

2023 Anno Domini Newgrounds Musician's Report

1/5/2024 Anno Domini 9:00 A.M.

Jacob Xavier Harding (VibrantMan)

Alias' Of This Study

beenibroh
TeffyD
SpeedoRH
MakuTMT13/No-P
underscore8298
Mahdi
DenPelm
Orkey
Shufflehound
Metatron
findyourtheory
MaldivirDragonwitch
Caleb Webster
StacheMustache
Annette "Troisnyx" Walker
Growlbittz
Softboy7
Ash Kotry
Bean Slugg
Its Burner

What age range are you?

Beenibroh : 10-17
TeffyD : 18-23
SpeedoRH : 10-17
MakuTMT13 : 18-23
underscore8298 : 10-17
Mahdi : 18-23
DenPelm : 18-23
Orkey : 18-23
Shufflehound : 24-28
Metatron : 29-35
findyourtheory : 10-17

MaldivirDragonwitch : 29-35
Caleb Webster : 29-35
StacheMustache : 24-28
Annette "Troisnyx" Walker :29-35
Growlbittz : 18-23.
Softboy7 : 18-23
Ash Kotry : 10-17
Bean Slugg: 18-23
ItsBurner : 24-28

What country do you primarily reside within? Minors,
this information will not be published

Beenibroh : United States
TeffyD : United States
SpeedoRH : United Kingdom
MakuTMT13 : United States
underscore8298 : I reside in the U.S.
Mahdi : United States
DenPelm : Russian Federation.
Orkey : Philippines
Shufflehound : United Kingdom
Metatron : USA
findyourtheory : usa
MaldivirDragonwitch : Serbia
Caleb Webster : I live in the USA
StacheMustache : Germany
Annette "Troisnyx" Walker : United Kingdom
Growlbittz : U.S.A
Softboy7 : Germany
Ash Kotry : México
Bean Slugg: I live in Canada
ItsBurner : France

As of the time you answer this survey, how many followers do you have on Newgrounds?

Beenibroh : 913 followers at the time of writing.

TeffyD : 272

SpeedoRH : I have exactly 126 followers as of September 4th, 2023.

MakuTMT13 : 11, but I intend to find more!

underscore8298 : I currently have 119 fans on NG.

Mahdi : 180

DenPelm : 267

Orkey : 90

Shufflehound : 724

Metatron : 352

findyourtheory : N/A

MaldivirDragonwitch : 121

Caleb Webster : Not entirely sure, I think about 75

StacheMustache : 25

Annette "Troisnyx" Walker : 1.6K

Growlbittz :

Softboy7 : 50

Ash Kotry : 114

Bean Slugg: 4 followers

ItsBurner : 231

How many hours do you spend per week working exclusively on music?

Beenibroh : I would say between 10 hours to 50+ hours. It really depends on what I'm working on. whether it's something for fun or something for a project I'm on. anything goes really.

TeffyD : 15-21 Hours

SpeedoRH : Hard to say, since it varies from week to week. I will say that it's anywhere from 4-20 hours a week.

MakuTMT13 :

It depends on how I feel mostly, it can range from 0-60 I think!

underscore8298 : 10 hours a week, if not maybe 1.

Mahdi : 5-6 (can vary heavily since I also animate)

DenPelm : During study, this can be 2-4 hours. If there is more free time, then up to 10 hours.

Orkey : Everyday I think I spend 1-2 hours so that's like 14 on average

Shufflehound : Sometimes all week, sometimes not at all, so roughly 40-ish?

Metatron : Depends. Sometimes 20 hours a week, sometimes none.

findyourtheory : abt 45 hours a week, although it doesn't all go to my newgrounds page (i make hyperpop music on soundcloud too under the name stitchboy)

MaldivirDragonwitch : 15-20

Caleb Webster : Since parenthood, only an hour average a week.

StacheMustache : over 20 most likely

Annette "Troisnyx" Walker : I average about 35 hours.

Growlbittz : Time spent on music per week: Not sure. I'd say about 80% or more of my time is spent on music. I made 3 albums in less than a year (each 14 tracks long) so... Hopefully that helps. (But if I had to estimate I'd say 35 hours).

Softboy7 : 16

Ash Kotry : +12 (a Lot of time)

Bean Slugg: Anywhere between 2-6 hours

ItsBurner : I'd say about 1-2 hours a day

How long have you been using Newgrounds (as a member , registered user, or as a guest

Beenibroh : I made an account in 2017 and hardly used the site but started to actively use the site in LATE 2019. Since then I've been using the site just about everyday.

TeffyD : As a guest, off and on since 2006 (17 years); as a user, 2 years, 3 months; as a member, 2 years, 1 month

SpeedoRH : The first time I opened Newgrounds was around this time in 2015, so 8 years.

MakuTMT13 :

Funny story, as the short answer is basically since I've been using a computer (I'm 21 now so roughly 15 years)

underscore8298 : I have been active on NewGrounds since August of 2021, so just over 2 years.

Mahdi : 2 years

DenPelm : Visitor since 2015, registered user since 2017.

Orkey : Joined on June 11, 2017

Shufflehound : Been on since I was 9 or so, but then deleted that old account. This account I joined on 11/18/13

Metatron : 7/18/07

findyourtheory : made my account in 2019

MaldivirDragonwitch : 15 years

Caleb Webster : More than a decade. I think I started back in 2004

StacheMustache : a couple weeks

Annette "Troisnyx" Walker : 12 years as of June 2023.

Growlbittz : Joined on: 1/27/18 (so about 5 1/2 years or so)

Softboy7 : 5/3/23

Ash Kotry : for almost 2 years, but ive playera games there when i was a child

Bean Slugg : I only made my account last year, but used to play NG games as a kid a lot (8-10 years old)

Do you distribute your music to other music online platforms? If so, which distribution platforms do you utilize?

Beenibroh : I've used tunecore to distribute an album and a single on all streaming services. Otherwise I've mostly put my finished music on here.

TeffyD : Yes. Mainly Youtube, Spotify, and Soundcloud. I use all available ones under Distrokid however.

SpeedoRH : Yes, I do. I use Soundcloud in tandem with Newgrounds."

MakuTMT13 : Kind of, but I'm putting yes since I've done this before. SoundCloud, but this is also a fairly rare case.

underscore8298 : I do publish my music to other platforms, using the distributor "RouteNote," simply because it is free. I have only spent money on buying SunVox and my headphones, total \$85.

Mahdi : SoundCloud

DenPelm : Yes. Personally I use OneRPM. Labels use other distribulors.

Orkey : I do. Soundcloud, Spotify, YouTube, Bandcamp

Shufflehound : Bandcamp, Soundcloud, Patreon, sometimes/rarely YouTube.

Metatron : Yep. Bandcamp, SoundCloud, and for large releases, I used Soundrop to get it on streaming services.

findyourtheory : newgrounds music stays on newgrounds, but for my vocal music i use distrokid

MaldivirDragonwitch : Bandcamp and YouTube

Caleb Webster : Distrokid is one of the more easier platforms. Just pay a service fee, and upload. Pretty easy. I usually only post on newgrounds to catalog music for myself.

StacheMustache : Distrokid

Annette "Troisnyx" Walker :Yes. Occasionally: Spotify, iTunes, YouTube, TIDAL, Napster

Growlbittz : I used to use Amuse a lot but now I use DistroKid (but i'm thinking of switching to TuneCore). As for platforms; my music is on Spotify, Apple Music, YouTube Music, Deezer, etc (and all major social media)

Softboy7 : yes, all the streaming services covered with distrokid (Spotify, Apple Music, iTunes, Deezer etc... YouTube, Soundcloud

Ash Kotry : Youtube

Bean Slugg: No, I do not

ItsBurner : yes, mostly the mainstream ones like Spotify, Apple music & youtube etc.

Do you distribute physical media of your music?(CDs, MicroSDs, Cassettes, Vinyl, et cetera)

Beenibroh : I have never distributed physical media of my music but someday I want to.

TeffyD : Once, for my "Greatest Hits" LP released in Nov. 2022, other than that, I have not done it since

SpeedoRH : Nope, never have. I might do that in the future but I currently do not.

MakuTMT13 : I made a cassette once but it's not really distribution.

underscore8298 : No physical media because I don't think anyone will use it in 10 years, maybe less. Digital is the way to go.

Mahdi : No

DenPelm : No.

Orkey : I don't

Shufflehound : Not yet.

Metatron : No.

findyourtheory : no

MaldivirDragonwitch : No

Caleb Webster : In the past I have, but it is far too expensive

StacheMustache : Probably gonna do that in the future

Annette "Troisnyx" Walker : No, certainly not at present.

Growlbittz : No. I am working on that, though!

Softboy7 : no

Ash Kotry : not yet

Bean Slugg: No, I do not

ItsBurner : not yet, I'd like to sell vinyl records one day

The world of music can be considered an ecosystem, what role do you perceive Newgrounds has in the music ecosystem?

Beenibroh : To me, newgrounds plays a crucial role in the music ecosystem as its some of the biggest people that people look up to right now may have started at some point. Overall it's for creators to find and use music and audio resources for games and animation. it offers a range of tools, resources, and a community for collaboration and sharing.

TeffyD : Habituating an ability to grow as an artist or to build a network via collaborations

SpeedoRH : To me, Newgrounds is where an artist first gets to share their music to the world. It's where up and coming artists can receive their first bits of feedback so they can debut in the music world the best they can. If Spotify artists are like butterflies, then us Newgrounds artists are like caterpillars.

MakuTMT13 :I think it falls under general discovery for newgrounds fans. Newgrounds has always been about showing creativity through the different art forms and in most cases helping people find collaborators for projects. My personal belief is that you can do a lot of things on NG, but you'd need sound/music if you want to pop off.

underscore8298 : I'm not entirely sure how to answer this question, I just know that NewGrounds has a certain authenticity about its audio portal that no other platform does. It is small but loaded with talented musicians.

Mahdi : As the breeding ground for talented artists who change how art as a medium is perceived.

DenPelm : This site is one of the nodal points of the general ecosystem, where new music appears, tastes are formed and a local audience appears.

Orkey : I see Newgrounds as a platform where emerging artists can showcase their talents and grow their audience, especially within the world of gaming, which is what I personally engaged in before. Moreover, Newgrounds is known for encouraging collaborations; numerous skilled animators and artists have the opportunity to collaborate with musicians to produce various forms of content, including films and music videos.

Shufflehound : Giving back to the wealth of information and art, like much of the internet is (while we still can).

Metatron :

An incubator of ideas and talent.

findyourtheory : i view newgrounds as mainly supporting creativity and non-mainstream art

MaldivirDragonwitch : A good place for beginners that have higher ambitions, teaches you about the good and the bad of a community-based value system, prepares you for future endeavors.

Caleb Webster : It's a great place for animation artists to find royalty free music. Equally so, it's a great place for new musicians to explore and develop themselves.

StacheMustache : none

Annette "Troisnyx" Walker : NG is a crucible for performers, producers, and industry figures looking to get into games. It has both the supportive environment via the NG Audio Pub, and the testing grounds by means of contests and challenges.

Growlbittz : I'm not a super Newgrounds user, but I see Newgrounds as a more easy and accessible way for people to find other musicians and support them. The algorithm for finding new artists is actually very good. Over all I think that Newgrounds is a pretty awesome place and community for musicians (and all artists).

Softboy7 : A pretty but hidden place that isn't necessary but can give you some big fruits.

Ash Kotry : it's a incredible place your share music as an independent creator

Bean Slugg : From what I can tell, people here are much more honest and critical about how they feel about a song, which is highly appreciated for improving my mixdown or sound design

ItsBurner : I think Newgrounds is a sort of firestarter in the scene. It's a pipeline from the underground directly to the mainstream with a huge influence on the internet. It gave the opportunity to many musicians and gave them a launchpad to work for bigger companies.

When and where was the first time you published music online?

Beenibroh : I think it was some shitty music I made on a yamaha MIDI keyboard that I posted to a YouTube channel in 2019.

TeffyD : Late 2018 via Instaudio, a defunct website. I also used Soundcloud at the same time.

SpeedoRH :

I actually think it was here on Newgrounds back in June 2016. It's mind-boggling how far back my stuff goes!

MakuTMT13 : June 18th, 2021 on NG, it was a little rap I made

underscore8298 : Here on NG, in August of 2021, I published my first song.

Mahdi : Years ago on my YouTube.

DenPelm : Newgrounds and VKontakte (2017).

Orkey : It was December 3, 2017 when I uploaded my first song and was also in Newgrounds.

Shufflehound : Probably YouTube circa. 2010, not sure.

Metatron : It was here on 11/27/2009, one day after my 14th birthday.

findyourtheory : i started on musical.ly, later soundcloud

MaldivirDragonwitch : 2016, Soundcloud

Caleb Webster : I believe it was here on newgrounds, in 2006? 2007?

StacheMustache : YouTube, 2021

Annette "Troisnyx" Walker : 2010, on YouTube.

Growlbittz : I started making tunes when I was 14 in 2014 on December. I made an estimated 30+ tracks from that time to 2017 that never got published and got lost. My first every official release was on 2017 (the exact month and date are unknown at this time). The album was titled "Overworked", as I had just finished the last song in my collection that never saw the light of day. But seeing as I could publish officially now (with Amuse, which was 100% free at the time), I took the chance, forced myself to make an album (in about a week or so), and published it. P.S: My very first track ever was "Spoken Words" in 2014 (published to SoundCloud). Where I published my first OFFICIAL track: Florida. My first track ever (not published) was in Michigan.

Softboy7 : YouTube in 2015

Ash Kotry : Youtube, +3 years ago, with an undertale cover

Bean Slugg: On YouTube. I uploaded a song there in early 2018

ItsBurner : I'd say my first "release" was on Soundcloud back in spring of 2016 for a really scrappy project called "1998"

How or do you interact with your audience directly?

Beenibroh : Given I don't have a place to talk to my audience like a discord server, I really just chat with them via replies to their reviews on my music or with a simple emoji reaction on their review.

TeffyD : Daily

SpeedoRH : I do like to interact with my audience as much as possible, either through the Newgrounds PM system or by responding to reviews. Beyond that, there's not much of an audience to interact with I believe.

MakuTMT13 : I try to comment back to them, which is why it's nice when people leave me comments.

underscore8298 : I am usually very good about responding to reviews in a personal and unique way each time. I do accept friend requests and talk a lot on the DMs with my biggest fans, and often become one of their biggest fans in turn. I am also active on the forums.

Mahdi : Usually, I make posts or videos of projects I'm currently working on.

DenPelm : Basically, I read comments and respond to them. Sometimes I ask the audience's opinion on specific issues.

Orkey : I do, I have a couple of producer friends who are not on Newgrounds but If you are talking about my followers on Newgrounds, I interact on the comment section with reactions. I also respond with a message of gratitude when someone provides truly constructive feedback. I don't initiate DMs

Shufflehound : Description boxes, replying to comments – although not always.

Metatron : Social media and comment sections.

findyourtheory : mainly instagram, but i occasionally give out my discord

MaldivirDragonwitch : Through comments on Newgrounds and YouTube.

Caleb Webster : I respond to direct questions, but otherwise keep to myself.

StacheMustache : Primarily TikTok

Annette "Troisnyx" Walker : I speak with some of them on Discord. Other means include NG, Bluesky, Instagram, LinkedIn, and Threads, but of these, NG and Bluesky give me the least amount of social media fatigue.

Growlbittz : Me and my audience used to be pretty distant. They wouldn't be very responsive (but they were loyal listeners). Nowadays I usually interact with them on YouTube's "community" tab. I submit polls, ask questions about what they'd want to see/hear more of and generally what they thought about my latest tune (and just to chat with them. We usually talk about how we're doing and just generally converse).

Softboy7 : through comments, on discord/instagram, messages etc...

Ash Kotry : yes i do, i like to check and respond to all the comments that i receive

Bean Slugg : I have a Instagram and Twitter, as well as responding to any YouTube comments

ItsBurner : I try to reply to as many comments as possible, across all platforms

Have you collaborated with any other users on Newgrounds or other musicians outside of Newgrounds (in a physical space or online space)?

Beenibroh : I mean outside of newgrounds I've collaborated with some friends online on some songs and at one point in my life (this was like a year ago lol) I had a music production class at school where me and the people in that studio would produce some songs in a control room using Pro Tools on a Mac.

TeffyD : Yes, online space. I have collaborated with PredatorMusic, Aalasteir, Turbo_Nerd, Kettako, GrantTheHierophant and LuckyDee

SpeedoRH : I assume you mean a collaboration for a track I have released, in which case I have not [yet]. I do plan to in the future however.

MakuTMT13 : I would like to at some point, but no.

underscore8298 : I have collaborated with another SunVox user through Discord, and would love to Collab with so many NG users if only they used SunVox too.

Mahdi : Yes (DaThugWizard, HyperTonic2009, and IguanaSuchas)

DenPelm : Yes, I have collaborated with AndOr, Glebbread, SrjSlf (iy-ous.slfr), Eastvail, EDENO, Hepfonix, Emvis, Tisato Mera.

Orkey : Absolutely, both online and physical but not users on Newgrounds.

Shufflehound : Once or twice – would like to more.

Metatron : Yes, I've done projects with Pixel Mixers, GameGrooves, Maj7, as well as small compos.

findyourtheory : yes, i collaborate a lot on my soundcloud page, newgrounds is an entirely solo side project

MaldivirDragonwitch : I have collaborated on four games and one art with users on Newgrounds. I collaborate with other musicians all the time, but so far none of it was related to my work as Maldivir Dragonwitch.

Caleb Webster : Back in the early 2010's I met a lot of really great people on newgrounds. Though I do not spend much time on newgrounds anymore (see the 13 day delay for a response to this) I am still in contact with many of the people I met all those years ago. Several of us have met up in person for the first time, and have collabed digitally, and physically together.

StacheMustache : I have 3 collabs rn

Annette "Troisnyx" Walker : Yes to all points, multiple times.

Growlbittz : All online. I have indeed collaborated with people (outside of Newgrounds). I think, if I recall, the only musician-to-musician interaction I've had was back in 2018 with a remix "contest" for my song "Riddim Mob". A total of two people remixed it and made it (they were going to be added anyway, it wasn't really a competition) to my "Riddim Mob Remixes" EP.

Softboy7 : yes

Ash Kotry : yes

Bean Slugg: No, I have not

ItsBurner : Yes, I have already collaborated with other musicians

What instruments or digital plug-ins do you frequently use in your music?

Beenibroh : In terms of physical instruments, Rarely I'll play an acoustic guitar or play the yamaha MIDI keyboard I previously mentioned. However, In terms of digital equipment. I use a LOT of VST's in my mixes. I like using Serum, FLEX, Surge XT, and often I'll do some traditional sampling in my work. For effect plug-ins, I use a lot of bit crush and distortion, I also VERY OFTEN use the default plugins in FL as they don't suck too much. I might even throw in a hot-take and say that the VST's in FL are in my opinion really good. They don't crash FL and do what they're made to do.

TeffyD : For physical instruments, Alesis V61 midi controller keyboard, and Ibanez Gio guitar (6 and 7 string). Plug-in wise, various Waves plugins like L1 limiter or SSL compressor, NeuralDSP guitar amp sims, Kontakt libraries, Pianoteq, Lounge Lizard EP, Analog Lab, Vital, Superior Drummer 3, soothe2 and Ozone9

SpeedoRH : The plugin I use the most by far for my sound design is Xfer Serum. For mixing, I use Fruity Parametric EQ 2 the most and for spectrum analysis I use Voxengo Span. Those are the three plugins I use the most.

MakuTMT13 : I love to abuse soundfonts from games, I've really gotten into a bunch of saw synths and pads recently though

underscore8298 : SunVox doesn't have access to plug-ins; as for instruments, pianos and supersaws make a lot of appearances in my songs.

Mahdi : For effects, I use the basic necessities like Compressors, limiters, EQ, Filters, and stuff of the sort. But depending on the song, I use a plethora of plugins to make my sound more to my taste (i.e. stuff like Frequency shifters, Distortion, Auto panners, and more specifically Valhalla and Abbey Road for the Mastering and Delays). For instruments, it can vary. But I have a similar variety to Kawaissprite by using Reason Rack plugins and the many analog Arturia synths (as well as Korg M1, Monopoly, and Polysix).

DenPelm : DAW: FL Studio 20. Favorite plug-ins: OTT, FabFilter (Pro-Q3, Pro-R, Saturn), Disperser, Serum FX.

Synthesizers: Serum, Harmor, Vital, Pigments.

Orkey : I mostly make music on my computer. For synths I use Vital and Serum and a bunch of samples I made or from someone else for the drums. And for mastering I use Fabfilter ProL and a bit of EQing if needed

Shufflehound : Main hardware I use are Ensoniq SQ80, Dreadbox Erebus & Abyss, Copicat echo, some DIY circuits. Plugins, airwindows, ValhallaDSP, Surge XT, Dexed, off the top of my head.

Metatron : Massive is one I use almost every time. As well as FLEX, Kontakt, and C700.

findyourtheory : i would rather kill myself than imagine making a song without omnisphere or zenology

MaldivirDragonwitch : I record bass guitar and electric guitar and I use a big variety of virtual instruments and plugins.

Caleb Webster : I am a guitarist, pianist, drummer, and vocalist. I utilize any and all digital plug-ins that I can. I have really been enjoying the spitfire audio line recently.

StacheMustache : LABS Instruments, a lot of ableton Stock (like MK II, grand piano). Besides Operator, vital is my main synth (I use a lot of generic patches like some reese or fm bass)

Annette "Troisnyx" Walker : My trusty piano (Alesis Recital) + 8dio Soundpaint's 1920s Steinway, my voice, the community centre drums, and a whole bunch of software defaults that come with FL Studio (namely Flex and Sytrus).

Growlbittz : I usually use either Serum or Spire to make my synths. Instrument-wise I like to use pretty much any instrument I can get my hands on (my favourite is Piano, Rhodes, and Violins). As for the FX side of things I usually just use stock plugins from Live (Ableton). The exception being when I use reverbs or limiters (for that I use Valhalla's reverbs and for the limiters I use FabFilter Pro L 2).

Softboy7 : Pianos, Synths (like Vital, Serum...)

Ash Kotry : i try to use all real instruments as it's possible, I use Bass, guitar (electric and acoustic), keyboard, drums and My vocals, i usually use amp Sims and midi drums to get a better result

Bean Slugg : I frequently use Xfer Serum, as well as select Fabfilter plugins such as Pro-Q, Pro-L and Saturn

ItsBurner : Izotope Ozone 10 (have used 5, 7 and 9 previously) + mostly Korg VSTs and a plethora of drum samples, also a huge fan of u-He Diva and Hive

Is Newgrounds your primary music publishing site or do you primarily use other social media/music platforms to promote your music?

Beenibroh : Newgrounds is where I post all of my music. Sometimes I may post my shit on YouTube or Soundcloud, but all of goes on newgrounds because I feel like that's my audience.

TeffyD : Pretty much primary, no other site has as good of a platform for posting music and actually getting it seen. I do post almost all my songs to a youtube channel, and post tweets to say I made something to varying success

SpeedoRH : At the moment, it is. I don't consider Soundcloud to necessarily be a primary music publishing site for me; it's more like something I add on top of Newgrounds if that makes sense.

MakuTMT13 : Newgrounds is my primary but I have a twitter account where I announce my drops.

underscore8298 : NG is definitely my primary platform for promoting my music, because I just really like the community and would love to have a bigger role in it.

Mahdi : I post most of my music on Newgrounds.

DenPelm : I'm mostly active on VKontakte (Russian social media).

Orkey : It is not my primary music publishing site, I have more reach on Soundcloud and YouTube.

Shufflehound : As much as Soundcloud is. I post more liberally on Patreon where it's not all public.

Metatron : I primarily use SoundCloud, but sometimes I come back here to show appreciation to my roots.

findyourtheory : soundcloud mainly

MaldivirDragonwitch : I use YouTube primarily, with Newgrounds as a close second.

Caleb Webster : My only goal with music is to give creativity to others, and help them achieve their dreams as well. Usually through production of their music.

StacheMustache : You find me basically everywhere else. My biggest Platforms are def. Spotify and TikTok.

Annette "Troisnyx" Walker : Newgrounds is currently my primary music publishing site.

Growlbittz : Newgrounds is not my main site. My main way of publishing music is with a distributor (DistroKid, at the moment) to Spotify (and all other platforms). I usually also make a music video for my YouTube channel (which is just a background image/video with a visualizer from FL Studio's ZGame Visualizer). I then upload the MP3 to Newgrounds as a bonus.

Softboy7 : other platform

Ash Kotry : yes it is

Bean Slugg : I primarily publish on Spotify and YouTube

ItsBurner : I'd say Newgrounds is for the more "insular" music I make, as I tend to prioritize the mainstream platforms for publishing

What are your goals, dreams, and ambitions with music?

Beenibroh : I want to make music that ignites certain memories or emotions. That's why my music may often sound like something produced in the early to late 90s. Although singing is something I want to incorporate in my tracks.

TeffyD : Hard to explain. I like making it, and my goal is to be well known for it. I never cared about making money off it, I just want to be remembered for my music I made for something bigger than me. A goal or ambition would probably be join a big project of any kind and do music for that. I've always wanted to do that since I was young, work with bigger people and try to climb the ranks and be a go to guy for music for anything

SpeedoRH : I hope to reach a point in life where I can either make music full-time or have a job that includes music as part of the process (e.g. game design).

MakuTMT13 : I want to create stuff that can inspire people to create, and stuff that sounds super fun. I think creation and general fun are the most important things to me, and I hope I can give at least somebody a similar philosophy.

underscore8298 : My primary goal for music is to take it on as a side job later on. I plan to get FL Studio, practice it a while, and have another source of income that I enjoy. Music is one of my favorite things in the entire world. I can't imagine not continuing to make it in my adult life.

Mahdi : Even though I make a lot of music, I don't really know what I would do with it professionally since I'm working to become an animator. However, I am inspired to have a unique sound in the same light as my favorite artist like Kawai Spirite and Nelward. If I become an experienced enough artist to have my own series, I would be able to give it a specific and original sound most other shows would have difficulty doing with miscommunication between members.

DenPelm : I started writing music because I wanted to do something similar to what I liked, or even better, and I knew that I could do it. Then, when I acquired sufficient skills, I began to try to embody various philosophical or scientific concepts in music. I also pursued the idea of combining aggressiveness and melodiousness in one genre. Later it turned out that the Rushdown label was pursuing the same goal, so my desire was to release the track there. Unfortunately, by that time the label had already been frozen, so now I would like (like many, probably) to first release a track on some foreign label, and then get close to one of the biggest ones.

Orkey : I want to be a producer for industry level musicians and well-known studios here in the Philippines. But right now I'm just enjoying playing on stage with my DJ controller for raves.

Shufflehound : Finish albums, not be poor (whether via music or otherwise).

Metatron : To make music for games full time.

findyourtheory : my goal is to get big enough so people start buying beats/features, maybe even get royalties from spotify

MaldivirDragonwitch : To bring as much joy to others with my music as other composers' music has brought to me. Becoming a successful video game composer, other than being one of my dream goals, would also help my music reach more people.

Caleb Webster : My only goal with music is to give creativity to others, and help them achieve their dreams as well. Usually through production of their music.

StacheMustache : to do it professionally

Annette "Troisnyx" Walker : To take it as far as I can as a drummer, composer, arranger, and performer. "Far as I can" meaning, if I get the big stages or land a significant gig that brings me and others joy, I think that'd be a job well done. I'd also love to create a drum and voice only group one day, one that also does the big venues. To that end, I hope to gain the friends who might help me.

Growlbittz : I just want a community of loyal fans who can see and appreciate my (and everyone's) music for what it truly is: art. Music has become a means to gain money and fame... It's become a formula. It went from fine, passionate cuisine to McDonalds fast food. It's a product, now. No longer is it expression. I am trying to change that. I'm not afraid to portray my ideals, themes and feelings into my music. I make music for myself first (and my fans second). Don't take this the wrong way. I adore my fans. But when you try to make music for others then it goes from being a medium for expression to a medium for you to get addicted to the feeling of positive statements from others to inflate your ego. This doesn't mean that I don't love my fans (I do. I use "we" on my community posts for a reason), but so many people nowadays worry so much about pleasing the masses that they'd rather dream about expressing themselves than actually do it (because they're scared of what the masses might think). I'm trying to bring back (at least in my little fanbase) the idea that music is art and medicine for the soul (not a product). (Sorry for going on a tangent... I'm just very passionate about this stuff). SHORT VERSION: I wanna make what I want (and if people don't like it, that's alright. I'll still love my fans).

Softboy7 : I wanna become famous and play huge shows. Also I wanna keep my job as a full time musician.

Ash Kotry : i wish to be a recognized musician, be in a cool band and live of it

Bean Slugg: I just want to release as much music as I can before I die; stuff I can be proud of, big projects, little projects, or anything else. If I get a following off of it, that's just a bonus

ItsBurner : I'd like to be a composer one day. I'd like to work with singers and help write pop songs that would chart and break all sorts of records

What types of music do you create? (genres, styles, scenes, et cetera)

Beenibroh : Electronic, Drum n Bass, Pop, Hyperpop, VGM, and Experimental.

TeffyD : Jazz, Fusion, a couple House tracks, a Dubstep track, some atmospheric tracks, some Vaporwave tracks, Metal, Buttrock, Techno like Bigbeat with 303s, and a Rock Opera.

SpeedoRH : I primarily make Dubstep and EDM music, however I sometimes make House, DnB and VGM.

MakuTMT13 : I hope it shows enough, but my main genre is Drum N' Bass, specifically jungle. I also try to do House and various electronic stuff.

underscore8298 : I create electronic music, I found NG because I wanted to get on Geometry Dash. As for sub genres, I do EDM, synthwave, trance, and DnB.

Mahdi : For most of my time as a musician, I've fallen in the range of VGM and stuff of the sort. Since Friday Night Funkin' was the musical catalyst to help me really get a foot on producing, most of my music has sounded relatively similar to the sound of many of the older mods and base game soundtracks of Funkin'. However, I'm challenging myself to become more varied with what I make. Even though I'm making songs for a FNF mod, I'm trying to get different techniques and philosophies from artists in genres with ear-catching styles.

DenPelm : I make aggressive and at the same time melodic music pieces. Genres: Dubstep (Classical, Melodic Dubstep, Colour Bass, Deathstep), Midtempo, Glitch-Hop, Hybrid Trap, Future Bass, Psy Trance. Mostly Dubstep.

Orkey : EDM, Jersey club, Dubstep

Shufflehound : Jazz, sound collage, electronic, house, anything with chords and texture, and usually instrumental.

Metatron : Primarily electronic music that is influenced by old games.

findyourtheory : vocal music is entirely fl studio, but i occasionally experiment with ableton on this page.

MaldivirDragonwitch : Video game music, chiptune/8-bit, electronic and other various styles.

Caleb Webster : There are more genres of music I have not created. Currently I've been enjoying re-imagining childhood video game music.

StacheMustache : 90% or so is drum and bass, mostly liquid dnb and jungle. I do a whole bunch of other stuff but don't really publish it (like EDM or the occasional jazz tune)

Annette "Troisnyx" Walker : Video game music of the world fusion / heavily vocal layered kind. Any other genres I delve into, rock, pop, jazz, world, carry with them that warmth that runs through my music.

Growlbittz : Anything that involves expressing my soul. Mostly EDM (I don't make anything classical or acoustic. I do like those styles a lot, though!). I went from being a full-time hardcore Dubstep producer to experimenting with drumkits, piano progressions, and styles. I guess my music could be categorized as: An OST for a game that doesn't exist. One day I could make a song about Oleka (the feeling that your life is being wasted), and the next could be an obscure, fun track about a robot who likes Takoyaki. My songs may not always have an underlying story, but they will ALWAYS have a specific "theme" or "picture that comes in your head". I use this, as well, to construct a small, simple story for each track/song. I try not to limit myself to one genre/style. My music is best described/understood with the ears. So, give it a listen! (P.S: I try my hardest to be unique. I feel like too many other artists try to sound like someone else. But if that's your thing, that's fine!).

Softboy7 : Glitchbreak, Breakcore, Drum & Bass, Trance

Ash Kotry : metal, rock, lofi, electro, ambient, grunge, punk,

Bean Slugg : I primarily make electronic music; all subgenres. I like making songs that sound weird or wacky, but could still make you dance.

ItsBurner : Electronic-heavy, but I'm really a jack of all trades at this point. I tend to favor house and breakbeat though.

Do you record sounds(instruments or foley), or use samples in your music?

Beenibroh : Sometimes I may create my own samples but most of the time I've used sample packs that I've either found or friends inspired by me have given me.

TeffyD : If VSTs count as recording sound, rarely I've sampled. When I need to have a sampled drum sound, I make the kit in Superior Drummer, add effects, then export and chop that loop.

SpeedoRH :

I assume you are talking about samples as in sliced samples from other songs, in which case I occasionally do it.

MakuTMT13 : I've dabbled in creating a sound once but I mainly use samples

underscore8298 : No, I don't really record sounds at all. If I do, it's just a sound effect or something.

Mahdi : A mix of both. I make a large number of my own samples to make my sound more recognizable, but I don't shy away from using a few loops or one-shots here and there. but I try to use effects to make them sound more unique. I also record a lot of vocal sounds to be used in my songs. I feel like it's a lot more charming to have your vocals on your own track since it gives a more homemade feel. I take inspiration (again) from Kawai Sprite by changing the pitch of my voice in weird ways to get some neat results. I play keyboard and Ukelele on occasion, but not as often as I used to.

DenPelm : I recorded ambient sounds, but I still haven't used them, so it's possible to say that I only use samples (although sometimes I process them beyond recognition).

Orkey : I do, I love recording sounds as they are more organic than synth-made stuff.

Shufflehound : Both, a lot.

Metatron : Yes, I have used my voice a few times as well as plenty of drum samples.

findyourtheory : (No Reply)

MaldivirDragonwitch : Both.

Caleb Webster : Absolutely, foley samples provide a lot of unique sounds for making a soundscape.

StacheMustache : Some songs are midi heavy, some others its only Splice stuff. Usually its some mix.

Annette "Troisnyx" Walker : I record sounds and, by virtue of using VSTs, I also use samples.

Growlbittz : Yes. KSHMR's AMAZING pack full of tribal sounds and jungle drums. I like to use a lot of foley, as well! Natural elements in a robot genre like EDM go a long way. As for recording, no. I don't have a good enough mic for that, yet! (Although I do record myself playing piano through MIDI).

Softboy7 : both

Ash Kotry : i record almost all the things i use, excepting for drums sometimes and some sounds like tolling bells or something like that

Bean Slugg: I primarily synthesize any sounds used in my music, but if not, they are samples

ItsBurner : I play guitar and the keyboard. My guitar is a modified Fender Stratocaster in a H-S-H setup (hot rail, single coil, humbucker). It's a sort of "superstrat" like many Ibanez and Schecter models, while retaining most of the jangle. I often use samples, most importantly drums and percussion.

With my band we record exclusively live.

What aspects of music creation do you enjoy?

Beenibroh : I often really enjoy the process. When I make my music I don't really think about anything. I let my mind do all the work and put any negative thoughts or distractions aside. I'll occasionally take breaks to eat food or watch a video but overall I ONLY think about what I'm making whilst trying not to overthink an aspect.

TeffyD : The mixing and composing part, I also enjoy the submitting and review part.

SpeedoRH : I enjoy composing my music the most if I have to be frank. It's something about creating that new melody you've never heard before that keeps me coming back for more.

MakuTMT13 : I adore pretty much everything! From deciding which samples to use, to making a part then immediately cringing at it, to slowly hearing the full thing come together, to being done, to deciding that I'm actually NOT done, to-

underscore8298 : I love all of it, but if I had to narrow it down I would say the best parts of making music are writing the melodies, getting into that creative flow, and finally figuring out why it sounds odd and fixing it (it's really satisfying to get it right).

Mahdi : The final result of a hard string of work.

DenPelm : As a result-oriented person I enjoy the moment, when all ideas merge together and form one picture, going to the beat of the main concept.

I also like the moments, when the project I'm working on turns out (I think) so impressive that it starts to inspire me. It turns out a kind of wheel of Samsara, a perpetual motion machine that runs until the end of the project. Under such conditions, a full-fledged composition can be written in just a few days.

Orkey : It starts to get really fun when I'm in the flow state. It's like I'm on auto-pilot when it happens. And of course, the part when I finally listen to the whole thing before exporting out the audio. Really fun.

Shufflehound : The initial "oh that's a nice chord change/melody/noise" impetus that leads to a snowball effect and before I know it, got a song going.

Metatron : Bringing the sound in my head to others.

findyourtheory : search up yabujin on soundcloud and download EVERYTHING

MaldivirDragonwitch : There is a rather powerful moment when a simple and/or cool musical idea mysteriously becomes a "real" song somewhere along the process. It suddenly becomes a thing that I can enjoy as a listener and knowing that I'm the first listener of it is a very special feeling.

Caleb Webster : Creating a narrative without ever speaking a word.

StacheMustache : all of it

Annette "Troisnyx" Walker : Actually making the music. I come up with song structures almost instantly.

Growlbittz : All of it. It's my way of venting and releasing my thoughts. I guess you could say it's my (and many others) beneficial addiction. Like coffee/tea!

Softboy7 : The process of constructing a track. When you're in a flow and it feels like the music writes itself.

Ash Kotry : the feeling of creating something by yourself

Bean Slugg: I enjoy the process of making something new, as well being able to put my ideas to the canvas. I have a lot of them, but it's very satisfying to hear the final product after it's been wracking my brain for weeks or months. Once I get started, I tend to enter a "flow state", where processing one sound gives me ideas on how to pull off the next. It's very exciting!

ItsBurner : Honestly, getting the creative juices going. When I come up with a really cool melody or lick that fits the chord progression along a really good bassline, I just feel euphoric. The excitement.

What Digital Audio Workstation (D.A.W.) do you use to create music?

Beenibroh : FL Studio 21.

TeffyD : Cakewalk by Bandlab (Not the Bandlab app, but the standalone Cakewalk Sonar DAW)

SpeedoRH :

I use FL Studio for all of my projects. Always have, likely always will.

MakuTMT13 : I originally used LMMS (and still do on occasion), but I've since mainly switched to FL studio.

underscore8298 : I use SunVox, it took a lot of research to find and a lot of work to figure out, but it's been good to me so far, and I'm improving really fast on it.

Mahdi : Recently, I've been using Ableton Live 11 as of late, but I can usually switch between that and FL Studio 21.

DenPelm : FL Studio 20.

Orkey : Ableton Live 11 Suite

Shufflehound : REAPER.

Metatron : FL Studio

findyourtheory : vocal music is entirely fl studio, but i occasionally experiment with ableton on this page.

MaldivirDragonwitch : Cubase.

Caleb Webster : I utilize Reason, and Fruity Loops (mobile version)

StacheMustache : ableton

Annette "Troisnyx" Walker : FL Studio 21, and occasionally Logic Pro X if I'm using the community centre studio.

Growlbittz : I used to be an FL Studio man for YEARS (2014/2017) but then it glitched and I was forced to move to Ableton Live. It took a year to get used to it but once I did I never looked back. Amazing DAW. BUT REMEMBER: DAW wars are stupid. It's about the artist, not the DAW (just like how it's about the cook, not his tools).

Softboy7 : FL Studio

Ash Kotry : Reaper and, sometimes fl studio

Bean Slugg: I use FL Studio 12

ItsBurner : FL Studio (I update every year)

Did you have an 'audience' or 'fans', before joining Newgrounds?

Beenibroh : Nope. My audience all came from people finding my work on the frontpage I assume.

TeffyD : No, it was just primarily friends.

SpeedoRH : I don't think so. Before joining Newgrounds [in 2015], I barely had any significant presence in the online world, so I wouldn't say I had fans or an audience to enjoy.

MakuTMT13 : I've worked on projects with friends prior and along with some of my irls, they like it.

underscore8298 : I did not make music before NewGrounds, so no.

Mahdi : Yes, on my YouTube.

DenPelm : No, but my regular audience is outside Newgronds.

Orkey : Nope, I started from absolutely nothing.

Shufflehound : Since I started using NG more (around 2016), yes.

Metatron : Nope.

findyourtheory : (No Reply)

MaldivirDragonwitch : No, although my Newgrounds and YouTube fan-bases grow simultaneously (probably sharing some of the same fans).

Caleb Webster : Not really, as I was a child when I joined nearly 20 years ago.

StacheMustache : yes

Annette "Troisnyx" Walker : Only a small one, numbering to about 30 tops, from the Mario Paint Hangout.

Growlbittz : Yes (but Newgrounds helped me grow and meet cool people!).

Softboy7 : Yes

Ash Kotry : only in one of My bands

Bean Slugg: Barely. The most notable being my 100+ Instagram followers

ItsBurner : Nope, this website gave me a solid core audience

What are 5 artists, bands, musicians, that inspire you to create music?

Beenibroh : Pogo, Yoko Shimomura, The Prodigy, Fatboy Slim, Kawaisprite.

TeffyD : Jerry Martin (Composer of the Sims, got me into latin grooves and being eclectic with genres) ,Faith No More, Casiopea, Various Vaporwave Artists (I was 15-16 when it was at its peak and it stuck with me), Mac Demarco

SpeedoRH : My biggest inspiration as an artist is Virtual Riot because of how peculiar his kind of style is. Another big inspiration has been Pendulum, which is a Drum & Bass/Rock band that inspired my faster-pace side of music. Artists that have to some extent inspired me lately are Paper Skies, a quite well known colour bass artist, Exyl, an EDM artist with a great talent for animation, and Astronaut, a used-to-be EDM/Dubstep duo that has been currently inspiring me immensely to experiment with Complexro and Electro House.

TL;DR - 5 artists that inspire me to create music are Virtual Riot, Pendulum, Paper Skies, Exyl and Astronaut.

MakuTMT13 : Machine Girl, METAROOM, AQUASINE, CubeNatural, Hideki Naganuma

underscore8298 : 5 inspirational artists to me, not in any order:

Skybreak, Waterflame, Paper Skies, Sharks, Exyl

Mahdi : Kawai Sprite, Nelward, Bill Wurtz, Masaya Matsuura, Hideki Naganuma

DenPelm :Au5, Chime, Bossfight, Virtual Riot, Talurre.

Orkey : Showtime Official Club, Twerknation28, MUST DIE!, SYZY, Qwaston.

Shufflehound : Mr. Oizo, Oscar Peterson, Graham Kartna, British TV show music (Roobarb especially), Batfinks, Metatron :

Metatron : Pink Floyd, Daft Punk, Yasunori Mitsuda, Koji Kondo, and Nobuo Uematsu.

findyourtheory : osquinn, tek lintowe, yabujin, anything on ncs or trap nation, and jane remover

MaldivirDragonwitch : J. S. Bach, Dream Theater, Miki Higashino, Gino Vannelli, Brian Eno.

Caleb Webster : Balance and Composure, Howard Shore, Phinehas, Five Iron Frenzy, Norah Jones

StacheMustache : Seba, Egofear, The Prodigy, Spurme

Annette "Troisnyx" Walker : I can name none. None of them "inspire me," i.e. none of them shake me to my core and move me so profoundly that I make music as a result of them. But influences? Influences, I have plenty. There are a lot of bands whose tropes I have borrowed over the years. Words matter. So, follow up and ask if you want to hear the bands and artists that influence my musicianship.

Growlbittz : Before I discovered EDM I was fascinated by it when I heard snippets on TV or YouTube and wondered (what kind of music is that?!). Then (I was OBSESSED WITH MINECRAFT) saw a funny parody where Steve was obese and dancing to "Razor Sharp" by Pegboard Nerds and Tristam. I followed the link in the description and the rest was history.

Monstercat got me through so much and inspired me to make music (specifically the track "One for All, All for One" by Razihel and Virtual Riot). Skrillex, Favright, Pixl, Mr. FijiWiji, Soulero, and SeamlessR (who taught me so much on YouTube).

Softboy7 : Porter Robinson, Yandere, Sewerslvt, Skrillex, Tennyson

Ash Kotry : Metallica KoRn Cannibal Corpse The Beatles Megadeth

Bean Slugg: I love wacky sound design and a clean mix. That said, my inspirations are also always changing. I would say, consistently, my 5 most inspiring artists are: Virtual Riot, Skrillex, Teminite, Sharks, Fox Stevenson; in that order

ItsBurner : In no order : Kanye West, Daft Punk, The Prodigy, Pink Floyd, Michael Jackson

What advice or collection of advice would you give to yourself 2 years ago, in regards to music or otherwise?

Beenibroh : Hey me from 2 years ago. I see you're having trouble with melodies. But you're getting better. My advice to you, Study scales more and understand "WHAT THE FUCK IS AN EQ" Once you understand things like scales and the concept of frequencies, music won't feel like such a headache to comprehend.

TeffyD : Don't care about "bothering others", just email them. If they don't answer who cares, their loss. I'd also say templates are a godsend, and learn how compressors work.

SpeedoRH : "Back up your FLPs!" Jokes aside, other advice I would give myself 2 years ago would be to try new things; to mix genres rather than stick to one within a track. This advice could have greatly helped me at the time, since I had a hard time arranging music in an interesting way.

MakuTMT13 : Try everything, it's ok to tamper with mixing sliders as long as you don't kill a person's ears, make sure the metronome is always turned on so you don't deliriously make half of the song off beat and have to go back and painstakingly fix it, PLEASE don't blow your own ears out

underscore8298 : Since I had just started out, I would tell myself to remember that I can always improve on something, and to create a LOT of music just to get used to it.

Mahdi : I feel like my introduction to music was pretty natural, so I would probably just ask him to start practicing more instruments so I could make songs faster.

DenPelm : To be honest, my whole life is made up of patterns set in motion by forces applied by me. And these patterns have led me to where I am now, and I'm not complaining, because everything is going according to plan.

Maybe I would recommend myself to be more attentive and a little more confident in my abilities (although this is dangerous, because it is extremely easy to overdo it).

Orkey : Look at the whole picture, don't focus on each sound.

Shufflehound :

Shufflehound : Don't move out seeking independence 2 months before a worldwide pandemic gets you locked in an unfamiliar place for 3 years.

Metatron : Don't stop.

findyourtheory : search up yabujin on soundcloud and download EVERYTHING

MaldivirDragonwitch : Don't be anxious, be patient and do as much as you can. You're more able than it seems to you right now.

Caleb Webster : I'm doing the same thing now, that I was 2 years ago. Continuously looking for new ways to mold everyday sounds into music and creating a sonic story.

StacheMustache : get sht done, have a gameplan, be more waayyyy more proactive talking to other artists

Annette "Troisnyx" Walker : You will be free.

Growlbittz : Do your thing. Don't listen to the haters. Don't be so hard on yourself (and above all have fun). OH: and listen to more criticism, dammit! But learn to differentiate from what people WANT to hear in your music from what you actually NEED. It's key to taking criticism and evolving as a musician. For example: "I want to hear more claps." <--- Opinion. You could add more claps, but, at least in my eyes, the opinion and wants of the artist come first. "This track is too harsh on the high-end." <--- Fact and good criticism. Heed it! You gotta decide what kind of artist you want to be. Do you want to please everyone no matter what (which is cool), or express yourself. Again, I'm not saying to not listen to people. I hope you get it. Don't force yourself to change your favorite song you spent days on because one person asked for a big change!

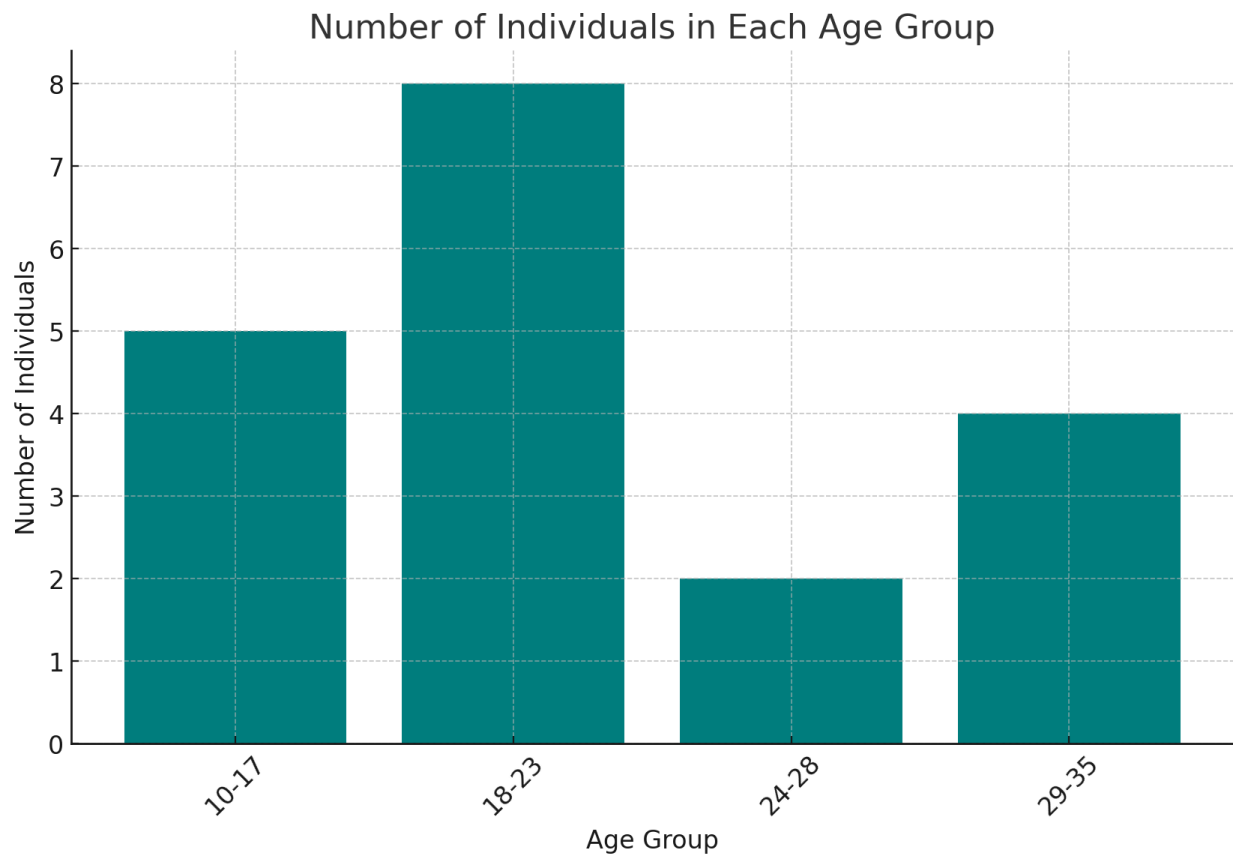
Softboy7 : Learn how to produce faster and practise daily.

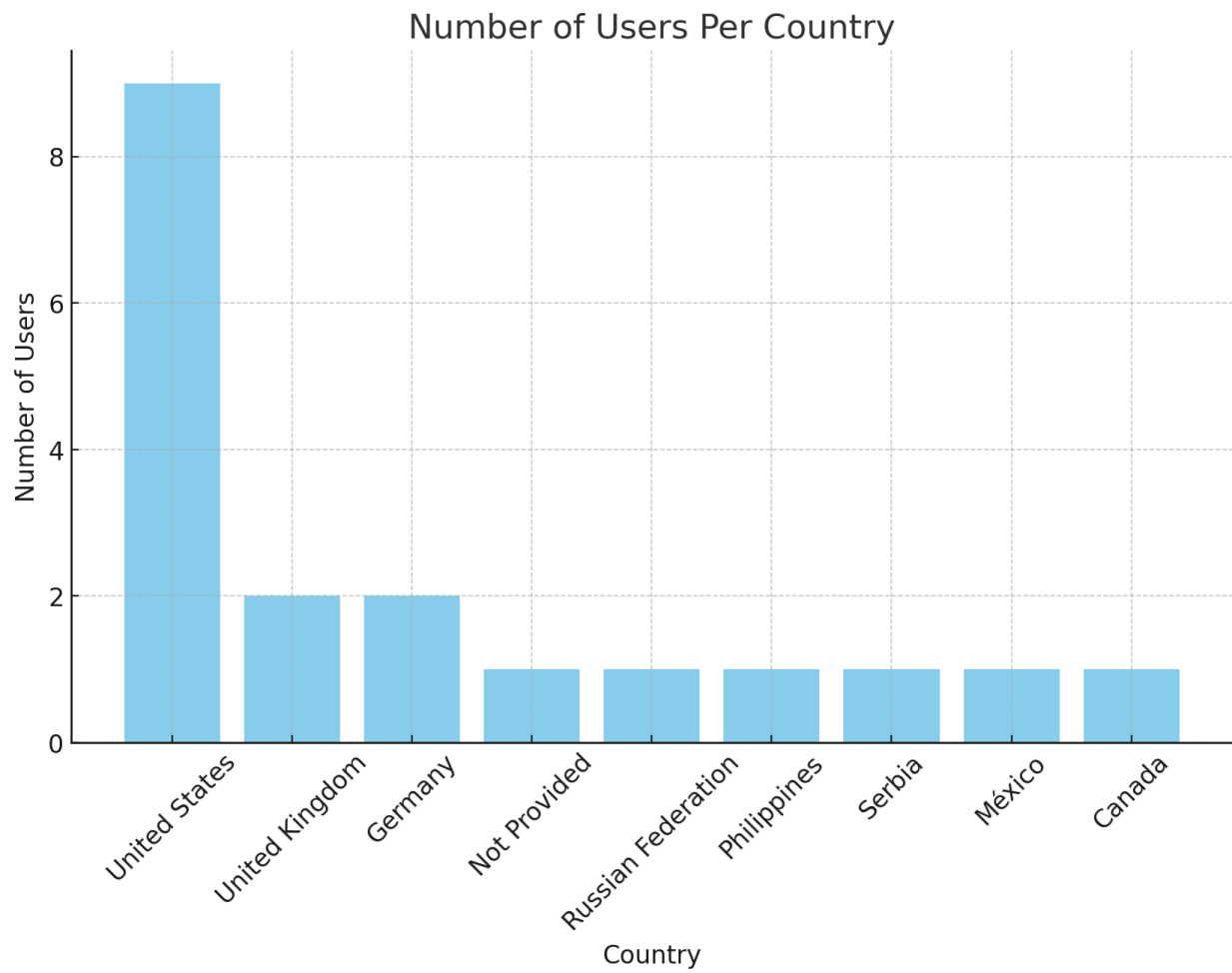
Ash Kotry : keep it up girl, they Will pay You for that >u< AND DUALTRACK YOUR FREAKIN GUITARS!!!

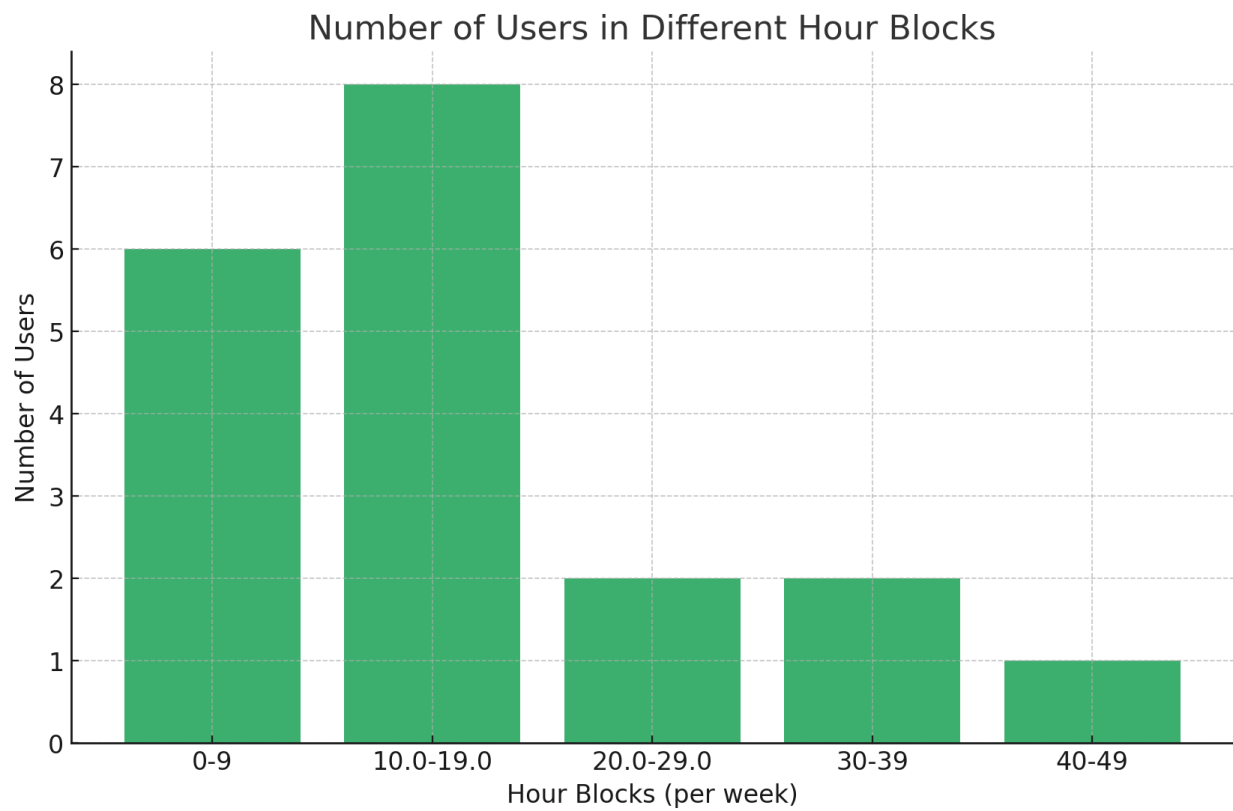
Bean Slugg: Use reference tracks when mastering! Not just your own music. Find a song that best fits the mixdown that you are trying to achieve and A/B match it to the best of your ability. Also, save your presets. Additionally, sometimes a simpler sound is the better option. A complex buzzy wavetable could be good, but an FM sine wave could be better, especially in terms of power and clarity.

ItsBurner : Do not rush things, be patient. It's better to stay coherent with a global vision than to scramble a song with no purpose. Also, to market yourself better (really hard).

Data Visualized







The above is looking at how many hours per week musicians are producing music.

