

Freestyle Showcase 2020 Round 1 Comments (by led_light / ledgam3r1279)

(Scores for each chart are given in parentheses. Charts were reviewed in reverse order from Challenge to Beginner.)

Round 1 Bangers (my personal favorite songs to listen to regardless of charts):

- elemental bender feat. Kanae Asaba / MK
 - GETCHA / Giga & KIRA
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A Little Respect / Erasure (Astroman129)

- BEG 2 (8): Interesting choice to use 0 freeze arrows and only 1 jump at the end here, but besides that, the step placements were perfectly fine.
- BSP 5 (7): m40 looks like a doublestep on the surface and feels out of place with the rest of the chart, but it's slow enough to not be an issue. The rest of the chart is fine although not as interesting besides two spins.
- DSP 6 (8): Not a lot of crossovers in here, relatively speaking, but there's enough pattern variety in here already that I don't see a need to add much more, especially for a song like this. Simple, safe, and to the point.
- ESP 10 (9): I'm liking the pattern variety in this chart more than in CSP. The jumps work surprisingly well given how the song sounds; I think having more of those in every chart would be just fine.
- CSP 12 (9): I really like the use of spins and freeze arrows here, just a solid chart all-around.

Buzzin' / OVERWERK (hooky)

- BSP 5 (8): I'd rate this a 6 because of the jump-step patterns starting at m17. Chart is still just as solid as the others, though.
- DSP 9 (8): No crossovers other than the ones dictated by freeze arrows, but the chart feels very "groovy" with the song nevertheless. I think this is probably an 8, though.
- ESP 12 (8): See CSP comments, except this is probably fine as a 12. That or this should be a 13 and CSP is fine as a 14.
- CSP 14 (8): I'm not sure how else to describe the chart as a whole other than "freeform" (which is not a bad thing at all). I like the freeze arrows starting at m51, and the quick turns to hit some jumps add some extra spice to a chart that otherwise requires relatively slow body movements. Also, I feel like this should be a 13.

Cleopatra / Efendi (tsugaru7reveng)

- BEG 3 (8): Wasn't expecting to see steps on beat 4, but I can see the rationale behind that; personally, I would've stuck to beats 1 and 3 for most of the song, but the steps are fine regardless.
- BSP 6 (9): Crossovers are on point in this chart, especially in the chorus. I feel like a few freeze arrows could be added to accent the vocals, but otherwise, it's another solid chart.
- DSP 9 (9): I can vibe with this chart a lot more than ESP, rhythms and patterning are very well done here.
- ESP 12 (7): Interesting choice of rhythms here; I'm not sure if they go to anything in particular, but they work just fine with the song. The chart does go a bit too overboard with the number of crossovers, though (imo). The 8th stream starting at b183 contains what looks like a doublestep at the very end, one that looks out of place compared to the other doublesteps in the chart.

Cold Pulse / Quadra with DJ FX (FoRCeDNaTuRe)

- BEG 3 (8): As far as I remember, I don't think steps in the middle of a freeze arrow are appropriate in a beginner chart, but the steps are perfectly fine otherwise.
- BSP 6 (9): Good use of freeze arrows, and the parts that look like doublesteps feel very natural here.
- DSP 8 (9): Wasn't expecting to see gallops in this song, but they surprisingly fit really well. The freeze arrows/jacks in the "triplet" sections are great.
- ESP 11 (8): I would like to see more pattern variety in the triplets other than drills, but I do like the buildup as the song progressed. The quiet break in m41-m45 doesn't feel like it warrants a lot of steps, though.

elemental bender feat. Kanae Asaba / MK (Gameoson)

- BEG 3 (10): The only thing I would change is to remove the step at b224 due to a lack of bass kick, but besides that, the steps are just perfect.
- BSP 5 (10): Afronova walks, delayed spins, and 270 crossovers? Love it.
- DSP 8 (10): Interesting spin in m49-m52 (assuming no doublesteps), but I assume there is a footswitch/doublestep or two somewhere along the way, which is perfectly fine.
- ESP 11 (9): Crossovers and doublesteps are very impactful and well-placed. I'm not sure if the 8th note streams starting at b226 and b242 are intended to be just crossovers (with a footswitch in the previous beat) or there is supposed to be another spin in the middle, but I can see both possibilities being viable.
- CSP 10 (10): I can only imagine what the DRS chart would be like if this song were crossed over to that game.

GETCHA / Giga & KIRA (ddrstepper)

- BEG 2 (9): Steps are perfectly fine. The triple jumps feel a bit jarring for a 2, but maybe because I haven't seen them used in a Beginner chart before.
- BSP 6 (9): Really liking the jumps in this chart, very fun.
- DSP 9 (9): Rhythms here make much more sense than in ESP, and step patterns flow really smoothly (maybe a little *too* smoothly for a song like this).
- ESP 13 (8): Interesting rhythmic choices here; some parts feel understepped or overstepped as a result, but still plenty of very cool and fun ideas to be found here.

紅蓮華 (Gurenge) / LiSA (Daffa212162)

- Notes: My ratings would be 2 / 5 / 8 / 12 / 14, even for a short song like this. But the song is also slow enough that I can see why everything could be rated one lower, though.
- BEG 1 (8): Not sure if I agree with the steps on beat 4 (besides the very end), but they still work.
- BSP 4 (8): Steps are just fine, but not much to get me excited to play it. I'm not sure what else I can say about it.
- DSP 7 (9): I like the use of freeze arrows in this one. Rhythms and crossovers feel much better here.
- ESP 11 (7): Lots of crossovers and staircase patterns, which felt a little too repetitive after a while. Personally, I would've liked to see jumps during the "hard rock" sections, and adding more pattern variety to differentiate between the different sections of the song would be nice to have too.
- CSP 13 (7): Feels a tad bit overstepped throughout the whole thing, especially during the quieter first verse; sometimes, it's better to stick with the vocals instead of the drum kit (even in the CSP chart, I think). Also, I think there is an unintentional doublestep around b157? Seems out of place compared to the rest of the chart.

Herbarium / aran & Satella (talkion)

- BEG 3 (10): Not much I can say here, very fun and well-placed steps.
- BSP 6 (10): I got tripped up with a few of the jumps at first, but I later figured out that they were more elaborate spins. Crossovers are great and well-executed too.
- DSP 11 (9): It looked like there was going to be a spin at m37-38, but a doublestep came at the last set of 3 arrows, making everything a little more awkward. Everything else is spot on, though.
- ESP 14 (9): There's a doublestep in m42 that feels out of place compared to the others. I'm still not sure how to resolve that other than starting that section already crossed over. Still, nice use of 24ths and 32nds, feels very groovy.
- CSP 12 (10): Loving the spins/footswitches in m9 onwards, lots of interesting patterns here and good shock arrows too.

hypnotheque / NM (TonyAkita)

- BEG 3 (10): Steps and freeze arrows are very well-placed, I don't think I would make any changes myself.
- BSP 5 (10): I would rate this a 6 due to all of the 8th notes in the chart, but I really enjoyed the chart regardless (even more than DSP).
- DSP 8 (9): The 8th notes at the very beginning threw me off for a little bit, but the entire chart is still really solid and enjoyable.
- ESP 12 (8): Nice to see Graduisc Cyber vibes near the end of the chart. The crossovers were a bit too much, I think, and I would like to see more gallops throughout the chart too instead of just resorting to 8th streams.

恋するレインガール (Koisuru rain girl) / MaskKaleido feat. あゆ (FoRCeDNaTuRe)

- BEG 4 (8): For a Beginner chart, I would personally take out all of the offbeat steps and remove the step that is in the middle of another freeze arrow, but the chart is still pretty fun as it is.
- BSP 7 (10): Not sure how I can describe this chart other than "cute"; the execution of rhythms and step patterns is just on point.
- DSP 10 (9): Very few crossovers and just two spins, but the rhythms and jump usage are spot-on.
- ESP 12 (9): I think the long 8th streams you used in CSP can be applied to ESP too. This song benefits a lot more from continuous flow, imo. Still a perfectly fine and fun chart, though.
- CSP 14 (9): Pretty rough 14 mixing shock arrows and jumps like that. Still, I really like the 8th streams a lot with how they flow with the melody.

Laplace / 削除 (Sakuzyo) (Daffa212162)

- BEG 2 (9): I think it's okay to add a step or jump at b31. Patterns are relatively simple and safe, but they still work well.
- BSP 4 (10): (See DSP comments.) Also, I think this might be a 5 instead.
- DSP 9 (10): Nothing too out of the ordinary, but I think the chart is well-executed and flows with the song really well. "Beautiful" is the only word I can think of that describes it.
- ESP 12 (9): Wasn't expecting the gallops at first, but I can now hear where they are in the song (although pretty faint). The use of crossovers feels much better here compared to Gurenge (maybe because there aren't as many here).

LUV CAN SAVE U / HIDEKI NAGANUMA (Lampshade)

- Notes: Don't use VBR MP3 (use .ogg instead), and make sure to change "LUV CAN SAVE U.mp4" to "LUV CAN SAVE U.avi" in the .sm and .ssc files if you want the video to show up.
- BEG 3 (6): (See DSP comments.)

- BSP 6 (6): (See DSP comments.)
- DSP 9 (5): It looks to me like you just copied the ESP chart and removed a couple steps with minimal changes. It could work sometimes, but you have to make the new chart still sound on its own. Unfortunately, this is not one of those times, with some awkward patterns and doublesteps littered throughout the chart.
- ESP 11 (8): I wasn't sure at first how to resolve the crossovers in the chorus, but I guess footswitching between them could suffice. Rhythms and patterns aren't very complex, but they work.

macaron moon / YUC'e (talkion)

- Notes: The last step in the BEG, BSP and DSP charts could be better as a one-beat long freeze arrow. Not terribly important in the grander scheme of things, just a minor personal annoyance.
- BEG 5 (9): For a Beginner chart, I would round the offbeat steps to the nearest beat and simplify the patterns even further (quarter jacks are just fine for a lot of the song). Still a very fun chart otherwise.
- BSP 9 (10): That's a lot of jumps, but even in a Basic chart, they're still perfect.
- DSP 12 (9): m25-27 is either an elaborate spin or two hidden doublesteps within two of the freeze arrows. Not sure if I agree with littering these kinds of spins throughout the chart, but it is an interesting gimmick (possibly clever given the title of the song).
- ESP 14 (9): I was a bit confused with b89 at first because the jump at b90 is clearly meant to be crossed over, but the same pattern is just a normal jump in the CSP chart (a bit of an inconsistency between charts there). Also, when there is a break like in m24, I personally wouldn't put any steps there. The rest of the chart is great, though, especially the footswitches within the gallops and the crossovers.
- CSP 16 (9): Wow, those step-jumps look rough, especially with how fast and how many there are, but rhythmically, they're perfectly fine for this song. At least I picked up on the footswitches right away, and the doublesteps near the end of the song are a nice touch.

Online / HiTECH NINJA (Gameoson)

- Notes: I think a CSP 16 is definitely possible for this song, but then again, I'm not penalizing missing charts either.
- BEG 3 (10): No complaints here; the steps and patterns are well-placed.
- BSP 6 (10): No complaints here; the jumps are perfect and the spins near the end of the song are great as well.
- DSP 10 (10): Not as many crossovers in this one compared to ESP, but I like these crossovers much more. Ingenious and impactful is how I would describe them.
- ESP 13 (9): At first, I didn't like how there were so many crossovers in this chart, but as I played it a few more times, I grew to like them more and more. I think the large movements really complement how energetic the song is.

Pretty Savage / BLACKPINK (tsugaru7reveng)

- BEG 2 (8): Again, I'm not sure if I agree with putting steps on beat 4, but it's not a deal-breaker either. I'd also add a few more freeze arrows here and there to accent the vocals.
- BSP 5 (8): Patterns feel off to me for the same reason as in ESP, but as a freestyle chart, I can still imagine a great routine out of this (or at least one that follows the video somewhat).
- DSP 7 (8): (See ESP comments.)
- ESP 10 (7): Rhythms and patterns were not what I was expecting, to say the least, but the chart is still fine. Personally, whenever I step trap songs, I like to add a healthy dose of jumps and jacks to create a more hip-hop feel, and stick to the vocals or drum kit for most, if not all, of the song. Also, there are quite a lot of freeze arrows in this chart too, some of which I agree with, others not so much.

Show Me / Jessica Sutta (hooky)

- BSP 4 (8): No jumps and only 1 crossover at the beginning, but the doubletaps make this chart still interesting and fun. I think this should be rated a 5, though.
- DSP 7 (7): Not much crossovers or spins aside from m31-35, patterns feel a lot "safer" and not as "exciting" to play compared to ESP.
- ESP 9 (8): The only thing this song and chart reminds me of are the DDR X licenses, for some reason (which could be seen as both a good and bad thing). Patterns are a bit unconventional but quite fun.

THAT'S A NO NO / ITZY (ddrstepper)

- BEG 1 (8): I'm surprised there aren't more jumps in this chart to keep this jump theme established by the other charts. As is, I think the steps are fine, although this should still be rated a 2.
- BSP 5 (8): A rather safe chart with no crossovers at all, but still pretty fun.
- DSP 8 (8): I like the execution of the jumps here more than in ESP. More variety in the jump patterns would be nice, though, especially when there is only one crossover in the entire chart.
- ESP 13 (8): Quite a lot of jumps and step-jumps in this one, some of which I agree (or disagree) with. The parts I disagree with are mainly in places where more 16th notes could be added. The speed gimmicks are cute, though.

Twilight / Pa's Lam System (Akira)

- BEG 3 (8): (See BSP comments.) Also, there are no freeze arrows which are okay to add in a Beginner chart.

- BSP 6 (9): Solid but safe chart with minimal crossovers. I was kinda expecting more fun jumps, though, with how well they're executed in the other charts.
- DSP 8 (9): I think there's a doublestep somewhere in m45-49, which looks like a mistake and a bit awkward compared to the rest of the chart. Very fun chart otherwise.
- ESP 12 (9): The drills make this a pretty hard 12 (but probably still a 12). The 16th note at the end caught me off guard a bit there, as I was expecting it to be an 8th note at first. That's just one of a few nitpicks I had, but still another solid chart.
- CSP 15 (9): There are quite a few instances where a LR jump is followed by an up or down arrow; pretty risky move, but I don't mind at all. There are also several places throughout the chart where I could be nitpicky about the patterns (more doubletaps, basically), but it's still very enjoyable all around.

VIRTUAL MIND / Brian Morris feat. Thomas (TonyAkita)

- BEG 3 (9): Good steps; jumps and freeze arrows are well-placed. Personally, I think there are a few more spots in the song when jumps are appropriate, but that's the only small change I would make.
- BSP 4 (8): Definitely at least a 5 with how many 8th notes there are. Speaking of which, I don't think those 8ths are entirely necessary here. You can take them out and still be left with a good BSP chart.
- DSP 8 (10): My personal favorite out of the bunch. This chart might be a 9, though.
- ESP 10 (9): More of a "standard" chart compared to CSP, but still very solid and fun. Also, I think this should be rated an 11.
- CSP 13 (9): "Funny" is the only word I can think of to describe this chart (but in a good way). Rhythms were not what I was expecting at first, but they fit the song surprisingly well.