

Immorpher's List of Works

Bandcamp: <https://immorpher.bandcamp.com/>
BlueSky: <https://bsky.app/profile/immorpher.bsky.social>
Twitter: <https://twitter.com/immorpher64>
Twitch: <https://www.twitch.tv/immorpher64>
YouTube: <https://www.youtube.com/c/Immorpher>

Doom 64 (and Classic Doom)

Administrator of the Doom 64 Discord: <https://discord.gg/Ktxz8nz>

Co-administrator of the Doom 64 Subreddit: <https://www.reddit.com/r/Doom64>

Doom 64 Compendium administrator: <https://www.doom64.com/>

Co-administrator of the Doom 64 Facebook Group: <https://www.facebook.com/groups/Doom64/>

Primary programmer for Doom 64 XE ROM hack: <https://github.com/Immorpher/DOOM64XE/>

Initial programmer for Doom 64: Merciless Edition ROM hack:
<https://github.com/jnmartin84/Doom-64-Merciless-Edition/>

Co-organizer, level contributor, graphics contributor, and music contributor for Doom 64:
Ethereal Breakdown (25th Anniversary Map Jam):
<https://www.doomworld.com/forum/topic/132113/>
<https://www.doomworld.com/forum/topic/128386/>
<https://www.moddb.com/mods/ethereal-breakdown/>

Sound designer for Morph Sound 64 upscaled Doom 64 sounds:
<https://www.doomworld.com/forum/topic/114534/>

Technical assistance, sky designer, and music contributor for The UnMaking: ReMade for Doom
64 Remaster / CE: <https://www.doomworld.com/forum/topic/125606/>

Music lead, graphics contributor, and programmer for Doom 64 Reloaded:
<https://www.doomworld.com/forum/topic/117991/>
<https://www.doomworld.com/forum/topic/129988/>

Programmer, sound designer, sprite editor and asset manager for Dead Tech for GZDoom:
<https://www.doomworld.com/forum/topic/125500/>

Programmer for MIDI64nicator, a tool for formatting MIDI files into the Doom 64 format:

<https://www.doomworld.com/forum/topic/121602/>

Level contributor and technical assistance for Fastest Shovels 3:

<https://www.doomworld.com/forum/topic/133629/>

Level contributor and compatibility fixing for Fastest Shovels 15:

<https://www.doomworld.com/forum/topic/151409/>

Level contributor for Box of Chaos 2: <https://daimonco.itch.io/box-of-chaos-2>

Programmer for the Doom 64 Stereo project: <https://www.doomworld.com/forum/topic/135748/>

Technical assistance, graphics contributor, and music contributor for Dreamblood:

<https://www.doomworld.com/forum/topic/136190/>

Technical assistance and graphics contributor for Doom 64 Round 2:

<https://www.doomworld.com/forum/topic/155143/>

Asset contributor for Aetherbound: <https://www.doomworld.com/forum/topic/134184/>

Hurt for GZDoom musician: <https://www.doomworld.com/forum/topic/105598/>

Storyline writer for Beta 64 CE for Doom 64 CE:

<https://www.moddb.com/addons/beta64-for-doom-64-knee-deep-in-the-dead>

Word Master and writer at the Doom Master Wadazine: <https://wadazine.com/>

Technical advisor and contributor for Super EX+:

<https://github.com/Styd051/DOOM64-Super-EX-Plus>

Asset contributor for Lunar Revelations: <https://www.doomworld.com/forum/topic/143865/>

Code assistance for Doom 64: Complete Edition: <https://www.romhacking.net/hacks/7897/>

Asset and code assistance for Doom 64 Dreamcast: <https://github.com/jnmartin84/doom64-dc>

Graphics and Doom 64 Compatibility editor for Rhodenris Skies 64:

<https://www.doomworld.com/forum/topic/145895/>

Quake 1

SMEJ1 musician: <https://quakeworld.fi/smej/menetettyjen-valtakunta/>

SMEJ2 musician: <https://quakeworld.fi/smej/epapuhtauksien-virta/>

The Brutalist Volumes music contributor:

<https://www.slipseer.com/index.php?resources/the-brutalist-volumes.281/>

Music contributor for the Alternative Quake Music Pack:

https://www.celephais.net/board/view_thread.php?id=61970

Music contributor for for Epochs of Enmity: <https://www.moddb.com/mods/epochs-of-enmity>

Music contributor for Alkaline: <https://alkalinequake.wordpress.com/>

Musician for The Rust Forge: <https://www.slipseer.com/index.php?resources/the-rust-forge.128/>

Hub music contributor for Quake Xmas Jam 2021:

<https://www.quaddicted.com/forum/viewtopic.php?pid=5986>

Music lead, texture assistance, and storyline writer for The Absolution for Quake 1:

<https://quakeworld.fi/theabsolution/>

Creator of the Morph Music Quake alternate soundtrack for Quake 1:

<https://www.moddb.com/games/quake/addons/morph-music-quake>

Maintainer for the Custom Mod Server for Quake Enhanced:

<https://kexquake.s3.amazonaws.com/index.html>

<https://discord.gg/sNj5KwHjGf>

Music contributor, story contributor, texture contributor, and playtester for the Spiritworld episode:

<https://www.slipseer.com/index.php?resources/the-spiritworld.208/>

<https://slayersclub.bethesda.net/en-US/article/new-add-on-spiritworld-quake>

Reload Magazine's Quake 1 Map Jam judge and reviewer (shown in issue 2):

<https://reload-magazine.net/mag-shop/>

Musician for Throne of Belial:

<https://www.slipseer.com/index.php?resources/throne-of-belial.342/>

Music contributor for Runic Resonances Quake music pack

<https://www.slipseer.com/index.php?resources/quake-music-jam-1-runic-resonances.292/>

Music and sound contributor for LibreQuake:

<https://github.com/lavenderdotpet/LibreQuake/releases>

Miscellaneous

Dark ambient musician using a custom software synthesizer: <https://immorpher.bandcamp.com/>

Programmer for Bandither, a retro hardware shader for GZDoom, FTEQW, Doom 64 Remaster, and ReShade: <https://www.doomworld.com/forum/topic/128943/>

Programmer for HSVDither, a color boosting and dithering shader for GZDoom, VKDoom, FTEQW, and ReShade: <https://github.com/Immorpher/HSVDDither/releases/>

Music contributor for Vomitorium: <https://store.steampowered.com/app/1549750/>

Hub music contributor for the Quake 2 Torture Jam 1:
<https://www.moddb.com/games/quake-2/addons/quake-2-re-release-torture-jam1>

Music contributor for Aberration Analyst: <https://store.steampowered.com/app/1721180/>

Programmer for PNG Defringe, a utility to prevent fringes from occurring with texture filtering, resizing, and interpolation of graphics: <https://github.com/Immorpher/PNG-Defringe/releases/>

Podcasts / Interviews

Quakecast #39 Guest:
<https://quakecast.podbean.com/e/quakecast-39-dark-ambient-composer-immorpher/>
<https://www.youtube.com/watch?v=ISK0AJEsTzc>

Reading Gamebow Podcast Guest:
<https://www.listennotes.com/podcasts/reading-gamebow/community-events-gift-31NR7KQA4cF/>

In The Keep #64 Guest: <https://www.youtube.com/watch?v=q-D7HlPdE2A>

In The Keep #72 Co-host: <https://www.youtube.com/watch?v=AKBjiIU27A4>

Quakecast #57 Co-guest: <https://www.youtube.com/watch?v=EfEUlanXtxo>

Realm's Deep 2021 Musician Panel Guest:
<https://www.youtube.com/watch?v=KNXRGMQFVhQ>

Terapod #2 Guest: <https://www.youtube.com/watch?v=nkh3mwZ315A>

Realm's Deep 2022 "Only Lead Can Stop Them" demo player: <https://youtu.be/zQCSJjvAUF8>

Co-commentator for Games Done Quick Hotfix Doom 64: The UnMaking with ZELLLOOO ad Scwiba: <https://www.youtube.com/watch?v=ok3JcZpD-mM>