

Wipeout

2024-08-29@2101pm, Johnston (rainy outside)

Few days ago searched for Youtube videos of Wipeout because

1. I'm jobless
2. I'm bored often
3. I'm looking for a new hobby now that I've Knight's Toured my heart out

During a drive to church last Sunday, I enjoyed the feel of turning South onto Hwy 141 from E 1st St/NW 70th Ave. It was good to feel the G-forces (heh) and also the banking of the road.

Which led me to start watching the F1 show on Netflix (finished S6),

and to find an anime about racing futuristic cars, Highspeed Etoile (finished)

and to find another one about F4 racing, Overdrive (on episode 10 of 12)

and to watch half of a MotoGP race on Peacock.

I like that there's competition and drama but not the unrestrained competition of war.

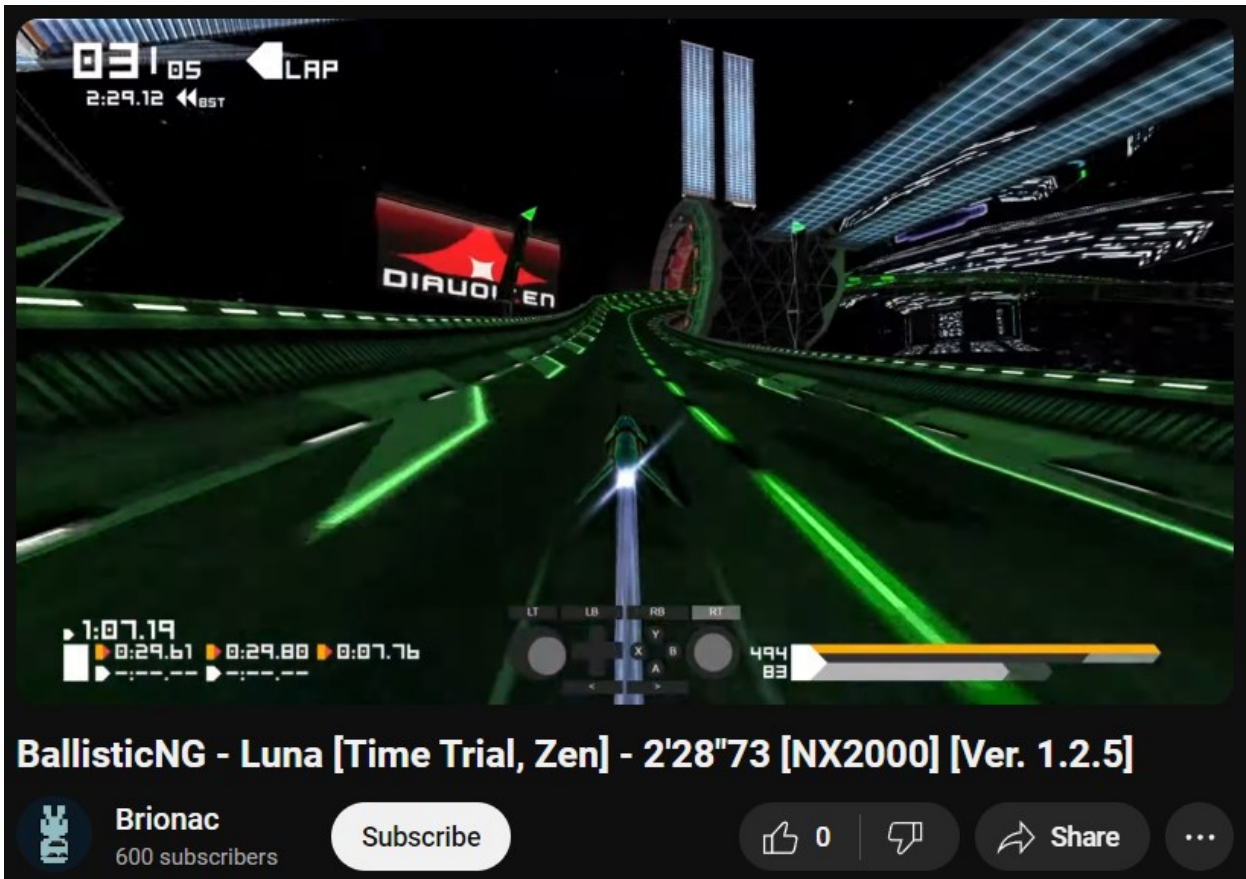
Anyway, I searched for Wipeout videos because I recall enjoying the PC demo of Wipeout 2097 as a kid, and the other futuristic racers like Hi-Octane, and Rollcage. In learning more about Wipeout I realized that the devs had been inspired by MarioKart's drift mechanics and, of course I enjoyed MarioKart 64 too.

So I wanted to play a racer but didn't have/want a Playstation so I looked for alternatives and the Web says that BallisticNg is a love letter to Wipeout. So I downloaded it on steam on Aug 25, played and enjoyed it a turn despite my hands hurting, and got stuck on the Omnicom Luna time trial.

So I went online looking for playthroughs of it.

FYI since I downloaded BallisticNg I've been watching Youtube playthroughs and reviews of the Wipeout series and BallisticNg and other anti-gravity racers.

So today I was in the living room with TCA, and searched for "BallisticNg Luna" on youtube and found this cool vid of someone playing it perfectly.



<https://www.youtube.com/watch?v=nOcvGnrXtQE>

Although it isn't with an Omnicom ship, I like that it has the controls which should help when I attempt it again.

But the thing that got me excited is that I found this other playthgouh where the dude uses custom soundtracks for his (probably his) playthoguh and they're bangers.



BallisticNG - Luna (WR Time Trial 2:20.24)



Phantom Plays
465 subscribers

Subscribe

6

Share



<https://www.youtube.com/watch?v=oZz6FXFK-5k>

So let's start with the soundtrack to this playthrough by Phantom Plays, eh?

Humanoid 2.0

Eprom 13.5K subscribers

1.6K Share

62,099 views Aug 6, 2018

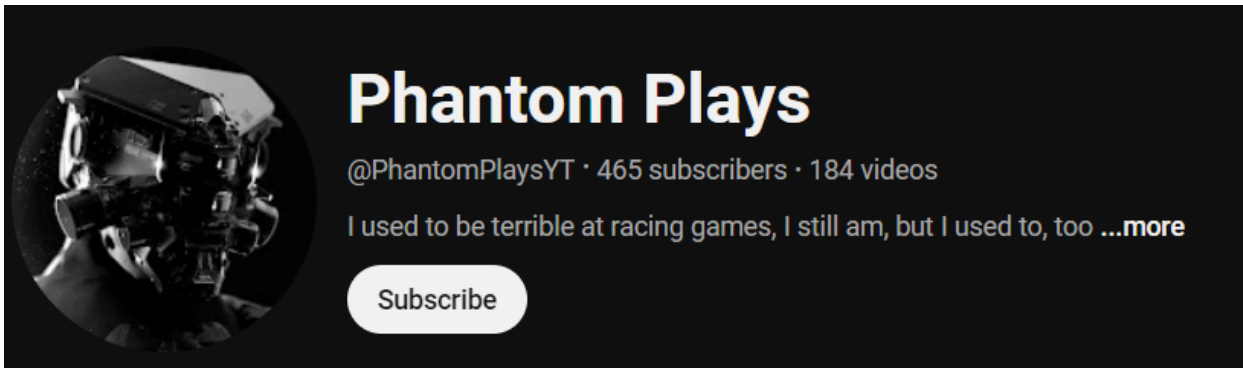
<https://www.youtube.com/watch?v=kC5n8rcNFYM>

<https://eprom.bandcamp.com/album/humanoid-20>

TODO: check out the rest of Eprom's discography since the track "Chee – Humanoid 2.0 (Chee.rmx)" from the Humanoid.rmx album is pretty good too (the rest on that album, not so much).

<https://eprom.bandcamp.com/music>

Before I go deep into any one artist, I wanna go wide and check out the rest of Phantom Plays' "playlists"


A YouTube channel banner for 'Phantom Plays'. On the left is a circular profile picture of a metallic, helmeted character. To the right, the channel name 'Phantom Plays' is displayed in large white font. Below it, the handle '@PhantomPlaysYT' is shown along with '465 subscribers · 184 videos'. A bio line reads 'I used to be terrible at racing games, I still am, but I used to, too ...more'. At the bottom right is a white 'Subscribe' button.

Phantom Plays
@PhantomPlaysYT · 465 subscribers · 184 videos
I used to be terrible at racing games, I still am, but I used to, too ...more
Subscribe




<https://www.youtube.com/@PhantomPlaysYT>

Grand Theft by Freq Nasty off of the Wipeout Pure soundtrack

Grand Theft

 **HSH85**
2.43K subscribers

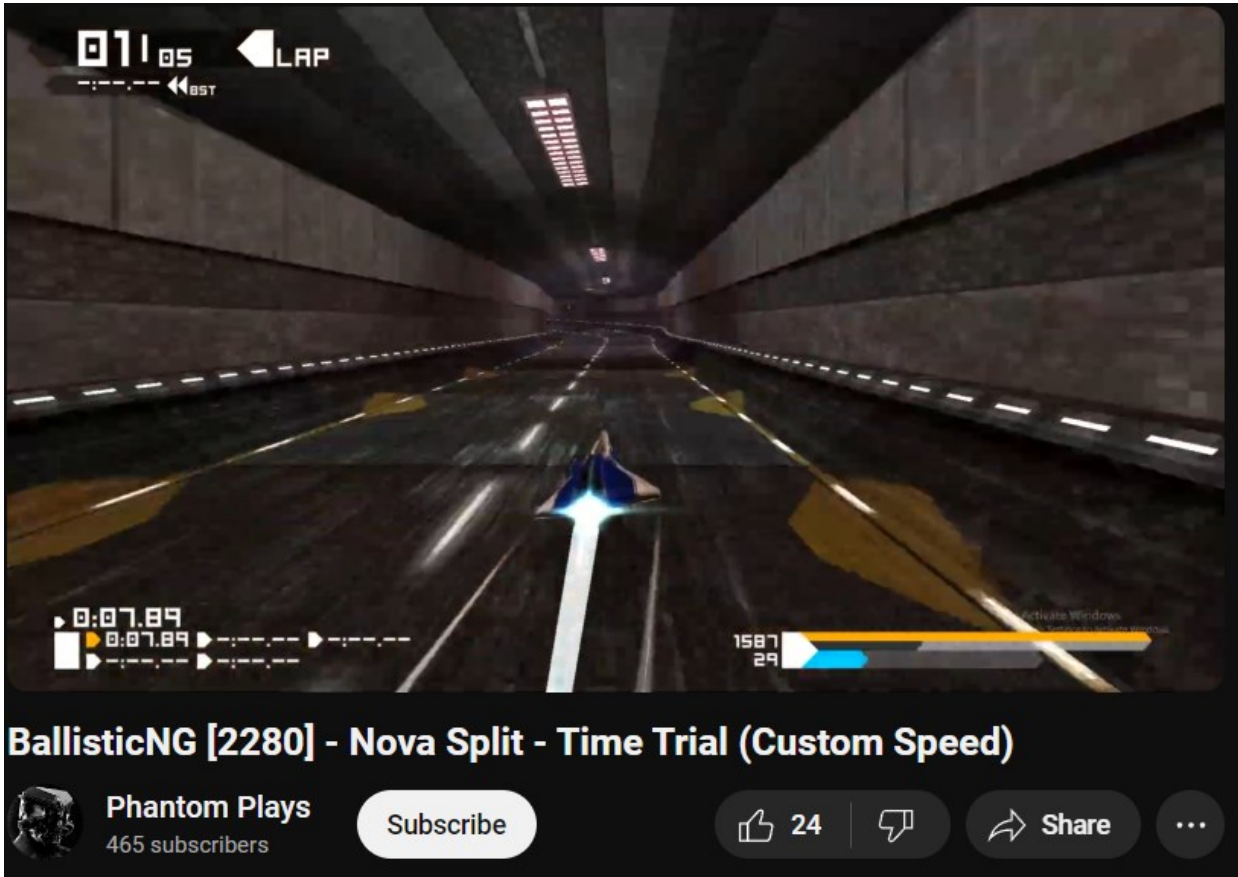
[Subscribe](#)

 226 |  | [Share](#) | [Download](#) | [Clip](#) | 

<https://www.youtube.com/watch?v=Wjs7dfRoz3g&list=PLC83AC9699FBC6F13&index=4>

From this playthrough <https://www.youtube.com/watch?v=sUtc-9m5fj0>

This one's OKAY but I've never heard this kind of bass drops in a track before (I think)



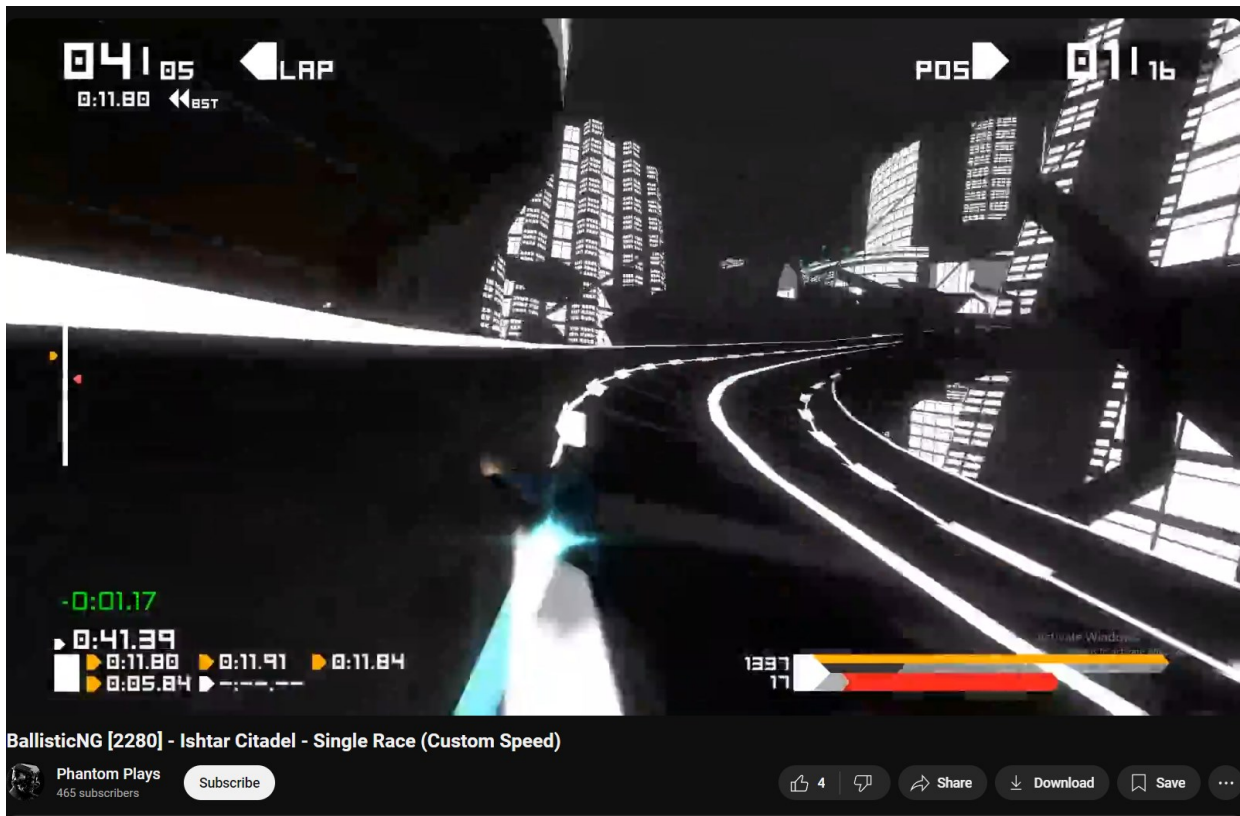
https://www.youtube.com/watch?v=0yJ_zxPxJ14

Noisia - Hardskin (Armajet Soundtrack) <https://www.youtube.com/watch?v=9CzTZSmI7ZU>

TODO: Need to check out Noisia's disco since Eprom gave them a shout out

TODO: check the rest of the Armajet soundtrack since Decloack (another track) is interesting/

Another okay one with interesting beats



<https://www.youtube.com/watch?v=zCr-xZKAR80>

Unmoved Mover · Thys <https://www.youtube.com/watch?v=ZWruBXDbGV4>

From the Unmoved Mover/Unwound EP <https://iamthys.bandcamp.com/album/unmoved-mover-unwound>

Thys has interesting beats but a quick skim of his discography didn't leave me wanting more.

WTF is this??! The real song starsd from 1:20 but Shazam can't find it

The screenshot shows a first-person view of a virtual racing game. The player is in 1st place, with a time of 02:05 and a lap time of 1:36.52. The track is a futuristic, neon-lit environment. A player list on the right shows 16 other players, all named 'barracuda'. The player's name 'Phantom' is visible in the top left corner. The game interface includes a 'LAP' indicator, a 'POS' indicator, and a 'players' list. The player's health or energy is shown as a yellow bar at the bottom right, with a value of 1291/74. The video player interface at the bottom shows the channel name 'BallisticNG - Virtual Series', the channel icon 'Phantom Plays' with 465 subscribers, and a 'Subscribe' button. The video has 308 views and was uploaded 2 years ago. The description reads 'Three Zen/Drag races in the virtualverse ...more'. The video player controls include like, dislike, share, download, clip, and save buttons.

02:05 LAP 1:36.52 BST

POS 01 16

players

1st	Phantom
2nd	barracuda
3rd	barracuda
4th	barracuda
5th	barracuda
6th	barracuda
7th	barracuda
8th	barracuda
9th	barracuda
10th	barracuda
11th	barracuda
12th	barracuda
13th	barracuda
14th	barracuda
15th	barracuda
16th	barracuda

0:22 0:08.88

1291/74

BallisticNG - Virtual Series

Phantom Plays
465 subscribers

Subscribe

9 9 Share Download Clip Save

308 views 2 years ago
Three Zen/Drag races in the virtualverse ...more

<https://www.youtube.com/watch?v=YVlzce8uHLI>

First one with vocals so far

The screenshot shows a first-person view of a racing game. The player's car is in the center, moving along a dark track with glowing blue and red lines. The HUD includes:

- LAP: 05 / 05
- POS: 01 / 16
- Best Lap: 1:53.36
- Time: 0:58.42
- Speed: 149.9
- Leaderboard (Right):

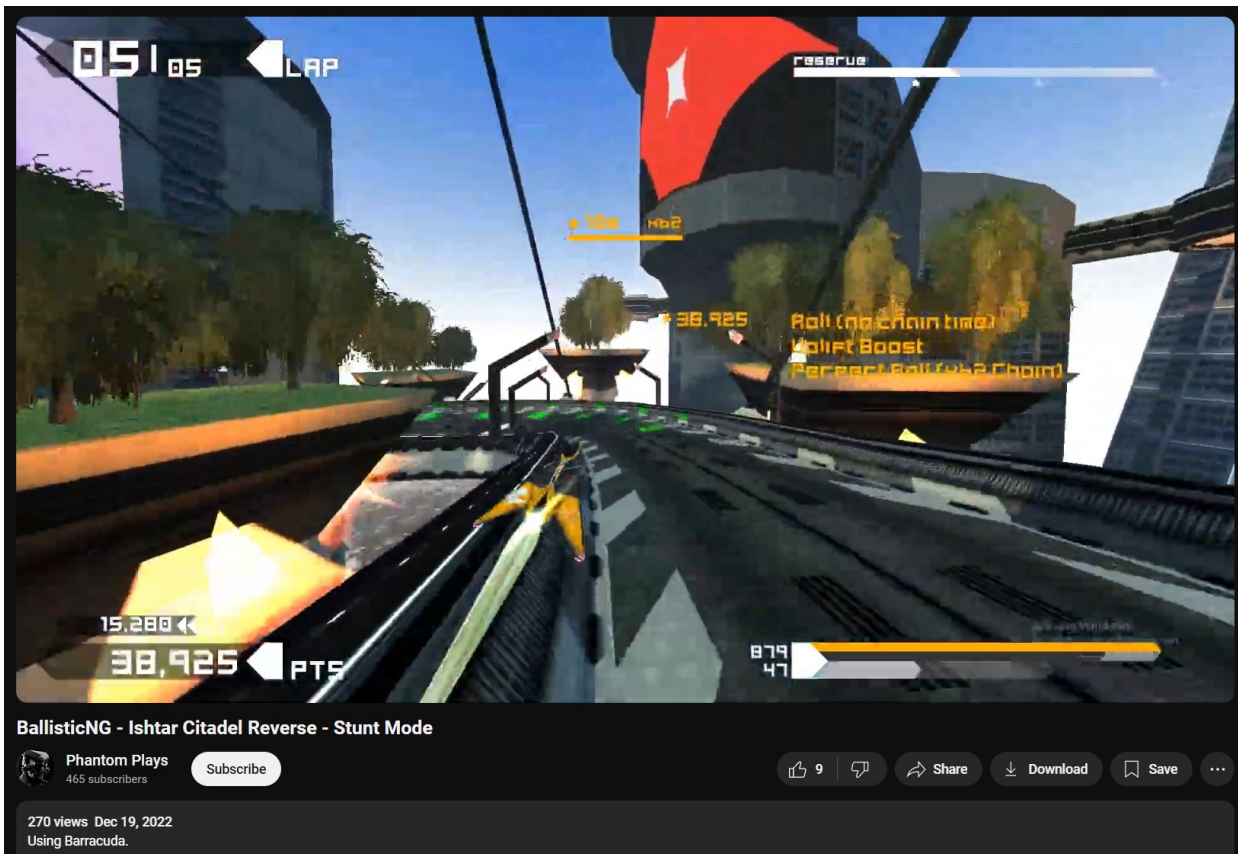
Phantom	1
scorpio	2
hyperion	3
scorpio	4
nexus	5
diabolt	6
panico	7
awvern	8
amnicom	9
tenno	10
stek	11
hyperion	12
diabolt	13
nexus	14
awvern	15
stek	16

Below the game view, the video title is "BallisticNG [2280] - Utah Project - Single Race (Custom Speed)". The channel is "Phantom Plays" with 465 subscribers. The video has 250 views and was posted 1 year ago. The UI mod is linked to <https://www.nexusmods.com/ballisticng/mods/16...more>.

https://www.youtube.com/watch?v=6_Xt_HDhRs

Straight Wheel Up · TRAKA · Killa P <https://www.youtube.com/watch?v=rBH4eiuOxXk>

Song's OKAY but I like how the beat skips

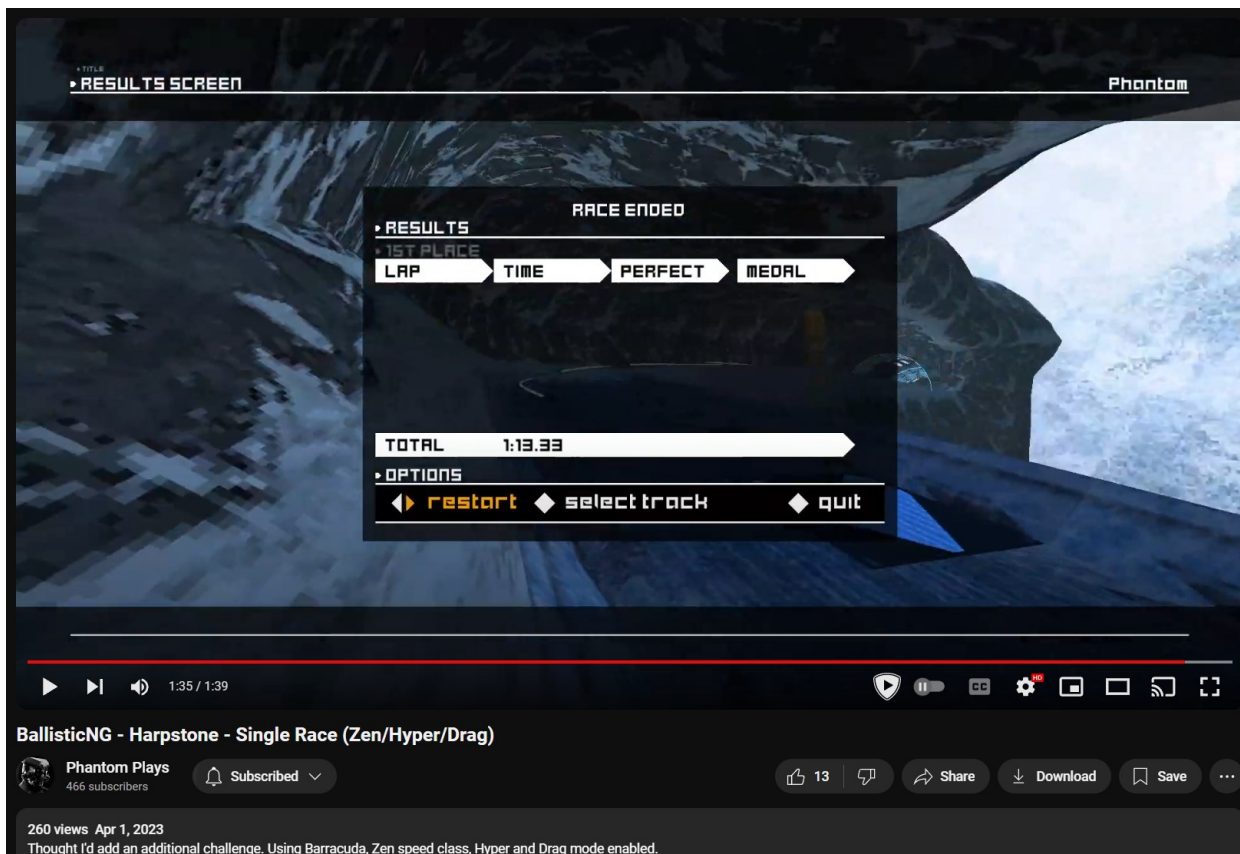


<https://www.youtube.com/watch?v=Ddqf2n7ZCe4>

“This is fine” by The Caracal Project <https://www.youtube.com/watch?v=XEChXy7f3pw>

TODO: check out the Caracal Project since “While you count down” is intriguing./ Baugruppe90, the collabo on the track, is less interesting.

I like the starting minute and half of the song which has no bass.



https://www.youtube.com/watch?v=ak_q5iywF5M

Taiga by Reso from the album Ricochet <https://reso.bandcamp.com/track/taiga-2>

Which reminds me of Slap Chop by Reso from the collection, Sick Music 2 by Hospital Records.

TODO: check out Reso's Disco e.g. Waveracer EP's title track.

Shazam can't find this one either. Lo-fi bassy beatz.

PHANTOM PLAYS
051 05 LAP
2:01.30
POS 011 08
players
1st Phantom
2nd aenicos
3rd nehus
4th sauern
5th hyperion
6th stek
7th scorpio
8th dioukt

0:55.18
0:12.28 0:11.87 0:11.45
0:12.05 0:07.50
1:00 / 1:08

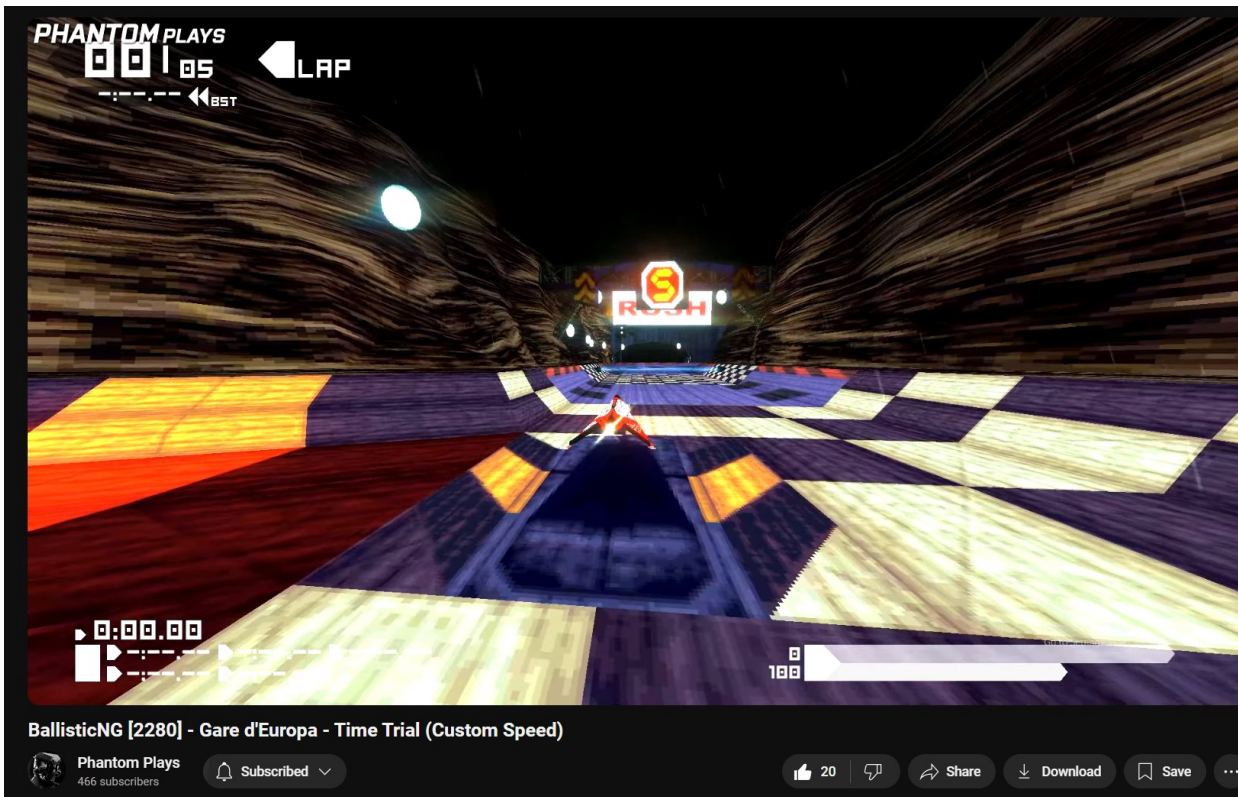
BallisticNG [2280] - Arrivon XI - Single Race (Custom Speed)

Phantom Plays
466 subscribers
Subscribed

6 likes
Share
Download
Save

<https://www.youtube.com/watch?v=flojdBtBISE>

Seem to have a thing for “dark” lofi bass



<https://www.youtube.com/watch?v=v62BNJqBcqQ>

Knives by Maere from the Obsolesce album <https://maere.bandcamp.com/track/knives>

Reminds me of Track 7 of the Quake Soundtrack by NIN.

Also the album art reminds me of Burial

Mostly bass, minimal tweeters.

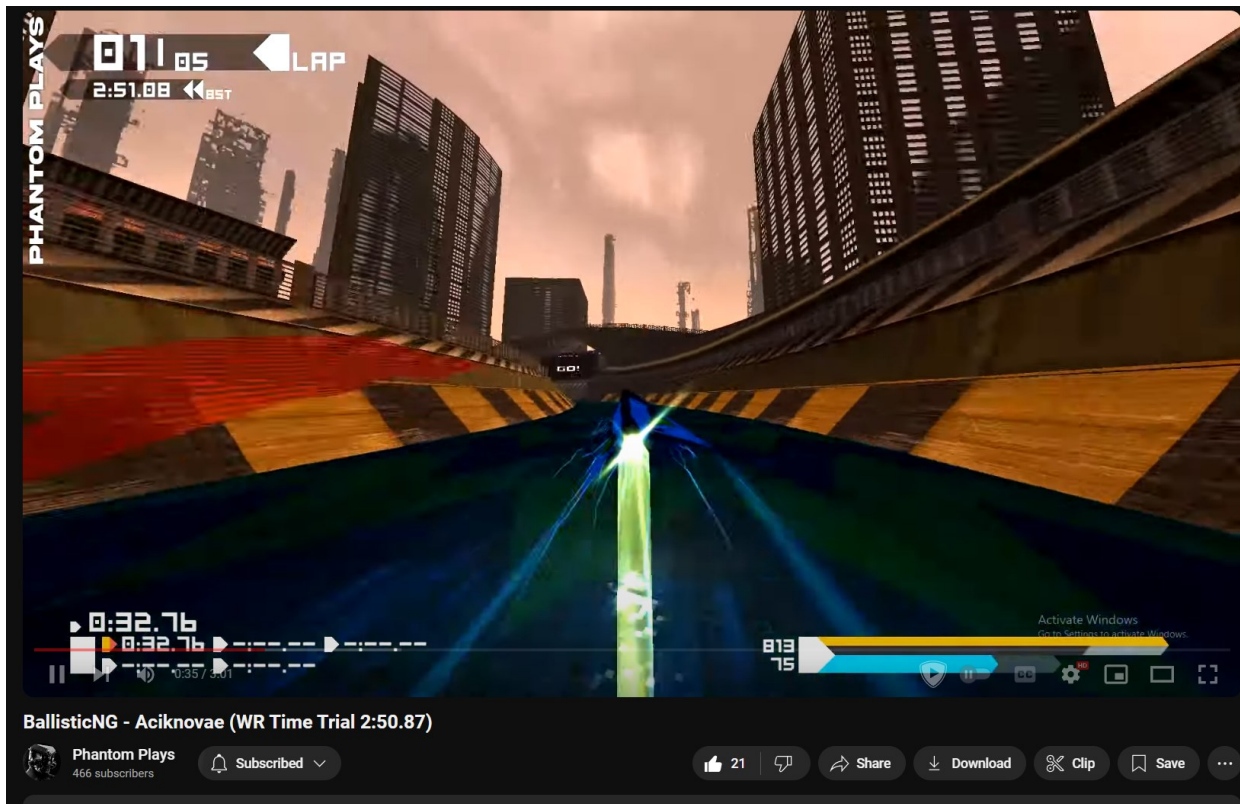


https://www.youtube.com/watch?v=ZwArHWOU_1Y

Augmented Reality (DJ Ride Remix) by Sorza <https://www.youtube.com/watch?v=SuO-Vg83Rvc>

TODO: Check out DJ Ride esp his collabo INTHEENDITSYOU. Sorza seems just a'ight.

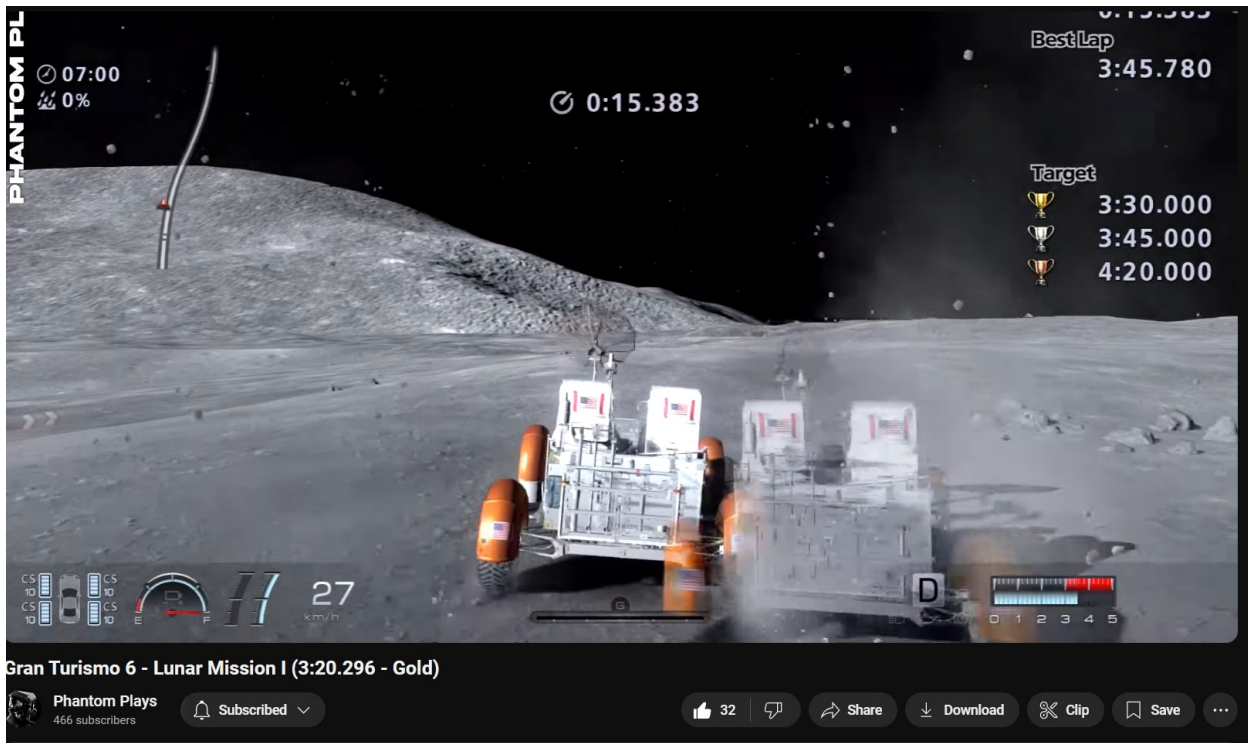
And a track from Burial



<https://www.youtube.com/watch?v=J15DVIA3LDo>

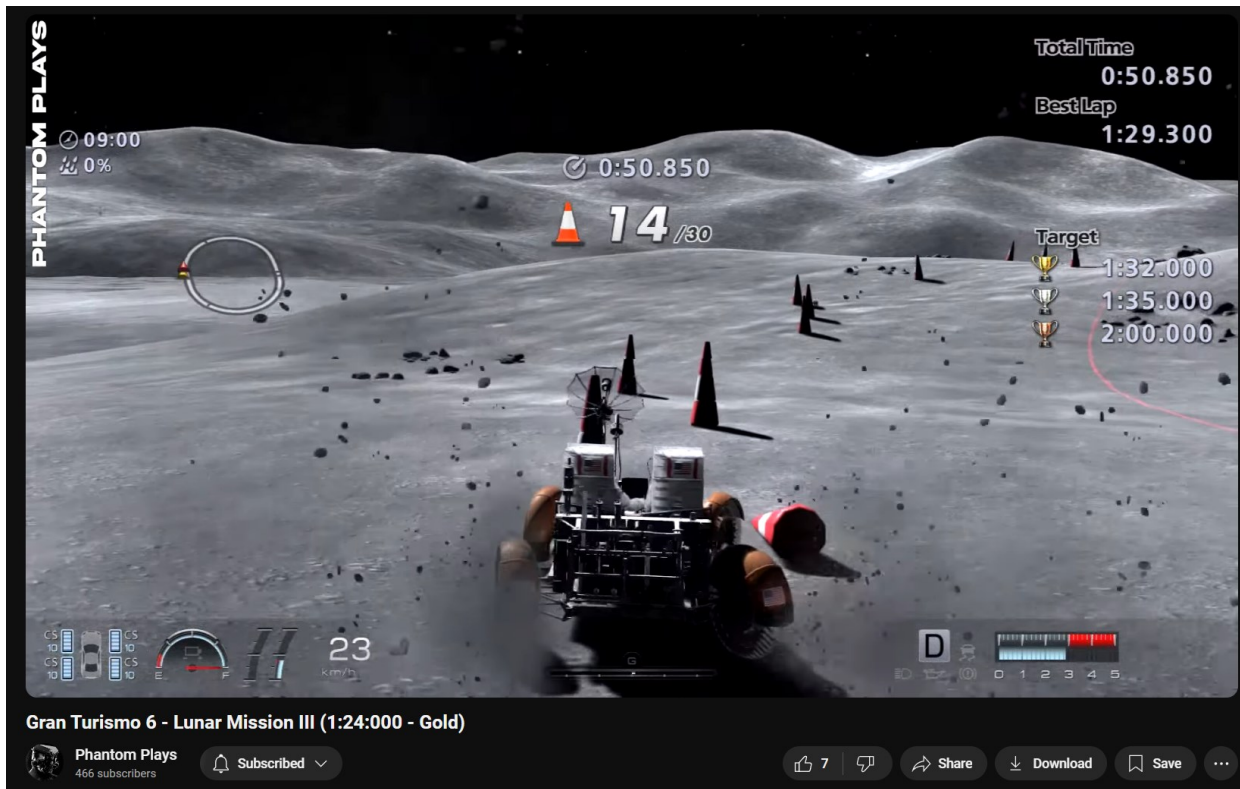
Near Dark by Burial from Untrue album <https://www.youtube.com/watch?v=Fw-HI-WfmM>

Sounds like a heartbeat



No Escape · Fearful · Beyond the Veil album <https://www.youtube.com/watch?v=X1kiV1H2CKs>

Sounds like a crazy-fast heartbeat

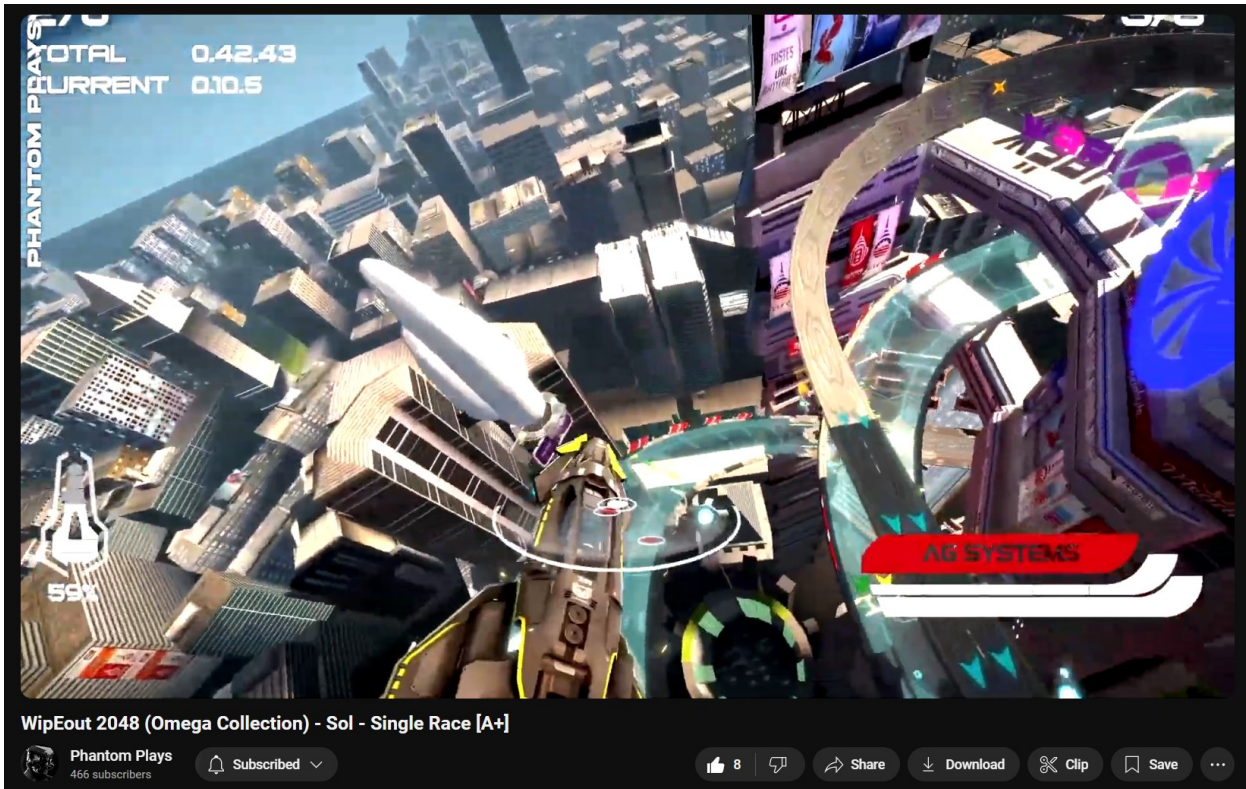


<https://www.youtube.com/watch?v=PTBX8GwzyPw>

<https://machinedrum.bandcamp.com/track/yangmei-noer-the-boy-remix>

(by a guy named machinedrum no less)

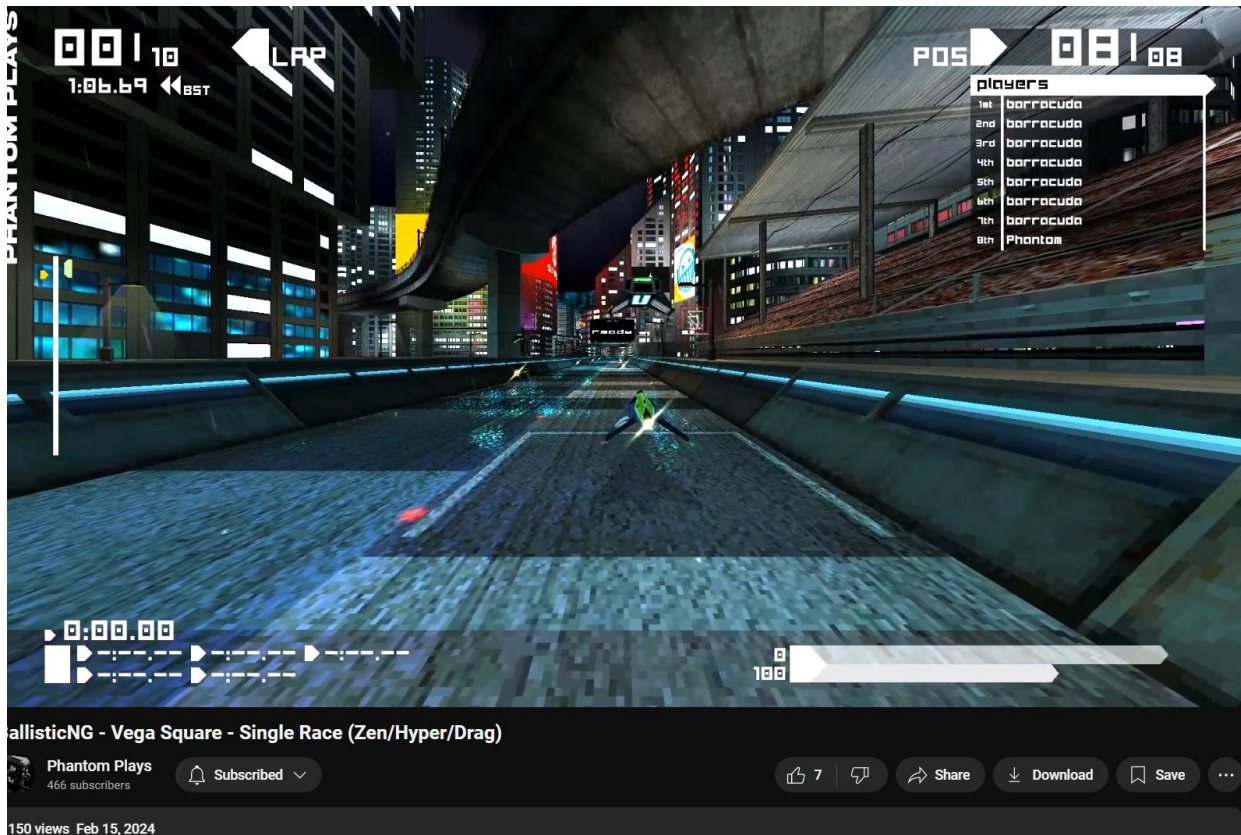
TODO: check out his disco since he seems to mix techno with hip hop



https://www.youtube.com/watch?v=eI_O69sNXuk

BTHE1 ft Liz from the album 4#TRAX <https://machedrum.bandcamp.com/track/bthe1-feat-liz>

Not that fun but like what he's doing with the instruments is just...strange/crazy/iontriguing



<https://www.youtube.com/watch?v=u1PutfsMXqg>

Jungle Slug by UFO! <https://soundcloud.com/itsufo/jungle-slug>

I like fast trax too 😊

PHANTOM PLAYS

041.05 LAP 1:23.37

POS 071.08

players	
1st	Phantom
2nd	barracuda
3rd	barracuda
4th	barracuda
5th	barracuda
6th	barracuda
7th	barracuda
8th	barracuda

0:35.35

0:10.55 0:10.66 0:10.67

1418 57

0.39 / 1.06

BallisticNG - Cassandra - Single Race (Zen/Hyper/Drag)

Phantom Plays 466 subscribers

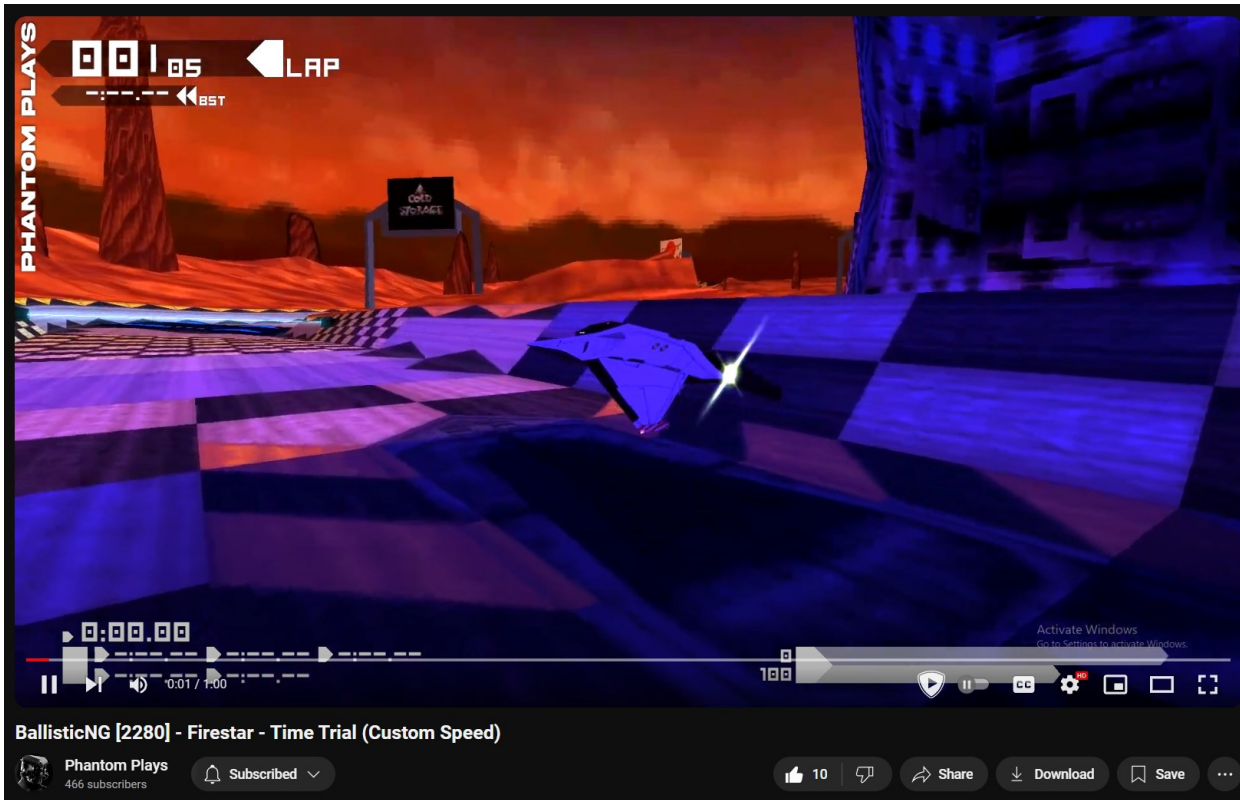
Subscribed

11 57 Share Download Save

https://www.youtube.com/watch?v=W_CACgB0IWw

Shine by Daptif <https://www.youtube.com/watch?v=mevft-l2AYQ>

Not really my track but it pairs nicely with the sup[er]fast visuals



https://www.youtube.com/watch?v=C_gLurnf-Lk

Purpose (Buunshin Remix)

[Noisia & Phace](#)

From album, The Resonance I

PHANTOM PLAYS

CHECK 0:49.8

POS 1 of 15
LAP 4 of 5

LAP 1 0:20.4
2 0:20.1
3 0:20.2

0:16.8

231 MPH

THRUST

ENERGY

Wipeout XL - Talon's Reach (Single Race) - 1:45.7

Phantom Plays
466 subscribers

Subscribed

3 0 Share Download Clip Save

34 views Jul 1, 2024

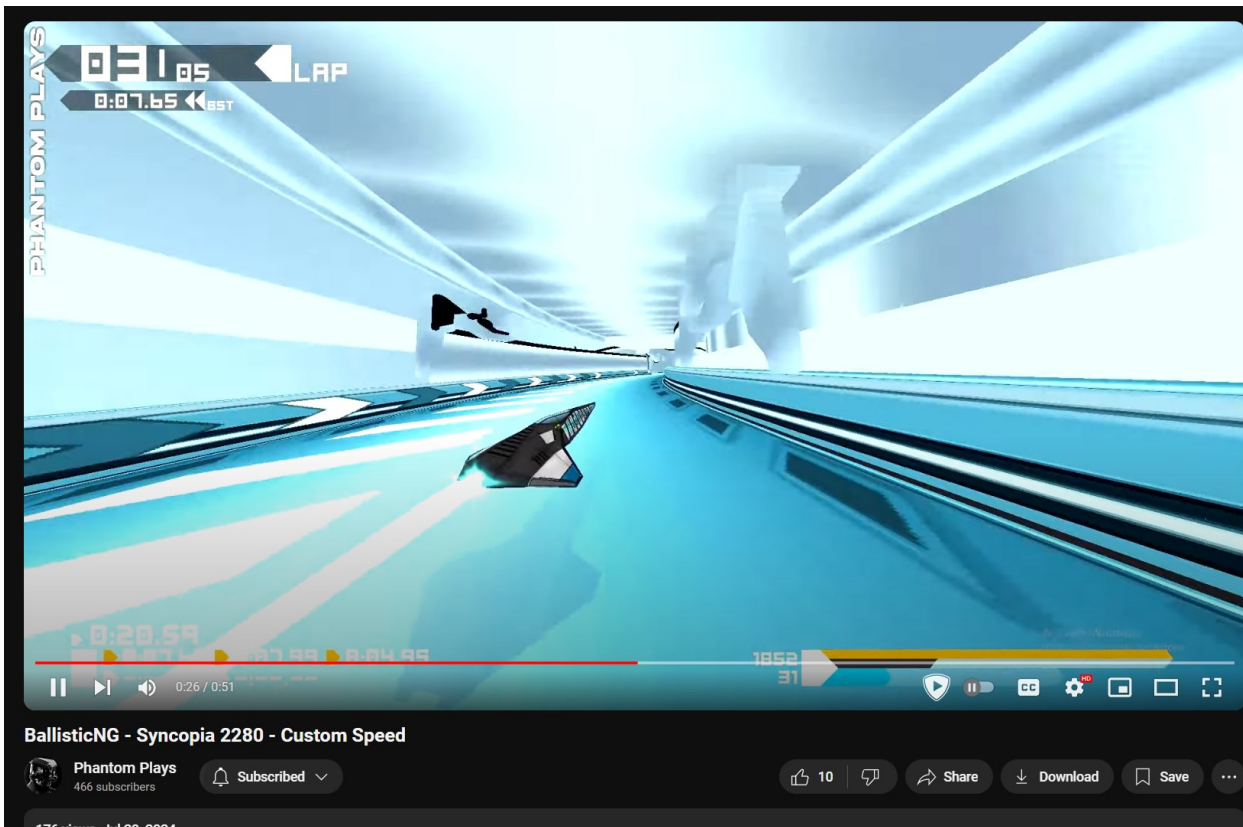
https://www.youtube.com/watch?v=fvbahVks_ZM

[Hollow Point](#)

[Chrizpy Chriz](#)

[Warp Crawler](#)

I like the mix of vocals and bass

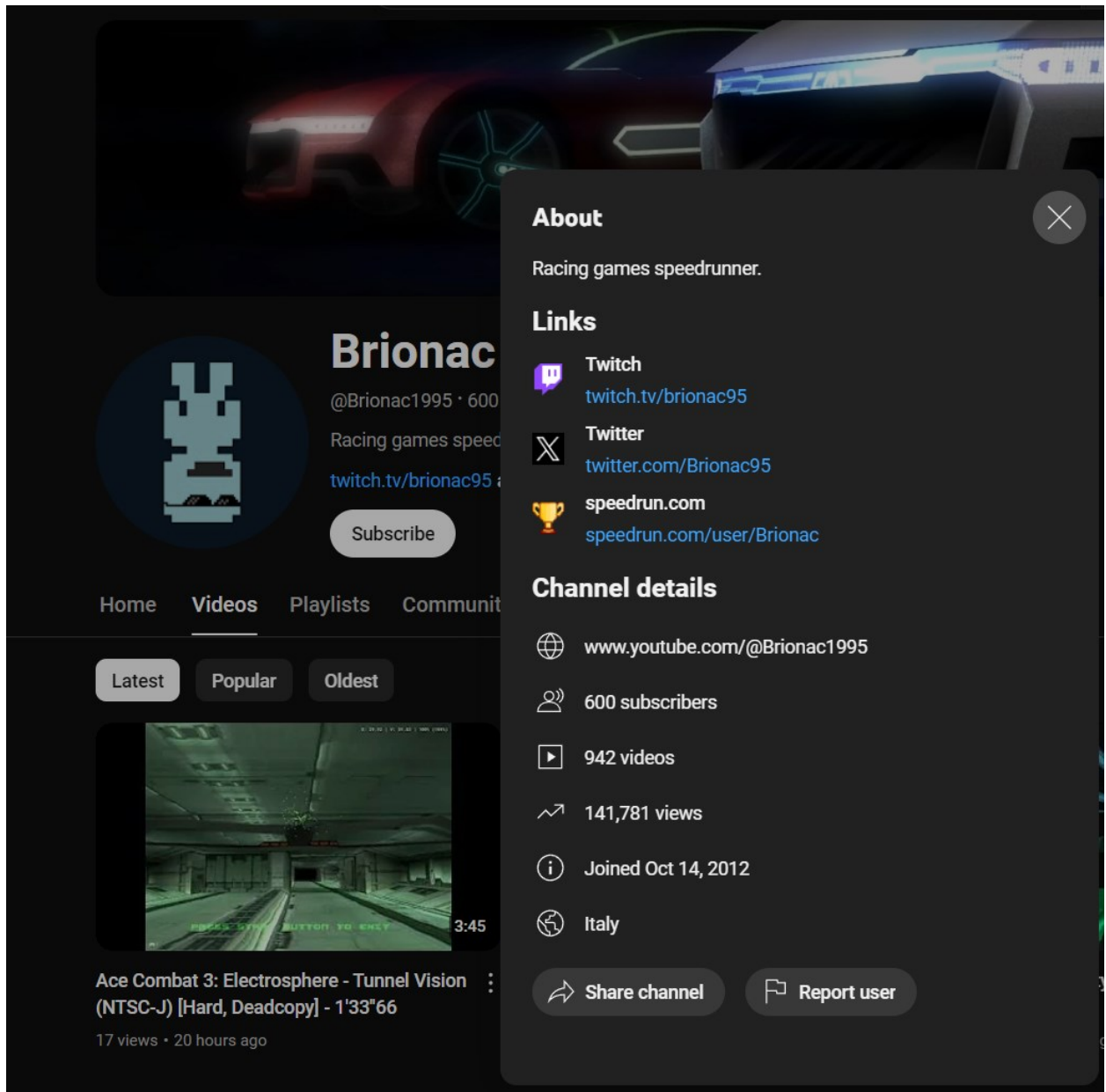


<https://www.youtube.com/watch?v=uwGeFOtJD9k>

Money by Pocket <https://soundcloud.com/songsbypocket/money>

Ended the session 3.5hrs later, after midnight

Reviewed all I wrote last night for leads to more music. The first Luna run I listed, the one showing the controls is from a Youtuber called Brionac



The image shows a YouTube channel page for 'Brionac' with an 'About' overlay. The channel name is 'Brionac' with the handle '@Brionac1995' and 600 subscribers. The bio reads 'Racing games speed twitch.tv/brionac95'. A 'Subscribe' button is visible. The 'About' overlay contains the following information:

- About:** Racing games speedrunner.
- Links:**
 - Twitch: twitch.tv/brionac95
 - Twitter: twitter.com/Brionac95
 - speedrun.com: speedrun.com/user/Brionac
- Channel details:**
 - www.youtube.com/@Brionac1995
 - 600 subscribers
 - 942 videos
 - 141,781 views
 - Joined Oct 14, 2012
 - Italy
- Buttons: Share channel, Report user

The background shows a video player with a thumbnail of a game level. The video title is 'Ace Combat 3: Electrosphere - Tunnel Vision (NTSC-J) [Hard, Deadcopy] - 1'33"66' and it has 17 views from 20 hours ago.

<https://www.youtube.com/@Brionac1995/videos>

and his Twitter links to a EP which has a good track



<https://x.com/Brionac95/status/1819427665532612719>

May I introduce you to Oublier by Cynthoni from the Sewerslvt Pt. 2 EP

<https://cynthoni.bandcamp.com/track/oublier>



I love the bassline

TODO: check out the rest of Eprom's discography since the track "Chee – Humanoid 2.0 (Chee.rmx)" from the Humanoid.rmx album is pretty good too (the rest on that album, not so much).

<https://eprom.bandcamp.com/music>

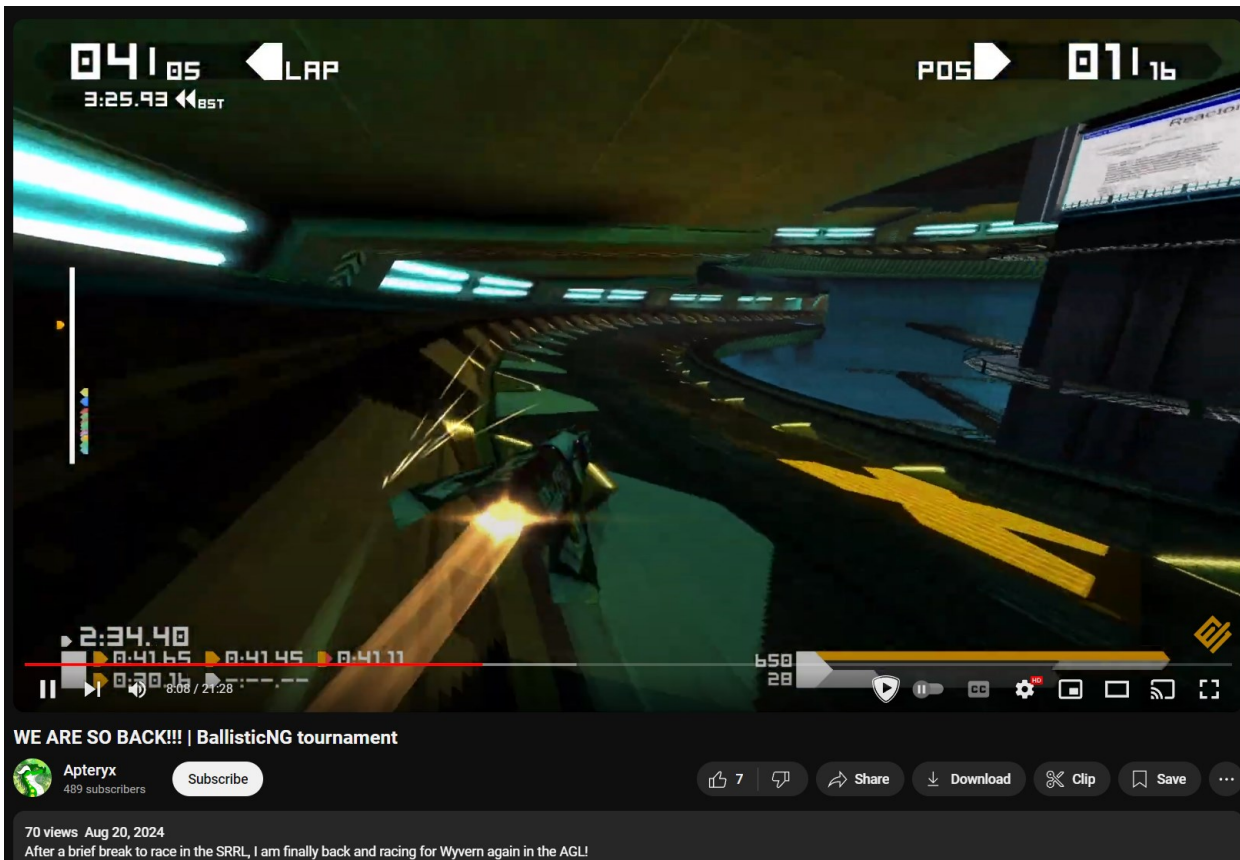
Hope from the AIKON album is cool cuz of the frequent switch from bass to non-bass. Makes it sound like switching radio stations.



<https://eprom.bandcamp.com/track/hope-2>

FYI the album with a partially 3d headstone (synthesism) was not my thing.

Around 7minutes in. Didn't realise this was written for Wipeout...it sounds like a "classic"



<https://www.youtube.com/watch?v=ThcXAsjSpLc>

Seven Stitches by Noisia from the Wipeout Pulse album

Keep wishing to make a game, something like LARPing F1 but with anti-gravityships. I can't make the physics of anti-gravity racing work except if they're miniature crafts where aerodynamics doesn't matter. Otherwise, the two-pronged ship designs don't make any sense...but they're the coolest looking IMO.

Along those lines I found there's iRacing which is a racing sim you can play with any gear, and then there's eRacing which is like the same but you need racing gear with hydraulics and fans to really make you feel like you're in a NASCAR/F1 racing car on the real track.

I looked up the F1 Manager game to see what knobs teams have to assist winning and it seems they have research facilities with like wind tunnels. So they get specs from the league, make simulations on the computer, test in the wind tunnel, then test on a real track (I think). Apparently wind tunnel time is controlled by the league with the winners getting less time and losers more.

Then on race weekend they get a practice race (90m) after which the vehicles are turned some more, then a qualifying race, perhaps a sprint race (?), and then the grand prix race.

Talking to Jake earlier today about what he gets out of competitive games online, it seems the human factor is important as opposed to playing bots. Humans go off-script, and humans "care" about things like sportsmanship or trolling; bots don't.

Also its hard to model all the things that cause drama in like real F1 e.g. in season 1 of Netflix's F1 show, the Haas team had their best ever qualifying starts, then retired BOTH cars during pit-stops due to new crew not fastening the tires on well. Why? Who knows: perhaps they hadn't practiced that weekend, perhaps they were tired because they're understaffed etc.

Or in season 6, Ferrari was about to qualify in 2nd place then a flaw in the new Las Vegas track damaged their vehicle so they were penalized 10 spots because the vehicle didn't finish the qualifying race.

How can I tell more stories like that?

But with antigravity machines that look cool, and get cool liveries. With pilot suits that look cool, and cool tracks, and background music that puts me in a flow state, such music having cool, futuristic album art. With each team having detailed back stories.

And while having teams work together, it'd be nice if it could be enjoyed solo as well.

I *might* enjoy creating my own crafts, and tuning them to get the best performance on different tracks and weather conditions. I'm stuck, tho, cuz since Antigrav is physically impossible (so far) I have no idea how to model it other than with the arbitrary stats of acceleration, speed, handling etc. that antigrav games use.

Its so cool that with tire-racecars you the driver have to worry about tire temperature, about what parts of the track are more worn than others, about slip-streams, about changing tires when the weather changes. Just so many knobs... *drool*.

Back to cool album art: Jake is into synthwave which is mostly not my thing, although the Quake 1 soundtrack is kinda like that. But synthwave got great album art: just check out the Barbarian album by Karl Casey:



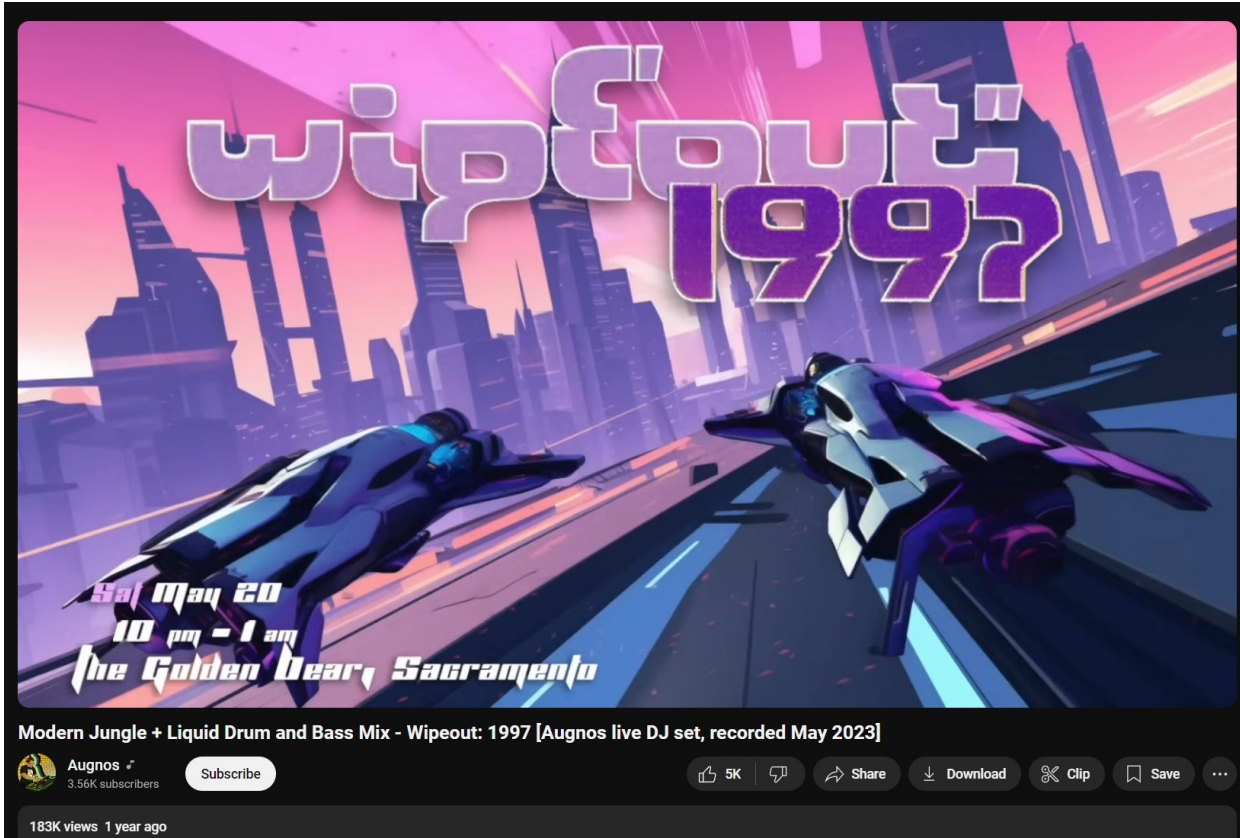
<https://karlcasey.bandcamp.com/album/barbarian>

Or White Bat 37



<https://karlcasey.bandcamp.com/album/white-bat-37>

Just FYI there's a DJ, Augnos, who puts on a series of shows in California called Wipeout 1997. Its more Liquid DNB than the more bass-heavy stuff I prefer to play to.



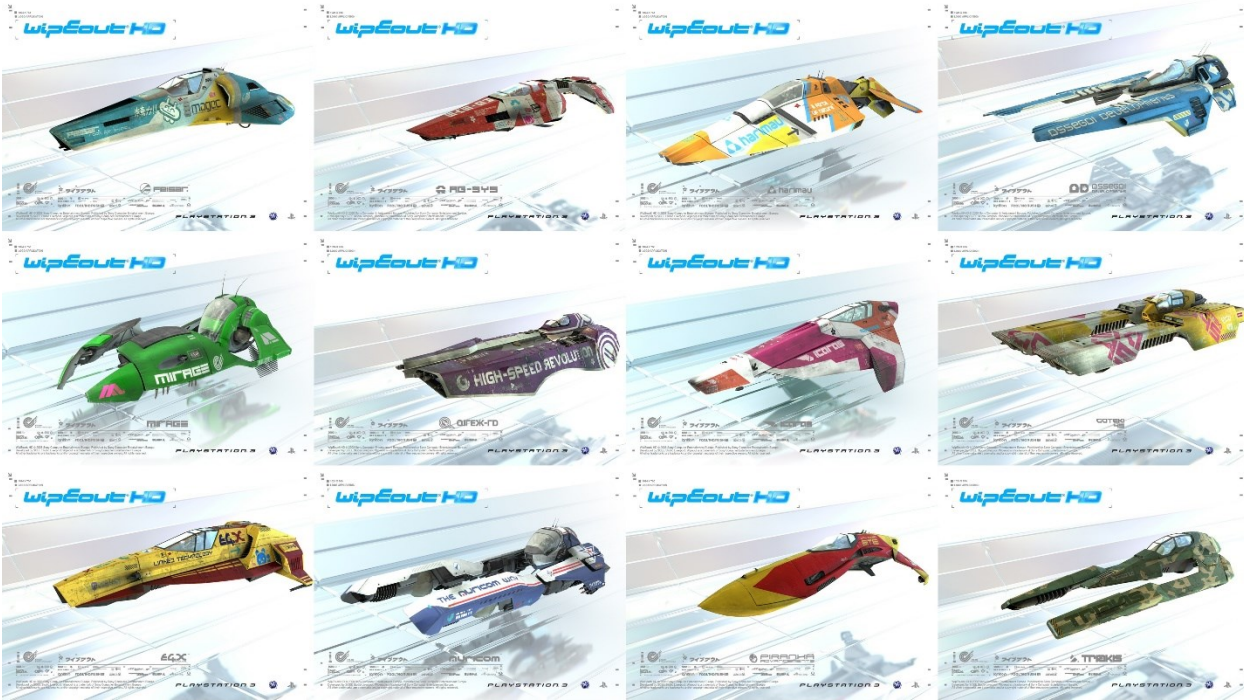
https://www.youtube.com/watch?v=KfW-oz_u3Aw

While looking for concept art, especially of thre ships, I found this guy's Wipeout collection and the press kits are beautiful. It's what I'd like MC or any software I create to be packaged as: a beautiful box containing a manual and some data and maybe even an ID card connected to some crypto currency or online forum.



<https://nostro.fr/wipeout-collection/>

Love this view of the Wipeout HD crafts. The crafts themselves aren't my favorite, but the backgrounds...oh my (notice the reflectiosn?).



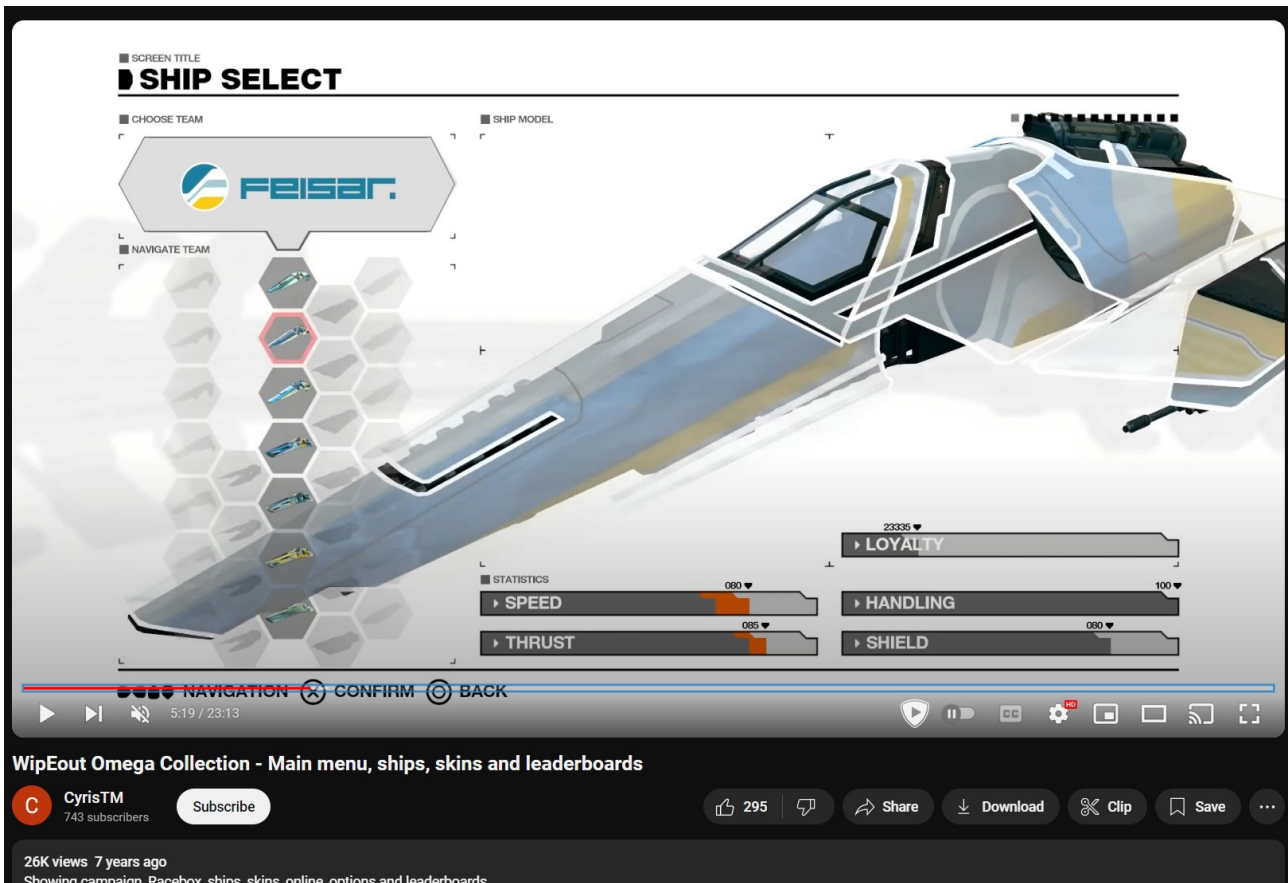
https://www.reddit.com/r/PSVR/comments/8a83k6/hey_xdevepos_give_us_a_crack_at_the_old_style/

Same here: these are too low-poly for my liking but I like having a grid of slightly different things. This is Wipeout Pulse.



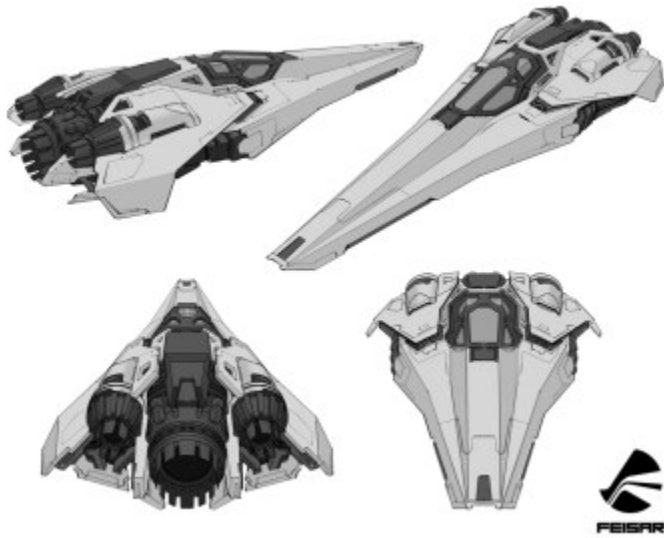
<https://www.deviantart.com/sonicboom1226/art/Wipeout-Pulse-all-concept-ships-330338575>

And here's a video showing all the crafts Wipeout Omega Collection (starts at 4m40s)



<https://www.youtube.com/watch?v=nVdDxhY3OFA>

This is someone's remake of a Wipeout 2097 ship.



PAINTOVER/SKETCH WORK

<https://80.lv/articles/creating-tigron-ship-from-wipeout/>

More fanart by someone on Twitter named AST21



https://x.com/Gsh_60_1/status/1671930961007869958/photo/1

Then there's this site that has 3D models of some wipeout ships that can be manipulated. Just search for Wipeout. Sadly no single artist uploaded all ships from any one game:



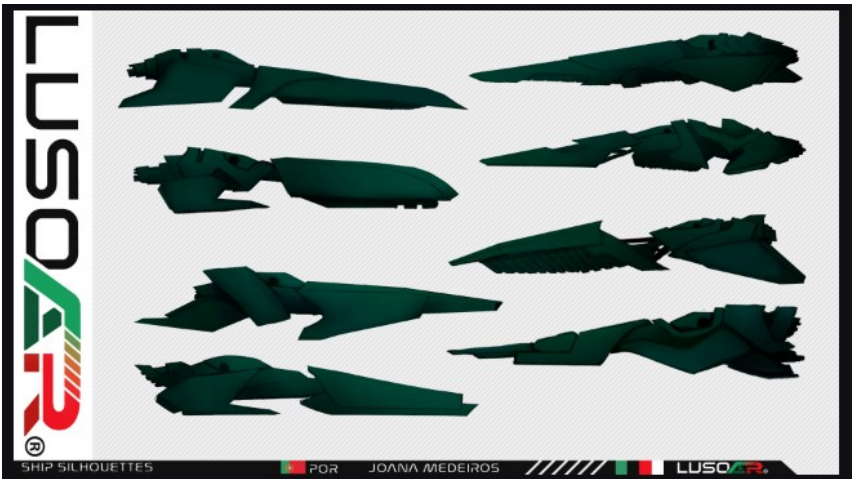
<https://sketchfab.com/3d-models/feisar-racing-ship-from-wipeout-july-2022-c57811c1470f4ee596d0fcc7bab26be0>



Sarah McCulloch is another fan artist: not too many designs but this one is so detailed and pretty.

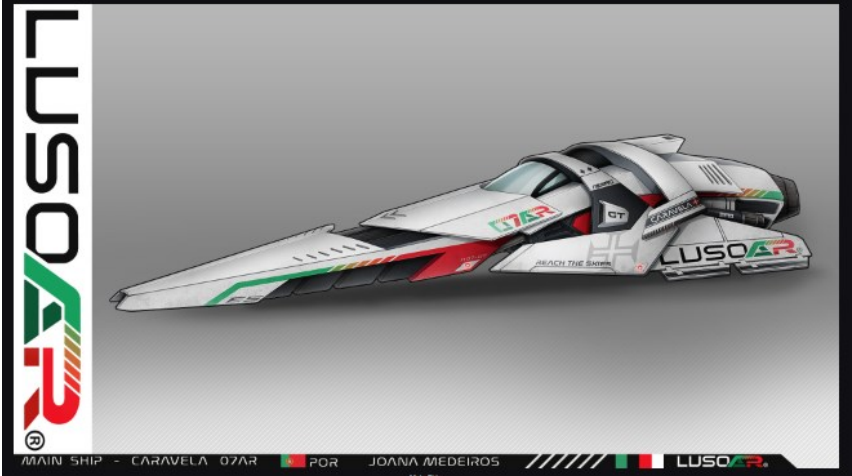




<https://sarahmccullochscifi.co.uk/portfolio/wipeout-fan-art/>

Love the overall concept but not the ship so much. Also like that the pilot is female but not a big-titty babe as is more often the case in concept art





SHIP SILHOUETTES  POR JOANA MEDEIROS  LUSOAR




MAIN SHIP - CARAVELA 07AR  POR JOANA MEDEIROS  LUSOAR



PILOT - RITA AVEIRO  POR JOANA MEDEIROS  LUSOAR

<https://gloriousdownfall.artstation.com/projects/NKP4D>

I like this suit concept esp. the shoe treads. The real-life F1 shoes are just ugly-ass sneakers when compared to the rest of their outfit



facebook.com

Serge Birault / PapaNinja

Pfff ... Another one I have to finish ...

Serge Birault Charlie Bowater Estilo Cyberpunk Sci Fi Character Design >

Fábio Sodré
123 followers

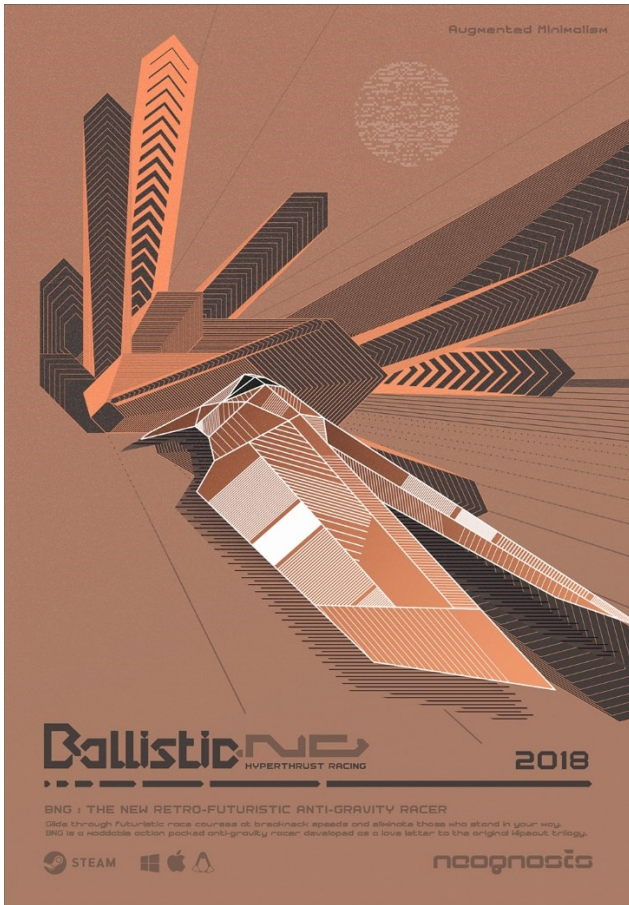
Comments

No comments yet! Add one to start the conversation.

Add a comment 😊

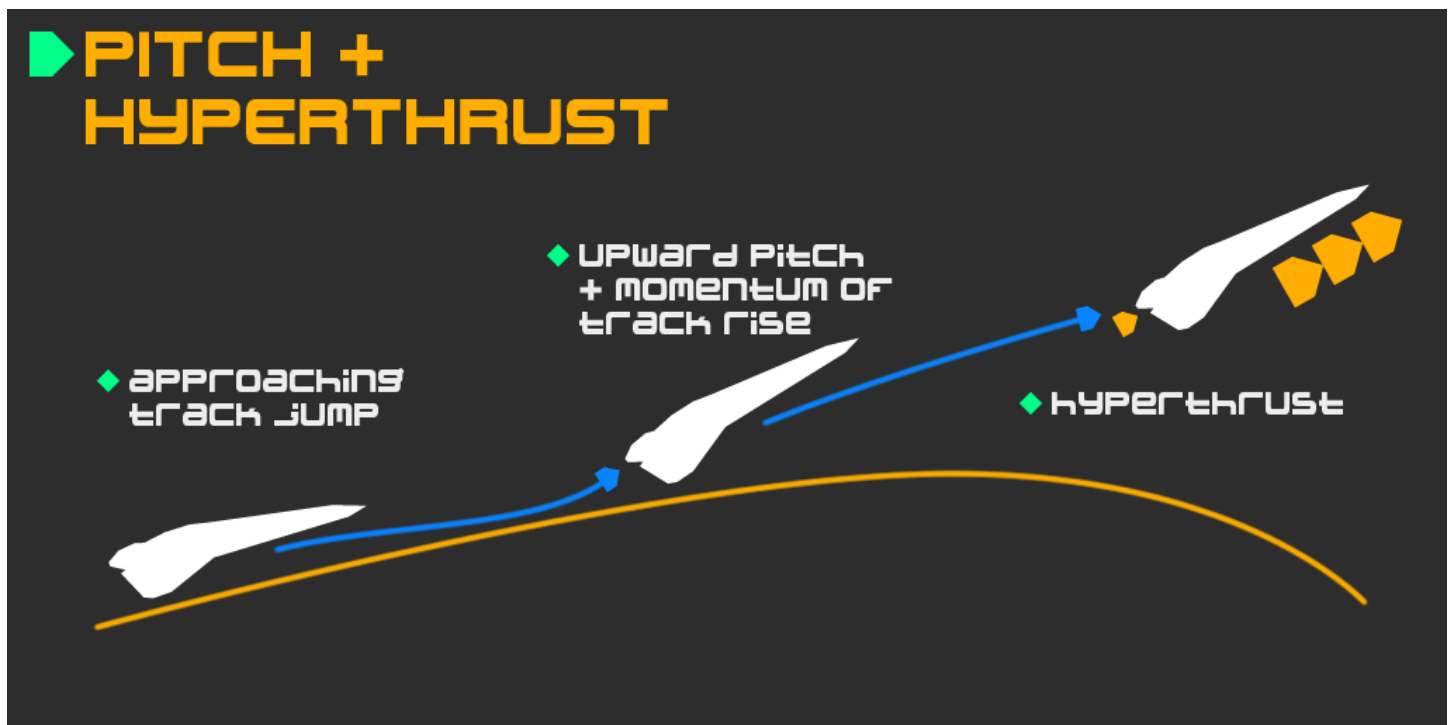
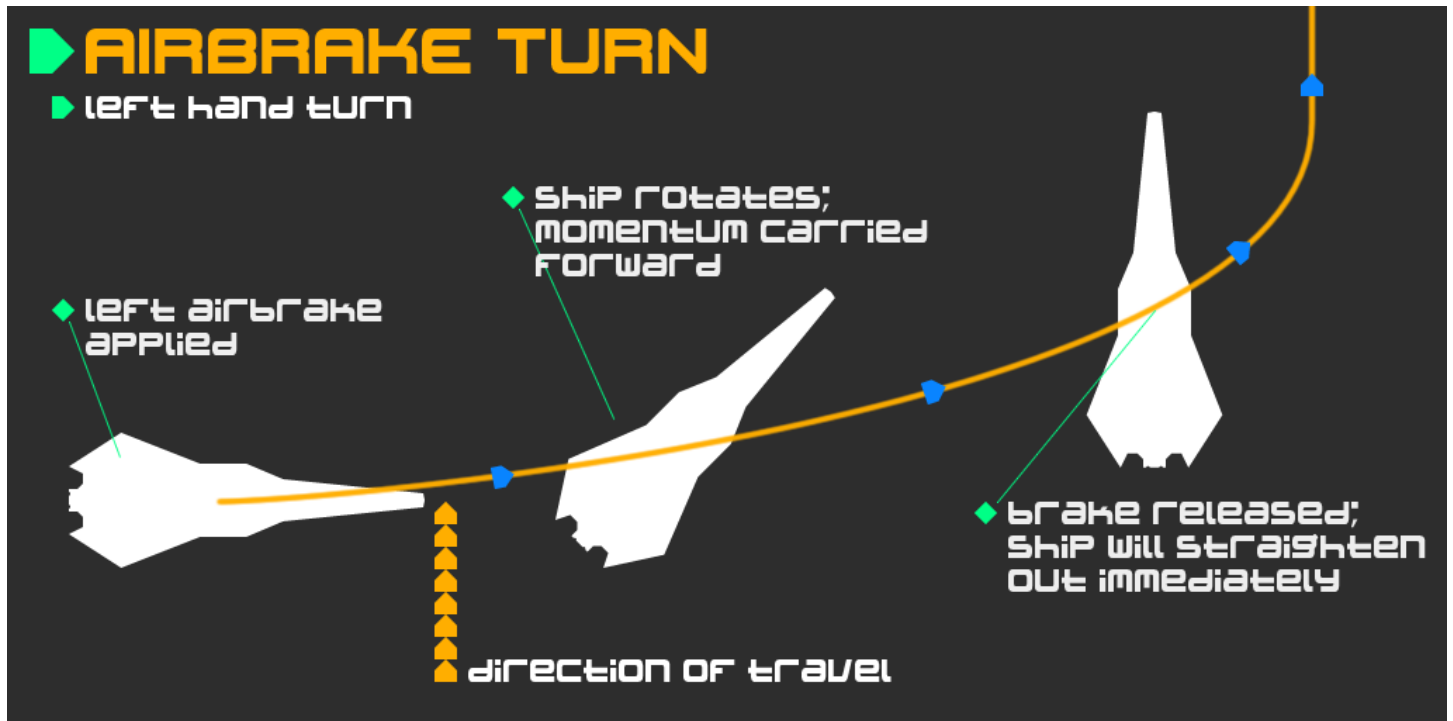
<https://id.pinterest.com/pin/521291725615386616/>

Did this guy (Laurent Geslin) do the art for BallisticNG or is he just a superfan? Such cool posters



<https://www.brica.fr/portfolio/ballisticng>

The official Ballisticng guides on Steam also have these cool diagrams that gives me that enjoyment of theory:



<https://steamcommunity.com/sharedfiles/filedetails/?id=700708563>

The official soundtrack (The BallisticNG Sessions) is rather tame (again, not enough bass) but Track 9: By Any Means (Synesthesics Remix) is alright. And I like the album art with the pilot below the ship:



<https://shiftdelete.bandcamp.com/album/the-ballisticng-sessions>

TODO: check out [machinedrum's] disco since he seems to mix techno with hip hop

SXLND from SXLND by Machinedrum



<https://machinedrum.bandcamp.com/track/sxlnd>

(gets good about a minute in)



U BETTA

<https://machinedrum.bandcamp.com/album/u-betta>

I like the (minimal) vocals

Track 2: safed

3: Hard 2 be

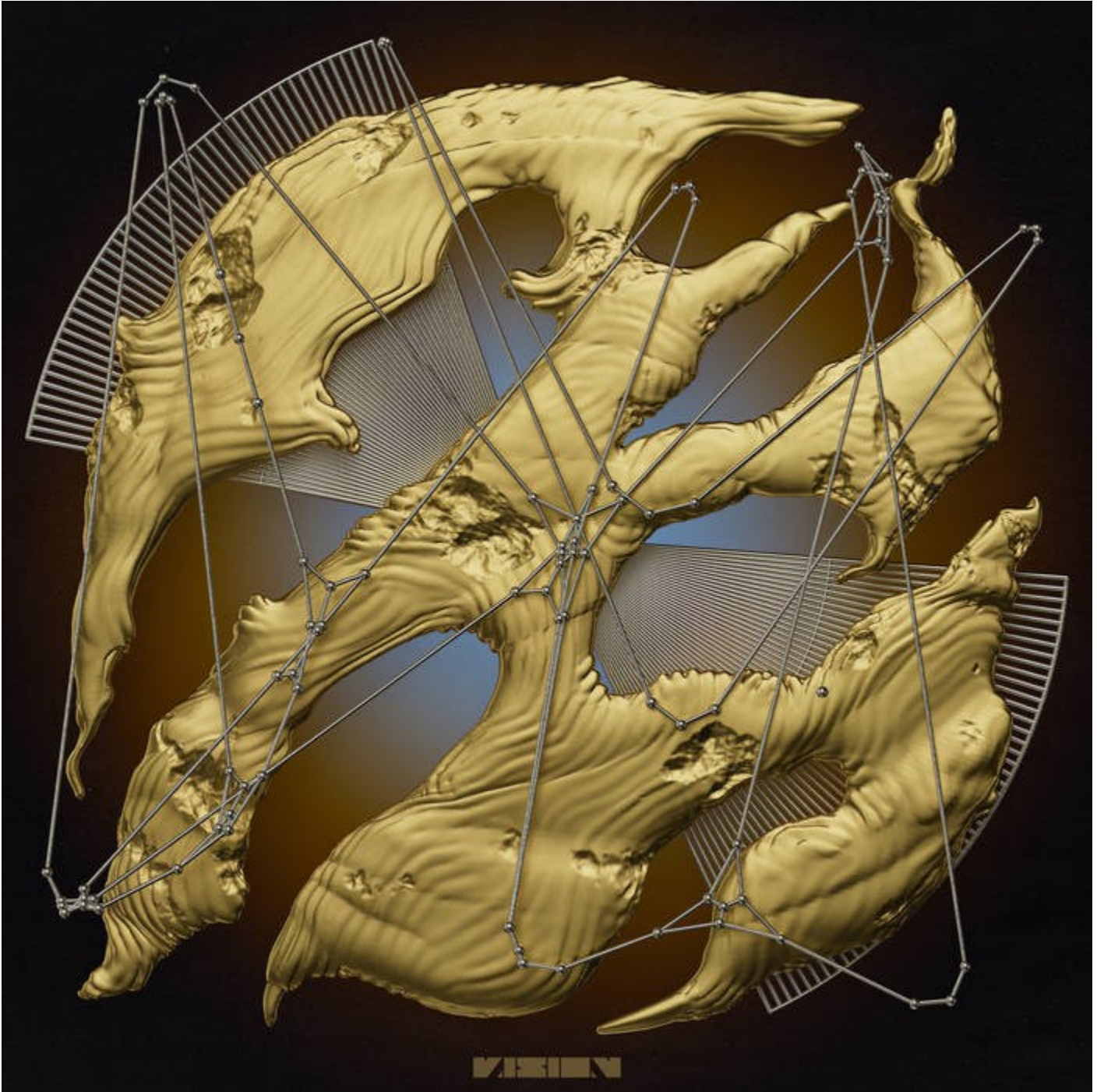
7: More Than Friends



<https://machinedrum.bandcamp.com/album/vapor-city-archives>

Hide Sun by Machinedrum & Holly

(I like the weird melody and the “yiffing” (?) sound like modified bedsprings)




<https://machinedrum.bandcamp.com/album/hide-sun>

Track 1: Gunshotta (I like the ragga voice coming in and out)



<https://machinedrum.bandcamp.com/album/gunshotta-ave>

BTW I like Redout2's tracks because they have lots of straights and little chicanery compared to Wipout or BallisticNG. I hate the ships, tho: too organic-looking.



3 /4

- 1 Mermand -359m
- 2 Mauello -57m
- 3 TheApexHound
- 4 Ahmad +28m

01:00.146 | **24%**
BEST: 00:00.000 | LAP 1/2

2nd Mauello


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KMH

361

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THIS GAME IS INSANE - Redout 2 Career Mode - Part 1 (PS5 Gameplay)

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21K views 2 years ago #Redout2

<https://www.youtube.com/watch?v=bEP3OPy5pPY>

TODO: check out the Caracal Project since “While you count down” is intriguing./ Baugruppe90, the collabo on the track, is less interesting.

I hope I don't break your knees By The Caracal Project from the EP: Self reflections:



<https://soundcloud.com/thecaracalproject/i-hope-i-dont-break-your-knees-free-download?in=thecaracalproject/sets/self-reflections>

Not even sure I like the song but its just so strange...and has a driving beat 😊

Track 2: Charmes



<https://soundcloud.com/thecaracalproject/charmest-1?in=thecaracalproject/sets/homegrown-ep>

Other good ship selection screens:

1. Fast RMX
2. Redout 2
3. Pacer
4. Antigraviator

TODO: check out Reso's Disco e.g. Waveracer EP's title track.

Track 3: Coming back to you

Track 4: Ricochet

8: Echo loss

11: Happy Travels

12: Unexist



<https://reso.bandcamp.com/album/ricochet>

track 3: Vertex (like the heartbeat motif)



<https://reso.bandcamp.com/album/vertex-ep>

Track 1: Spectres ← Okay track but it makes my head bounce

(Spectre EP)



<https://reso.bandcamp.com/album/spectre-ep>

Here's a remix from the Tangram album. I like the first minute and a half of it.



<https://reso.bandcamp.com/track/check-12-starkey-remix-3>

(and the album art is sick)

This track'd be good as an interlude between other bangers. I like the driving melody but the beats are not that interesting. Also the album art is *chef's kiss* especially when small (zoomed out) perhaps cuz it looks like futuristic metal that could be part of a ship/robot.

Reso Temjin

Extended Play

Civil Music GN011 Two Times Twelve Inch
All tracks written and produced by Reso
Two Thousand and Nine

A1* Otacon
B1* Hemisphere
C1* Armored Core
D1* Hyperglide
D2* Channel Pressure



<https://reso.bandcamp.com/track/channel-pressure>

Reso & I.D - Shifty

from The Early Works (Compilation) by Reso

(I like the first 3 minutes of the track and the ending 30 seconds. Love the bounce of the track which starts in about 50s in)



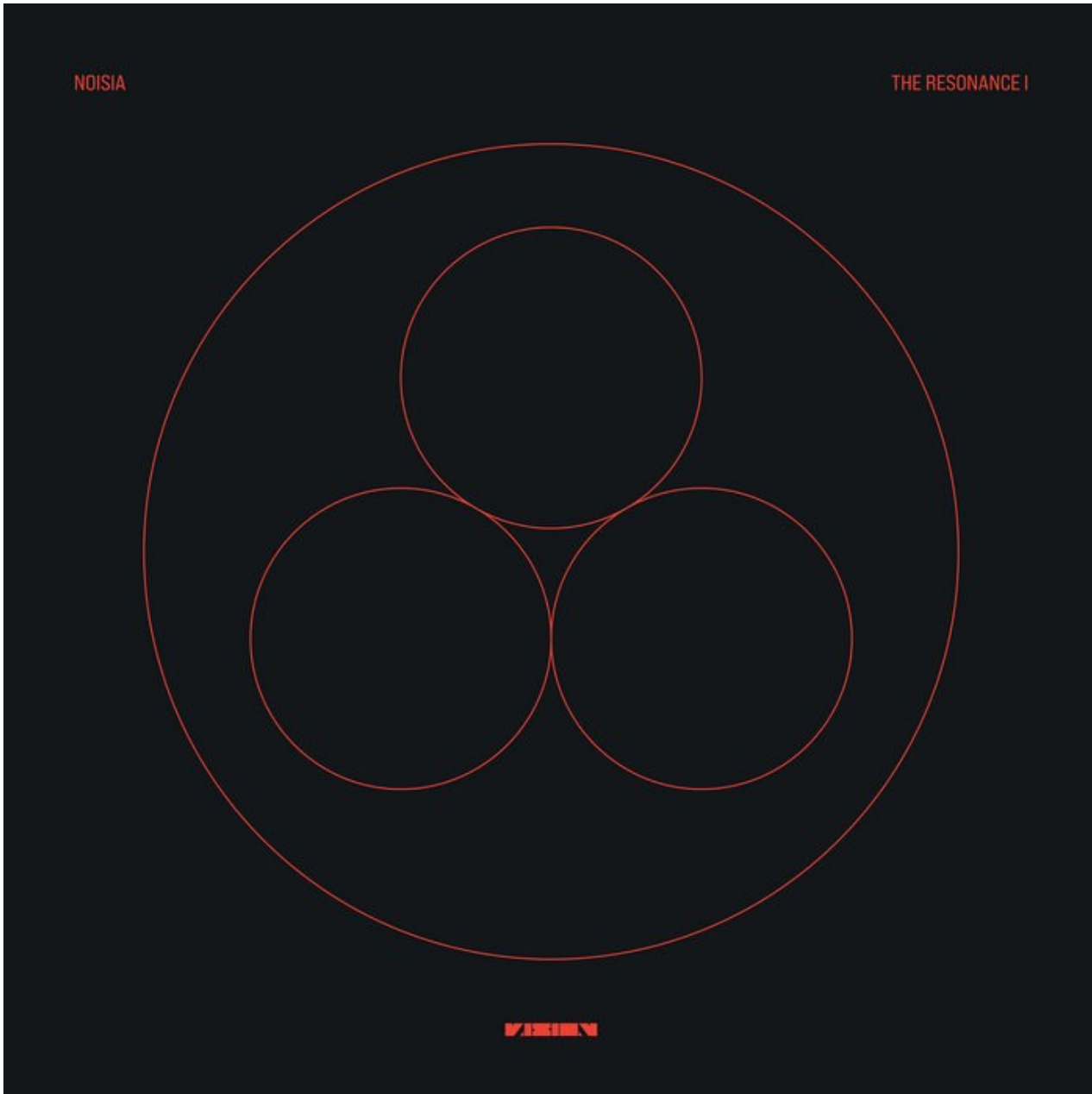
<https://reso.bandcamp.com/track/shifty>

TODO: Need to check out Noisia's disco since Eprom gave them a shout out

Track 1: Could this be (malux remix)

2: Incessant (IMANU remix)

3: [Tommy's Theme \(The Caracal Project & Grey Code's Tank Engine Remix\)](#)



<https://noisia.bandcamp.com/album/the-resonance-i>

2: Nova (with Camo & Krooked)

3: Shibuya Pet Store (with The Upbeats) ← don't like it much in the moment but the melody sticks with me

10: Halcyon

18: Supersonic (VIP) (with Skrillex, josh pan & Dylan Brady)

19: The Hole Pt. 1 ← "Apart from that it's also in a different time signature than 4/4 (it's more or less 17/8). This makes it virtually unmixable too. We hope you enjoy it."



<https://noisia.bandcamp.com/album/closer>