IT WAS AND I WASN'T HALLUCINATING THANK YOU
 - phoenix is a banger tho, and you totally worked with the motif in such an interesting way!
- 1:12 - sus cymbal is actually interrupted here, which i find really cool, because it shows that something has been disturbed. like, "shut up, i don't want to hear it!" from the leading guitar, yet, clearly, it has been affected, because...

1:13 - chimes, piano, guitar, violin, strings, suspended cymbal, drums

- This more emotional section of the phoenix motif works really well here, slowed and altered like this! it becomes overwhelming in a good way, like their emotions combined, clashing against each other and themselves.
- the violin and guitar parts fight for control. something has shifted. azure can see two time's guilt more clearly, and the part of him that still loves them is showing more, but he's still angry at them. he can't forgive them, or so he tells himself!!
- the chimes are still there, but they're quieter. he's focusing less on that judgement.
- reuse of art here totally understandable after that animation portion dude that's crazy 😭 just wish that there was some subtle change to match the shift in emotion in this section
- 1:20 - the "F E D E F E D E D ♭" really makes me think of fucked up wedding here LOL
- 1:27 - sus cymbal roll + build that dissipates into silence. i love how this piece ends on a more unclear note. we don't know if azure will forgive two time, and i like how it's left ambiguous here.

- 1:30 - ending it with not the clock ticking but a heartbeat?? dude, this is actually crazy i'm going to rip my lungs out of my body /pos
- 0:12 - "I did something cool with that at the end of the song, but for some reason while rendering, it absolutely REFUSED to keep it in 😭" → (reply to a comment) "NO DUDE CAUSE THERE LITERALLY WAS A 2ND TIME STAMP, BUT WHENEVER I RENDERED THE VIDEO IT JUST DISSAPEARED???????? IM SO MAD????????
😭😭😭"
- that would have genuinely been so cool... augh... i did notice that the heartbeat actually lands on the offbeat instead of on the second, which is really cool, since it makes the listener feel unsettled/unbalanced! wish the timer stayed in...
- 1:30 - i love that the symbol is shaking here... it really shows the emotional rollercoaster that azure's in (and also the one i've been put through jeez dude)
- 1:33 - "(anyway I gotta go lock in on my classes now, have a good one y'all 😊)"
 - yeah me too i have 3 projects due (pain)

other notes: i think this is genuinely my favourite azure vs. two time lms... i have very few bad things to say about it, as it implements a lot of things really well (although i am certainly very biased towards orchestral pieces LOL)! i adore how much emotion is in this work, along with the high quality artwork. i'm gonna kill youtube for the compression i'm sure it sounded so good in fl studio/renderer.

FINAL MESSAGE

FINAL MESSAGE

Composer & Artist: Quest (@artquest_)

Song type: LMS

Character(s): Guest 666 (Photoshop) vs. Noob (Frisk)

music notes | [composer notes](#) / [kaiciy reaction](#) | [visualizer notes](#)

where's the analysis? COMING SOON I SWEAR I MIGHT BE GETTING OWNED BY SCHOOL

Imperfect

ImperfectNORE

Twitter: <https://x.com/ImperfectNORE>

Short artist description (taken from mostly what the artists say about themselves, if possible, because idk anything about them):

Imperfect (he/him)

fskn + die of death ust composer who composes for fun based on his interests. he does a lot of other cool things as well.

he has a lot of fun lms + chase music

kaiciy's favourite imperfect track: [PHOENIX](#)

PHOENIX

PHOENIX

Composer: Imperfect (@ImperfectNORE)

Song type: LMS

Character(s): Azure vs. Two Time

music notes | [composer notes](#) / [kaiciy reaction](#) | [visualizer notes](#)

the great strategy (badliz) ref...?

"I believe Two Time simply being in this situation would not be able to bear the guilt of their own actions. It's why the song is "Emotional" while still embodying the anger that Azure has towards Two Time."

RESENTMENT

RESENTMENT

Composer: Imperfect (@ImperfectNORE)

Song type: Chase Theme

Character(s): Two Time

music notes | [composer notes](#) / [kaiciy reaction](#) | [visualizer notes](#)

where's the analysis? COMING SOON I SWEAR I MIGHT BE GETTING OWNED BY SCHOOL

PRAYER

PRAYER

Composer: Imperfect (@ImperfectNORE)

Song type: LMS

Character(s): Azure vs. Cerulean

music notes | [composer notes](#) / [kaiciy reaction](#) | [visualizer notes](#)

where's the analysis? COMING SOON I SWEAR I MIGHT BE GETTING OWNED BY SCHOOL

TO DANCE

TO DANCE

Composer: Imperfect (@ImperfectNORE)

Song type: Chase Theme

Character(s): Azure

music notes | [composer notes](#) / [kaiciy reaction](#) | [visualizer notes](#)

where's the analysis? COMING SOON I SWEAR I MIGHT BE GETTING OWNED BY SCHOOL