

Tab 1

Nathan Clynes Portfolio

Everything heard was written and performed or programmed through the use of instrument VSTs by Nathan Clynes.

Examples of me playing as of 2025:

📁 Examples of my playing and live performance.mp4

Finished Osts:

Fools House Ost:

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https://www.youtube.com/watch?v=cJjaOJtbxww&list=PLylgHI1gE_VS5qaJ6I2QpcaPkkzckMKS
[c](#)

The opening track was commissioned for a trailer for the indie game title "Fools House". The developer stated they wanted the piece to invoke a feeling of "planned and coordinated mischief". It features a strongly funk based bass line with a lot of layered funk guitar supporting a soaring piano to add melody.

This soundtrack was commissioned for a poker style game, the aim was to achieve a relaxed and unobtrusive atmosphere in the style of lounge jazz.

The sound track as a whole features classic jazz band instrumentation with the use of standard jazz progressions fused with alternative and contemporary harmony.

Kvsanagi (Artist):

If its Just for A Day:

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📁 if its just for a day master (1).wav

Mosey:

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📁 Mosey Master 1.wav

SuperFly:

📁 superfly master3 (3).wav

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Electronic works:

“Heavenly High”

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Wav:

📁 Heavenly High.wav

This track was an experimental study for synth creation and processing. The aim was to make a high energy and determined sound that transitioned into a trance like state. The first half of this track was made to align more with typical dance music alongside a slightly chaotic texture behind it, however it deviates from this and transitions to a very intense breakbeat with soaring melodies in a 7/4 time signature to create a trance like soundscape with more rhythmic uncertainty.

Alternatively: <https://youtu.be/H2Ik9IlvFbQ?si=jGdwMq9WCQrDGcr8>

“DnB Study”

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Wav: 📁 DnB study.wav

This is a drum and bass study also a study in synth processing and aiming to match this genre with the addition of guitar. The aim was to make a colder yet still upbeat soundscape that supported this mainly lead style of guitar playing.

Alternatively: <https://youtu.be/iK0jXtmUWf4?si=V7UBW7n7k0IHEMe6>

Instrumental / Orchestral works:

Temple:

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📎 Temple.wav

These three pieces were commissioned by an indie game developer making a game that delved into ancient “Egyptian esque” ruins and crypts. Temple was made to create a feeling of awe and wonder while still remaining slightly darker. This is mostly a string and woodwind occupied song with the addition of a harp.

Roaming:

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📎 Roaming.mp3

This piece was made to represent traveling through the dessert. The main idea attempted here is movement and “pressing onwards”. It’s largely woodwind and strings again but now with the addition of percussion to add that extra level of momentum.

Forest:

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📎 Forest (older production style).wav

This piece was an attempt at making a more whimsical soundscape for a more fantasy based environment. The melodies within this track are largely a mix of Celtic, Arabic and oriental traditional music. The aim was to create a sense of beauty yet still keep some air of tension within the piece. This uses mainly woodwind, strings and brass along with a harp.

Chroma (Demo):

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📎 Chroma.mp3

This piece was an attempt at jazz/ classical fusion with the goal of using classical-esque melodies accompanied by colourful and extended harmony.

Divine Psychosis (Demo):

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📎 Divine Psycosis.mp3

This piece was a study of rhythm and an attempt at a fusion between electronic and an orchestral arrangement.

Reprise (Demo):

© Nathan Clynes 2024

📎 Reprise.mp3

This piece was trying to attempt a dark yet intense orchestration with modern drums and bass guitar.

Band songs:

Shallow (Demo):

© Nathan Clynes 2024

📎 Shallow.mp3

This Piece was written for a now disbanded band.

Silicone City (Demo):

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📎 WhatsApp Audio 2024-06-04 at 16.07.35_293828dc.mp3

This Piece was written for a now disbanded band, the violin is a representation of the vocal melody.

A Time I don't Remember (Demo):

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📎 A time i dont remember.mp3

This Piece was written for a now disbanded band. Vocalist: Maria Colfer