

# LAND OF PANS AND MUSIC



# Land of Fans and Music 3

In 2011, some musicians got together. They had an idea, to grab together some of the many pieces of fan music floating around the MSPA forums and the internet, and compile it into an album for the fandom to download. I can remember excitedly heading to my second semester classes at university listening to the tunes that these fantastic artists had provided, and the track art to go with each song. I'm so glad to have worked with most if not all of these musicians along the course of the past 3 years.

I got my own chance to participate in these endeavours in 2012, with the fan musicians coming together to work on Sburb OST and LoFaM 2. And now we're here, in 2013, releasing LoFaM 3 for you all. I hope you love each and every track on this album, much like I remember loving LoFaM in 2011. Many thanks have to be extended to everyone who brings these projects together, most of all Lune, who has handled everything art for the project! I couldn't have done it without her. Thanks to Brad for making the booklet, AndrewNeo for hosting all this fan music for us, Xzaz for being incredible at picking tracks and references, as well as the brave sacrifices he has made for the album, and to Solatrus, Konec0 and Mark for helping along the way.

Thanks for listening!

- Veritas Unae

So this sure is a thing! I did art for LOFAM2 and retconned in a nice banner for the rehosted LOFAM1, so naturally I sold my soul to the LOFAM once more to draw things and wrangle some artists for the third album! I consider this project a tribute to the creative side of the Homestuck fandom. You guys rock! I hope you enjoy this album and take a look at all the cool art for it.

- your friendly neighborhood Lune

*Cover Art by quiet serval*

## The Delicate Art of Temporal Manipulation

*Music by Eston "silence" Schweickart*

*Art by Ella [dodostad]*

Hi there. I am the guy doing the commentary booklet again. You can recognize me by the yellow text. This is one of the few tracks where either the musician or artist didn't leave commentary. Though there aren't enough free pages for an epic tale like last time, I figure I can find something to put to fill in the blanks.

Some cool time-reversal effects in this track. Very reminiscent of the Felt album. Cool art, too. Always like Ella's stuff.

I want so very badly to draw cherubs, Lord English chasing down poor Calliope.



## Bite The Apple

*Music by Matt "NiceWizard" Lee*

*Art by inimitable-nectar*

Hey there! Bite the Apple is a song about John going from being a goofy kid playing the piano to a goofy kid being launched into SBURB! For me, this was an incredibly refreshing song to write, and I still find it refreshing to listen to! You might even call it... A Breath of fresh Heir. I'm so sorry, I'll never make puns again. Thanks for listening!

In this piece, John is biting the apple. Clever!



# Planet Cracker

Music by Colin "Elision" Stanfill

Art by awakesleeping

I wrote this song as an art exchange for redux on the forums who wanted more sunsetter remixes.

When I first saw the track's name on it's own I thought of Caliborn's planet quest, but I thought this song was too upbeat for that, so I went with a Derse and Prosprit's moons exploding and the Alphas reaching godtier. I really enjoyed drawing Jake and Jane's face. Drawing Derse and Prosprit was quite the challenge but I hope I managed something recognizable! I tried to include some pixely elements and most of the godtier update (unfortunately I couldn't find a place for Jake's crotch but hey we all know why he's so shocked).



I'm Not A Hero

Music by Robyo

Art by infinitymechanism

Ok so no art OR musician commentary for this page.

This track is a jamming remix of Upward Movement...  
Pretty rocking! Also there might be a banjo in it at  
2:45. Might be something else, but it certainly  
sounds like a banjo to me.

The track art is Dave Strider from Homestuck. He is  
the one referenced in the song title. He's not a  
hero.

John is the hero. (See track 19)



**confinis**

*Music by Ashley "horizon" Lyons*

*Art by paveffer*

As a theme for the Disciple/Signless(Sufferer) pairing, I wanted the song to be haunting, cold, and foreboding, but still beautiful and rich.

The word **confinis** is latin for "beside" or "adjacent to" -- in astrology, it is another word for semisextile, which is an aspect of  $30^\circ$ . Such angles only occur when two planets are in two signs next to each other; in this case I'm referring to Cancer and Leo. The song (and image, for that matter) both follow this concept of 'togetherness', no matter what may face them -- and you'll see that The Disciple keeps her promise, as she is found in our night sky beside the prophet Cancerian.

Don't see much art or songs for the Ancestors.  
Both are pretty.



**confinis**

*Music by Ashley "horizon" Lyons*

*Art by paveffer*

**Lyrics:**

Though rain shall fall and blood shall spill

I swear on the stars shining up above

Through war and strife, and winter's chill

I'll stay by your side, my love



## Emissary of Dance

Music by Mai Yishan (Cat Boss)

References to MANY SONGS

Art by poinko

This is more of a MGDVN 2.5 than a 3, really. After DSD I was all, okay I'm tapped out of official Homestuck songs, what now?

Fanmusic. Fanmusic is what.

This song is essentially a love letter to the huge, burgeoning, and pretty much excellent fanmusic community. There is so much creativity and talent there it is pretty ridiculous?? Also, I would probably never have gotten any of my stuff online if it wasn't for the community's support so basically you guys are awesome.

now the hard part

Quotes songs by... \*deep breath\*

eston"silence"schweickartbradgriffin(avinoch)malcolmbrownpaul tuttlestarclarkpowellcharles"crazy-8"neudorfwilliamascenzofirstturnfoldkerel.joneserik"jit"scheelekristian"dacen"andersonnicksma lleymichaelguybowman... \*puff\* \*wheeze\*  
...brenna"randomcounter"curranyan"nucleose"rodriguezmarknabors(shadolith)sammneilandmax"imbrog"wrightgecdaividkorobert"kali"blakerpaige"hrmnzr"stanleysinisterpsycheian"myuse rnamesmud"whitetoby"radiation"foxveritasunaedavid"dirtiest"dyctuseamdogfightdavideillis(alunatic)sdaydream"demographerist

Full music credits on next page.



## Emissary of Dance Full Reference List

Emissary of Wind - Eston "Silence" Schweickart  
Rabbunctious - Brad Griffin (Avinoch)  
Anbroids V2.0 - Malcolm Brown  
Indigo Heir - Paul Tuttle Starr  
Lancer - Clark Powell  
Outer Reaches (Veil) - Charles "Crazy-8" Neudorf  
Rust Servant - William Ascenzo  
Gold Pilot - First Turn Fold  
Teal Seer - Kera L. Jones  
Eternity Served Cold - Malcolm Brown  
Despot - Erik "Jit" Scheele  
Land of Wind and Shade - Kristian "Dacen" Anderson  
Dirgeish - Nick Smalley  
Scourge Sisters - Erik "Jit" Scheele  
Vigilante - Brenna "Random Encounter" Curran  
A Fashionable Escape - Yan "Nucleose" Rodriguez  
Layers Upon Layers (Build Theme) - Mark Nabors (Shadolith)

Iron Infidel - Samm Neiland  
Cumuloseerus (Oracle Clouds) - Brad Griffin (Avinoch)  
Embittered Shore - Max "Imbrog" Wright  
Final Stand - Gec  
Dissension - David Ko  
wwretched wwaltz - Robert "Kali" Blaker  
Chronology - Paige "hrmnzr" Stanley  
Fuchsia Ruler - Sinister Psyche  
The Ballad of Maplehoof - Ian "MyUsernamesMud" White  
Minihoof's Adventures - Michael Guy Bowman  
Starkind - Toby "Radiation" Fox  
Cobalt Corsair - Max "Imbrog" Wright  
On Golden Dreams (Prospit) - Veritas Unae  
Jackpot - Mark Nabors and Charles "Crazy-8" Neudorf  
Checkmate - David "Dirtiest" Dycus  
Dogfight - Team Dogfight  
Cyan Beast - David Ellis (A Lunatic's Daydream)  
White King - Demographerist

## Dance of Veridian and Violet

*Music by William Ascenzo*

*Art by rosesarecrimson*

Dance of Viridian and Violet is an old track of mine--about two years old! I was surprised anyone remembered it enough to nominate it for Land of Fans and Music 3, but I suppose I should never underestimate people's willingness to dig years back through a fanartist's works. Anyway, like I said, it is very old and absolutely no mastering was used on it whatsoever (I'm scared to actually look at its waveform) since back then I didn't know what mastering was. The song ended up sounding quite beautiful, and I still think so today, despite my relative lack of skill.

Of course, this track being so old, I'd long since deleted the original FL Studio project file during spring cleaning, so I didn't have access to any of the MIDI data (the same thing happened with Sign of the Scorpion). I couldn't even properly remaster the song since I no longer had a lossless source. That's why I made a brand-new arrangement of the piece for LOFAM 3 that captures the piece's original beauty and romantic feel while only adding to its richness and elegance. Both Dance of Thorns and Endless Climb are hinted at in the composition, and while there aren't any quotes from Alternia/Bound, the stately elegance of the piece is meant to recall Kanaya.

This was a piece where I had the concept from day one. I knew that the piece ought to be ballet-inspired, given the prompt. Grimdark Rose and Kanpire were aesthetic choices - I wanted their duet to be balanced, with neither one taking the background role, and the duality suited the theme nicely.



## Warweary Villein

Music by Hannah "Snortrax" Medina

Art by piskomil

Warweary Villein is a song about my personal favorite character. Inspired by Toby Fox's 'Mayor Maynot' it is about how such a little dude can be such an inspiration for a massive call to arms. My favorite part about the piece is the harmonies. The song was also revamped for the LoFaM3 album and completely remade from the ground up. Hope you enjoy!

He's on a walk with his citizen-cans. They're having a lot of fun if you couldn't tell.



**Warweary Villein**  
Music by Hannah "Snortrax" Medina  
Art by piskomil

Lyrics:

You're a little superhero  
You're the mayor  
you're the one

You've got the courage  
To stick to it  
Maybe not the brains  
Maybe not the Brawn

Wave your flag high  
Let the mercy show  
Let the merciless one know  
The crown has got to go

\*repeat "Mayor"\*



**Thermporia**

*Music by Yan "Nucleose" Rodriguez*

*Art by insecureIllustrator*

This song came out of strange feelings.

I thought that a lot of remixes of this song were treading the same ground, and while they were cool I liked this song enough to try my own shot at it using what seems to be becoming my signature style. Well people enjoyed it, but I still think it could have had more... pizazz.

*sooooooo gooooooood*

*no, but really, SOO GOOOOD*

*-veri*



720413

*Music by Lark Mordancy*

*Art by sayachan-art*

Sburban Jungle has been stuck in my head since the moment I first heard it in Homestuck, and the rest of Michael Guy Bowman's work is equally memorable. For this piece, I chose to mix Sburban Jungle with 69423 from his album Comfortable Bugs. As for the title, well, I'm thinking of a number between 450 and 850...

This music gave me a ton of inspiration for the track art but I had to draw a lot of different things and concepts before I actually came down to what I really wanted. For starters, Sburban Jungle has always been the music that kick started the game for the kids. For a beautiful track like this I felt the need to be a bit more abstract, so as the kids rise up, they bleed this colourful and glitchy glitter and the image itself follows the sequence of the Zodiac Signs (Trolls made the kids), Green Spirograph (Beta Kids session) and the game reset which made the Sburb logo red (Alpha kids session).



## March of the Aluminum Soldiers

*Music by Ian "myusernameis mud" White*

*Some percussion provided by Veritas Unae*

*Art by rosesarecrimson*

Ian:

it is a march  
inspired by kirby games  
and I guess Sousa  
that guy is like the king of marches

Veri:

i didn't even do anything except duplicate a snare sound  
that's it  
also sousa is the best

I knew from the minute I read it that I wanted it to look something like a Russian propaganda poster. The toughest thing about this was the over composition. Turns out it's reallllllly hard to get a rectangular composition to translate to a square.



# An Uncertain Venture

*Music by A Lunatic's Daydream*

*Art by awakesleeping*

This is intended as a walkabout track.

No guitars this time.

This piece has a bit of back story that I made up and I suppose and I might've been more than a little self-indulgent here with my otp, but it's what the song made me think of. So the idea is that Dirk and Jake are adventuring together on lomax with Sawtooth and Squarewave (who are providing the hip hop backdrop). I imagine Dirk would be very controlling during tomb raids and such, taking the leader role, or at least being manipulative in some way. Overall just being intense and intimidating with his robots. I think this would really make Jake feel uncomfortable and... (wait for it) uncertain about his feelings towards Dirk. I think the songs vibe really matches this as well with the cool electronic instrumentation (Dirk) and the walk around looping anxiousness of it (Jake and his adventuring).



## Hymn Of The Horrorterrors

*Music by totalspiffage*

*Art by ladylovelycocks*

This is a piece entirely done in a constructed language entirely created by me. Details can be found on the original post on tumblr found on the 'melodystuckrose' blog:

[http://melodystuckrose.tumblr.com/post/40875330244/  
hymn-of-the-horrorterrors-futma-kul-shemtor-be](http://melodystuckrose.tumblr.com/post/40875330244/hymn-of-the-horrorterrors-futma-kul-shemtor-be)

Pretty would be an understatement.

I particularly like the lacy border.



# Hymn Of The Horrorterrors

*Music by totalspiffage*

*Art by ladylovelycocks*

Lyrics:

MAY I BE FREE SOON - FUTMA KUL SHEMTOR  
FREE ME FROM THE HORROR - FUTMA TUJ TUGLUTHINKLEHT  
I CALL TO THE LIGHT WITH HOPE - THIFTA LISH TUWIRG FU BIMIKE  
I CALL TO THE DARK - THIFTA LISH TUKLEHT  
MAY I BE FREE SOON - FUTMA KUL SHEMTOR

I FEEL POWERLESS - SHITA FO GLUTHINJO  
I FEEL THE HORRORTERRORS' CRIES - SHITA GLUTHINKLET TUTAK TERSH  
THE DARKNESS DEEP WITHIN - TUKLENGET FORIN JO  
THE ENDLESS TEMPTATION - TUTORKLIB FORTU FERSH  
MAY I BE FREE SOON - FUTMA KUL SHEMTOR

SHOW ME THROUGH THE DARK - MIRMI ETIN TUKLET  
I FEEL THE GREEN LIGHT - SHITA WIRG FLUKET  
AROUND ME - JAR MA  
WITH ME - FU MA  
AND SOON MAY I BE - TI NU, FUTMA  
MAY I BE SET FREE SOON - FUTMA KUL SHEMTOR



## Sgrubian Wilderness

*Music by Veritas Unaë*

*Art by Brad "Avinoch" Griffin*

I did this piece a while back, quite some time ago now. It was a hypothetical theme for Sgrub in the same vein as Sburban Jungle was. I considered reworking the piece, but everywhere I turned the piece wasn't really getting better, so here it is in all its original Sibelius 6 glory! Imagine this playing as all of the trolls enter the medium for the very first time. Go imagination, go!

**Karkat furiously playing the marimba ostinato.**



**Medium**

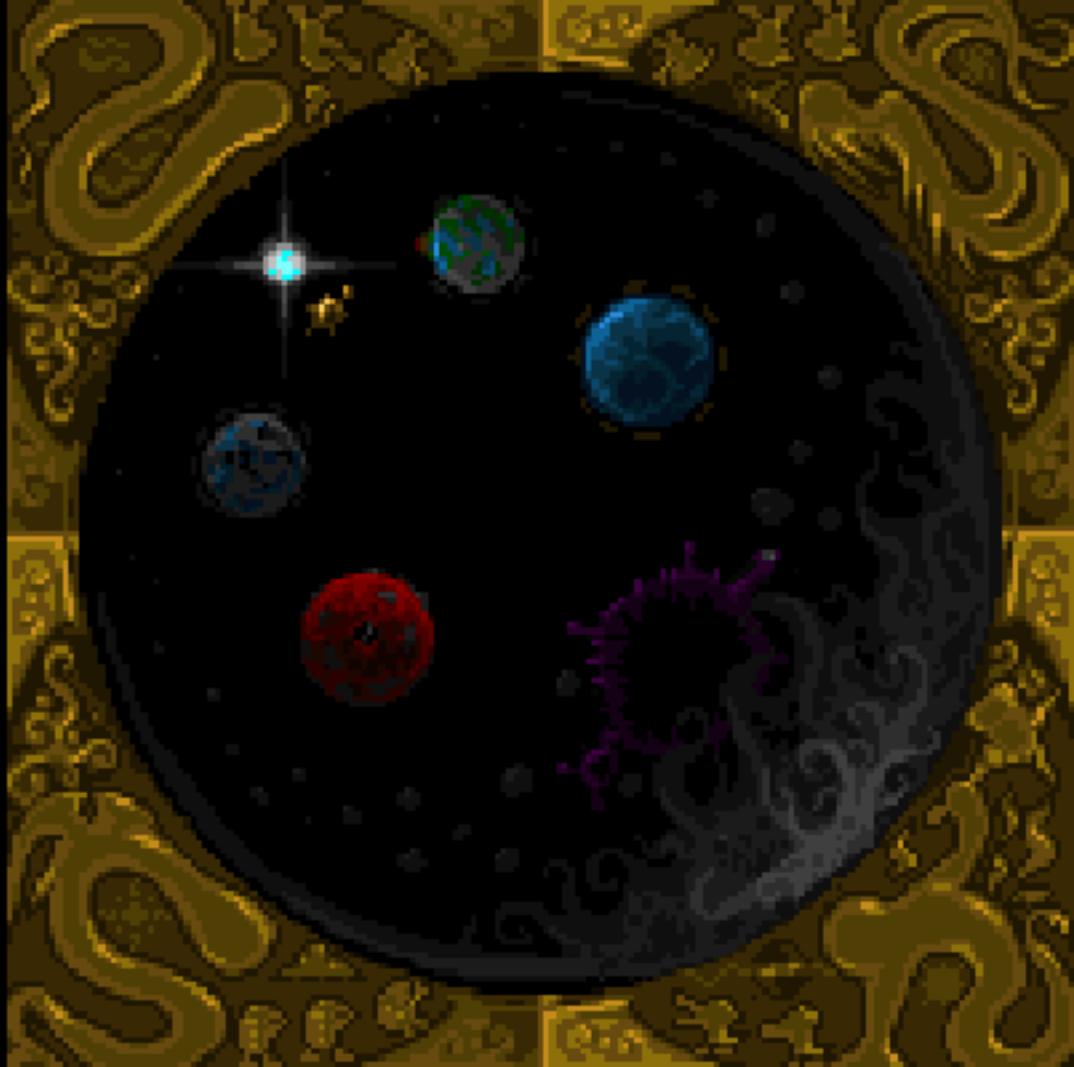
*Music by Arzenic*

*Art by scarodactyl*

This song was my first serious attempt at incorporating vocals into music. At the time this song was created, I had no recording equipment other than a mic on my webcam (and I actually used that same thing to re-record the vocals). Since the audio quality was incomprehensibly bad, I ended up messing around with equalization and limiting a lot, and because of that, I had to change the song to compensate. It went from a more acoustic song, to a song that used a lot of percussion, to even chiptune at one point. It finally settled on this pad-synth kinda' style, and I'd say I'm pretty pleased with that.

Excluding the actual production, the subject and title of the song, "Medium", really stood out to me while I was making it. The Medium holds all of the planets, all of the life, and all of the excitement of S\_\_b. Actually, it holds everything that there is about the game. So, I wanted to make the song sound vast, but I also wanted it to be a bit more personal. Maybe "vastness of the mind" could be a good description. All in all, I'm satisfied with the song, and I hope whoever hears it will be as well.

I really enjoyed working on this one. Trying to get the entirety of The Medium into the canvas in a coherent way was an interesting challenge.



Medium  
Music by Arzenic  
Art by scarodactyl

Lyrics:

Alternating.

Oscillating.

Head is shaking.

Knees are aching.

Thoughts are spiraling.

Caught compiling.

Median interest.

Nothing to tie us.

Medium [x4]



# Fracta Sub Luna

Music by Thomas "EidolonOrpheus" Ferkol

Art by Ella [dodostad]

## MANDELBROT "EAT FRESH" MOON

I imagined this song would fit Snowman perfectly, so I tried to squish dramatic moonlight and her into the same square and this is the end result.



# Fool

Music and Art by PhemieC

A sad, one-sided GamTav song from Gamzee's POV.

## Lyrics:

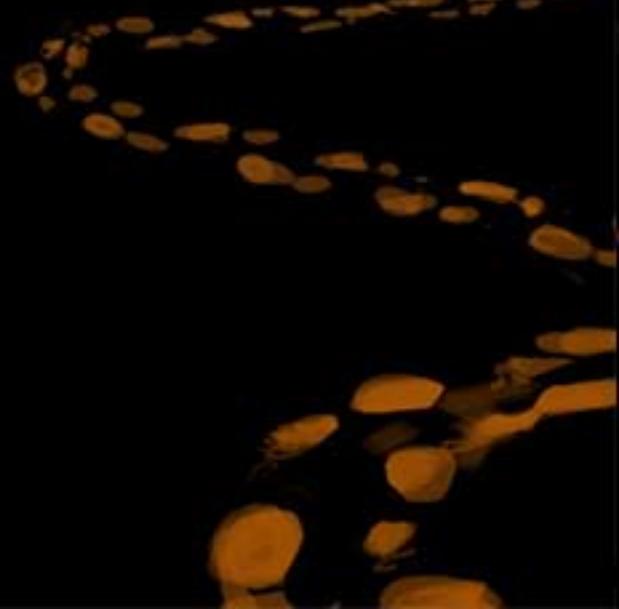
Boy, you get my guts tied up in such a twisted noisy ruckus  
Heaven sent that you are, wouldn't lift a claw or cut me off 'cause  
Rambling as I ever am I shamble to your chair and stables  
Watch you all enraptured as you shuffle cards and stutter fables  
Break my habit, you're my habit, I'd trade my limbs for one of you  
Two legs for two lips, now I'd say that's a fair trade, wouldn't you?  
Drop my habit, you're my habit, I'd trade my habit to get you back and I'm  
Like a fool without a calling, like a heartsick fool  
Boy, you like to play the martyr, but if I pray a little harder  
If I close the window and come back here when I'm not so sober  
If I said it plainly not in riddle-rhymes, all cagey,  
Would you answer with a smile made of brackets or look at me strangely?  
Break my habit, you're my habit, I'd trade my limbs for one of you  
Two legs for two lips, now I'd say that's a fair trade, wouldn't you?  
Drop my habit, you were my habit, I'd trade my habit to get you back and  
It's you and I again just writing, shiftless, click clack clicking, grinning  
Like a fool without a calling, like a heartsick fool  
Boy, you're on the floor and on my fingers, dripping from my kisses  
Eyes so vacant, would you hate it, if I said you look delicious?  
The laughter dies and rots inside me, brother, it is you all over  
Stay beside me here and guide me, unrequited would-be lover  
Took my miracle, you're my miracle, I'd trade my brains for one of you  
Two gods for two voices, I'd say that's a fair trade, wouldn't you?  
Need a miracle, you're my miracle, I'd trade a miracle to get you back and I'm  
Left without a friend, soaked to the bone and backwards bent  
I'm seeing shades, screaming repent your sickness leave it here for lent  
Now witness, here, a fool without a calling! I'm a heartsick fool.  
Still the fool without a calling, still a f\*\*king fool.

# FOOL



A Gamzee Makara/Tavros Nitram Fansong

BY PHEMIEC



You're the Hero (It's You)  
Music by David "Dirtiest" Dycus  
Art by ladylovelycocks

Written for, but not entered in, the Homestuck music contest. It would have been submitted for John. It was loosely intended to be a major-key counterpart to my song "Checkmate" from Colours & Mayhem: Universe B.

This art is about John because it was established earlier that Dave is not a hero (see track 5).



Oh Hi There Lil Cal

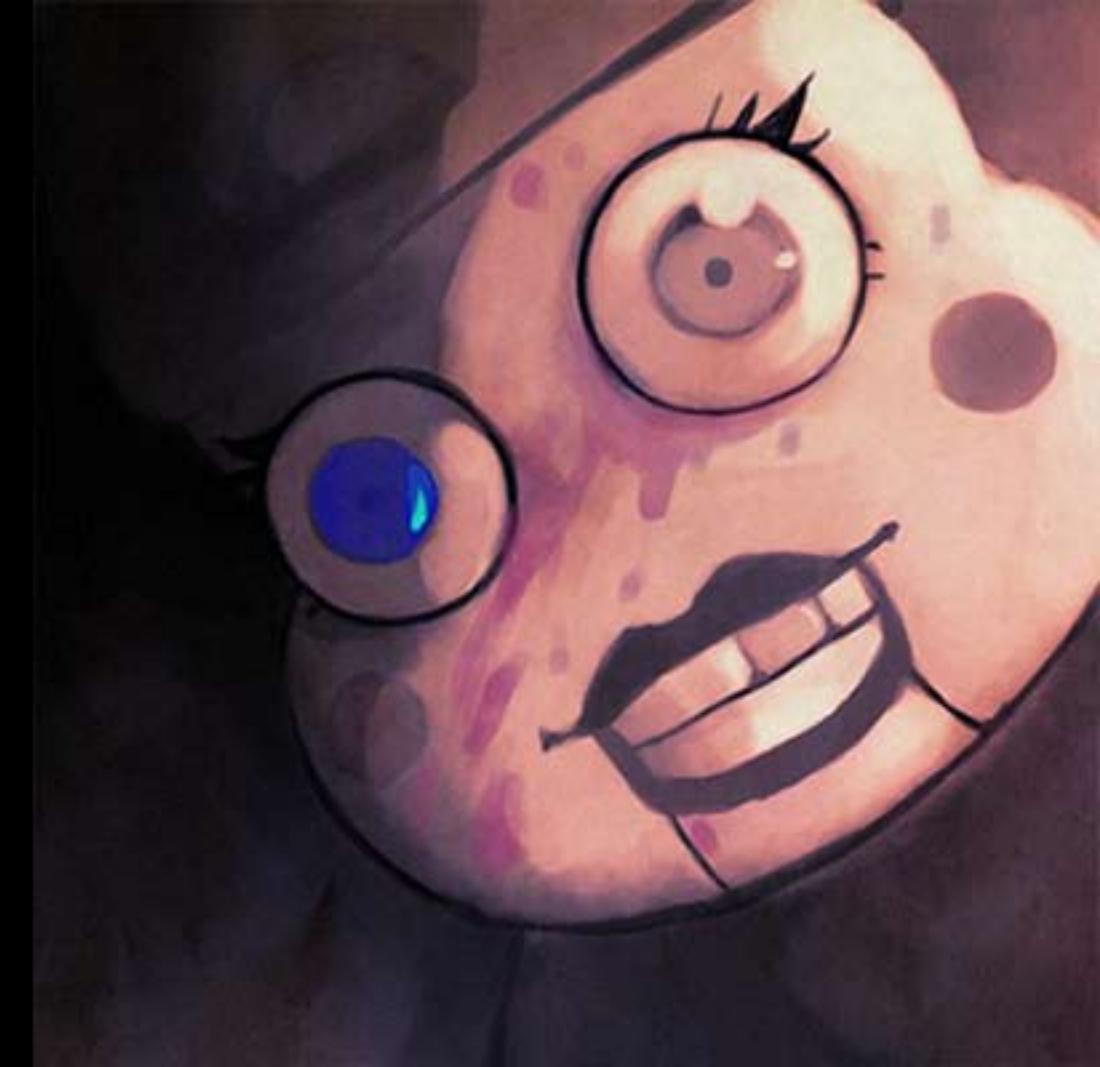
*Music by Mai Yishan (Cat Boss)*

*Art by Ella [dodostad]*

This is a remake of an old track I made back when lil' cal was still a creepy little puppet, which actually, is all the time.

HAA HAA HEE HEE HOO HOO HAA HAA HEE HEE HOO

I originally drew this on a post it note, and it kept reappearing in weird places and scaring me. It was a sign I had to paint this, I think.



## Courtroom Shuffle

Music by Nitrosparxx

Art by Paula Viera [elanorpam]

Well, I certainly didn't expect this song to take off like it did! What was originally just another remix suddenly became one of my most well known and recognized songs! It all started when I saw an interesting post speculating what instruments the trolls might've played. There was harp for Aradia, there was guitar for Tavros, and for Terezi it had clarinet. As soon as I saw that, I knew I had to do a jazzed up remix of her theme. So for about two days, I transcribed the melody, worked out some chords, and did up a bassline and drumbeat. It was kind of weird working on this song, since I was using the unconventional 8/4 time rather than 4/4 time. The reason for this was to make the eighth-note swing sound like sixteenth-note swing. Although I'm not as much into Homestuck any more and I feel as though I've written better songs since then, I am still pleased that a lot of people liked this song!

This track was actually slated to be on LOFAM 2 originally, but got pushed for some reason or other. This art's been around since then. Very dramatic.



## Waveform

Music by NDividedByZero

Art by Yorick Cobb (YCobb)

In June 2012, Homestuck Volume 9 was released, and I was real excited. Given that it had been months since the whole team had made a new collaborative effort, I took no time in replaying the album several times a day for weeks after its release. As you might expect, this kinda gets into your subconscious. And one night, I had a dream. I was in my room, listening to Trepidation. Then... actually, I'm pretty sure that was the whole dream. When I woke up, I began thinking about what the dream could have meant. My conclusion was that I should probably listen to Trepidation some more. And I did. And it ended up becoming my favorite Homestuck song.

About seven months later, I reminded myself about the fact that the LOFAM 3 project was probably about to start soon. Resolving to make a quality song before the selection process began, I decided to make a Trepidation rearrange, given that I practically knew all its notes by heart by then. So I opened up FL Studio, and began working nonstop for the next day and a half to finish it. It ended including not only quoting Trepidation, but also Negative Aperture, Miasmajesty and Upwards Movement, and I'm pretty proud of the end results!

This picture started out digitally as an attempt to imitate N's original placeholder, but I had to restart it when the pen on my tablet wore down. Because I am more comfortable with physical media, the piece was free to go in more interesting directions. I feel digital art is better suited to applications like music art, so I added distinctly digital colors.



## Maidswap

*Music by Ashley Jones*

*Art by scarodactyl*

I find that a lot of my Homestuck tracks tend to be medleys: One of my first ideas for a track was the Gamzee vs. Dave rap battle with all their motifs as a backdrop (that never really kicked off because UGH, LACK OF VOCAL TALENT ON MY PART). This one follows a similar vein; Her Imperious Condescension vs. Lord English's Handmaid. I wanted the track to show how tired of life the Handmaid had become, so a lot of her motifs get cut short quite abrasively by HIC's "attacks", as it were. She puts up a little bit of a struggle sometimes, but eventually she just accepts her fate and lets herself be replaced. So ends the tragic tale of the Alternian Ancestors.

All of scarodactyl's art was actually slightly smaller than the resolution I used for this booklet. Hopefully upscaling it didn't ruin the pixels too much.



## Sleepy Eyes of Derse

Music by Colin "Elision" Stanfill

Art by multiversalInk

This song was written for the colours & mayhem content, but was never entered.

There's no sleepy eyes,  
Just a snoozing Roxy butt.  
(I'm not complaining)



## Sign of The Scorpion

*Music by William Ascenzo*

*Art by rufiohbascoh*

Sign of the Scorpion is an old track of mine, about maybe 14 or 15 months old, and while I'm legitimately proud of a lot of compositional elements, the mastering and production horrified me looking back on it. Like Dance of Viridian and Violet, I'd long since deleted the project file, since it was just a one-off Homestuck song that I figured I was unlikely to ever need again, so I made a new arrangement of the piece from scratch, taking elements I liked from the original and putting them in a new context. It doesn't quote any Homestuck themes (I don't believe the original did at all), except for a brief mention of Spider's Claw right at the end. The new arrangement has a bit more of a hard-rock feel and toned-down orchestral elements, making it a bit more reflective of Vriska as a character.

I did a track art for one of Ascenzo's songs back in LOFAM2 as well and also the art for Rust Apocalypse. So, when I saw two songs by him on the available songs for track art, I couldn't really help myself. His songs are great. I know you like it, I can tell. Hope the track art seems suitable, and that you'll enjoy that as well. I have nothing else to say on the matter. That's it.



**Aqueous Armagourdden** a pumpkin is a type of gourd that is the pun

*Music by Brad "Avinoch" Griffin*

*Art by Ella [dodostad]*

Like everybody else, I was astounded Malcolm Brown's *Pumpkin Party in Sea Hitler's Water Apocolypse* from Volume 9. For this song, I wanted to do a different take on it. Apocolyses aren't all fun and games, after all. Major props to Ella for the wonderful track art.

I loved the sound of this song but had a hard time figuring out what to draw for it, but whenever in doubt draw a sad Roxy inside a pumpkin.



## **Fortune Healer**

*Music by Joe "DoubleJoeSeven" Ouellet*

*Art by Paula Viera [elanorpam]*

This is a song for Aranea Serket. I originally set out to make this piece for a Hero of Light, mainly for Rose at the conception of the piece, but as I got further into making it, it became clear it was not a "Rose" song. Although I think this song goes off on too many tangents (not sticking to a particular melody or motif throughout the song) I find it suiting for Araena due to her tendency to jabber away at any chance she gets, often changing the subject multiple times. Or maybe I just made that up now to make it seem like I did it on purpose...The world may never know. I have also been thinking about making a sort of "sequel" set of songs to this one for Vriska and Rose. They would be called "Fortune Stealer" and "Fortune Teller" respectively.

**Aranea.**



**Bathearst's Theme**

*Music by Eston "silence" Schweickart*

*Art by scarodactyl*

NANANANANANANANANNANANNANANA

BATAMARI DAMACY

The first and only Problem Sleuth song on a LoFaM  
album to date. Hopefully not the last!



# The Metamorphosis of Rose Lalonde

Music by Thomas "EidolonOrpheus" Ferkol

Art by Racheme

A three movement piece based on Rose Lalonde's character developments from normal to grimdark to god tier. It's about 10 minutes all together. Also, the last of the Seer pieces. The first two movements were from early 2011, but the last movement was added after Cascade.

This beautiful track and it's title is very direct that this is about Rose and how far she has come since Act 1 so I just drew what it told me, I hope it is okay ;;



Theme of Slam Jam

Music by Mai Yishan (Cat Boss)

Art by plaidcushion

WORK THAT BODY WORK THAT BODY MAKE SURE YOU DON'T HURT  
NOBODY

GET WILD AND LOSE YOUR MIND

TAKE THIS THING INTO OVERTIME

HEY DJ, TURN IT UP

QCD GONNA yeah okay i'll stop now

(...c'mon and slam and welcome to the jam)

This is simultaneously the best and stupidest thing I  
have ever created. Thank goodness for the 90's.



JOHN DO THE WINDY THING

Music by Robert J! Lake

Art by Daysi [urbanweasel]

i was drunk

*John, do the windy thing,  
John, do the windy thing,  
John, do the windy thing,  
Do the windy thing...*

end of disk 1





## Land of Fans and Music 3 DISK 2

*Halfway there!*

I'ma get real for a sec.

The Homestuck fanmusic albums are very dear to me. I've met many friends and colleagues through the creation of the LoFaM albums and the Sburb OST project. I am honoured by each opportunity to work alongside such great talent, and to somehow be included amongst them.

Everybody involved is a great inspiration to me. Thanks.

-Avinoch

<- Art by Paula Vieira (*elanorpam*)

## Garden of Eden

Music by Veritas Una. A Lunatic's Daydream helped, too!

Art by azuzatori

Wow. This piece was a huge undertaking that started back when I first played Eden sometime... last year I think? I really connected with Tyler's piece, so much so that I made sure to let him know (and continue to let him know) how easy and intuitive it felt to play. I experimented with it, transitioning into psych0ruins, and then into Doctor. Being heavily inspired by Konec0's dance medleys, I thought to extend the piece, and extended it I did. Up until the Walk Stab Walk / Earthsea Borealis section was all ad lib'd on my piano, as I picked pieces I thought I could move between, and beyond there I wrote original scores straight into Sibelius which I could barely dream of playing. This piece developed into what you hear today, including the secret ending! I hope it moves you, as all of Homestuck's music has moved me. Enjoy listening to this 31 song medley! Some day I'll learn to play it.

A 'quick' fact, I had planned to continue the Killed By 8r8k Spider section through over the top of the Unite Synchronisation ostinato, but when I played back the section after the high G, staccatto F into the ostinato, I felt a powerful urge to just get straight back into the final version of Eden, which was written on whim straight into that 4/4 pattern and more fluidly in B minor. It feels like a new life has been breathed into Eden because of it, and I'm so happy to be the man to have done it!

scoot did piano  
i drew piano



## Garden of Eden

### Full Song Credits

Eden - Tyler Dever  
Psych0ruins - Toby "Radiation" Fox  
Doctor - George Buzinkai  
Savior of the Dreaming Dead - Malcolm Brown  
Sburban Jungle - Michael Guy Bowman  
Lotus - Seth "Beatfox" Peelle  
Growing Up - Eston "silence" Schweickart  
Flare - Clark "Plazmataz" Powell  
Showtime - Malcolm Brown  
Heir Conditioning - Joren "Tensei" de Bruin  
Dawn of Man - Michael Guy Bowman (+ Sburban Jungle)  
Cascade - Joren "Tensei" de Bruin  
Liquid Negrocity - Toby "Radiation" Fox  
Ruins (With String) - Erik "Jit" Scheele  
Black Rose / Green Sun - Malcolm Brown  
Crystamanthequins - Erik "Jit" Scheele  
October - Erik "Jit" Scheele

↓

Walk-Stab-Walk - Erik "Jit" Scheele  
Earthsea Borealis - Toby "Radiation" Fox  
Carbon Nadsat / Cuestick Genius - Robert "J" Lake  
Hate You - Toby "Radiation" Fox  
Three in the Morning - Clark "Plazmataz" Powell  
Rex Duodecim Angelus - Malcolm Brown  
Moonsetter - Toby "Radiation" Fox (+ Eden)  
English - Toby "Radiation" Fox  
Gold Pilot - First Turn Fold  
Nightmare - Malcolm Brown  
Killed By BR8K Spider!!!!!!! - Toby "Radiation" Fox  
Unite Synchronisation - Malcolm Brown (+ Eden, revised)

--- SECRET ENDING ---

Homestuck Anthem - Clark "Plazmataz" Powell  
Theme (Bonus) - Toby "Radiation" Fox  
Mother - Erik "Jit" Scheele

↓

## Electric Fireflies

Music by AutoDevote (*SparksD2145*)

Art by Paula Vieira (*elanorpam*)

Many of my recompositions tend to be experiments with lemotiffs, and Electric Fireflies is no exception. While largely focused around the light flicks of piano melody within Firefly Cloud and the song itself by Erik "Jit" Scheele, I found my experiment to take a course of it's own. I tried to follow Jit's carefully integrated elements of Doctor to discover that his method employed a much more flowing and intertwined realization of instrumental melody; this was something I felt that I did not achieve. I felt refreshing to observe what can only be described as mastery of melody, theme and atmosphere. It was a pleasure to make this piece.

Sketched and colored in Paint Tool Sai and color adjusted in Photoshop.

MY WORKPLACE TABLET IS INCREDIBLY SHITTY I AM SO SORRY  
CALLIE DESERVED BETTER THAN THIS also I actually forgot  
about Dirk's sword and only noticed it when I was about  
to post haha whoops



## The Blast

Music by Hannah "Snortrax" Medina

Art by Rachotamer

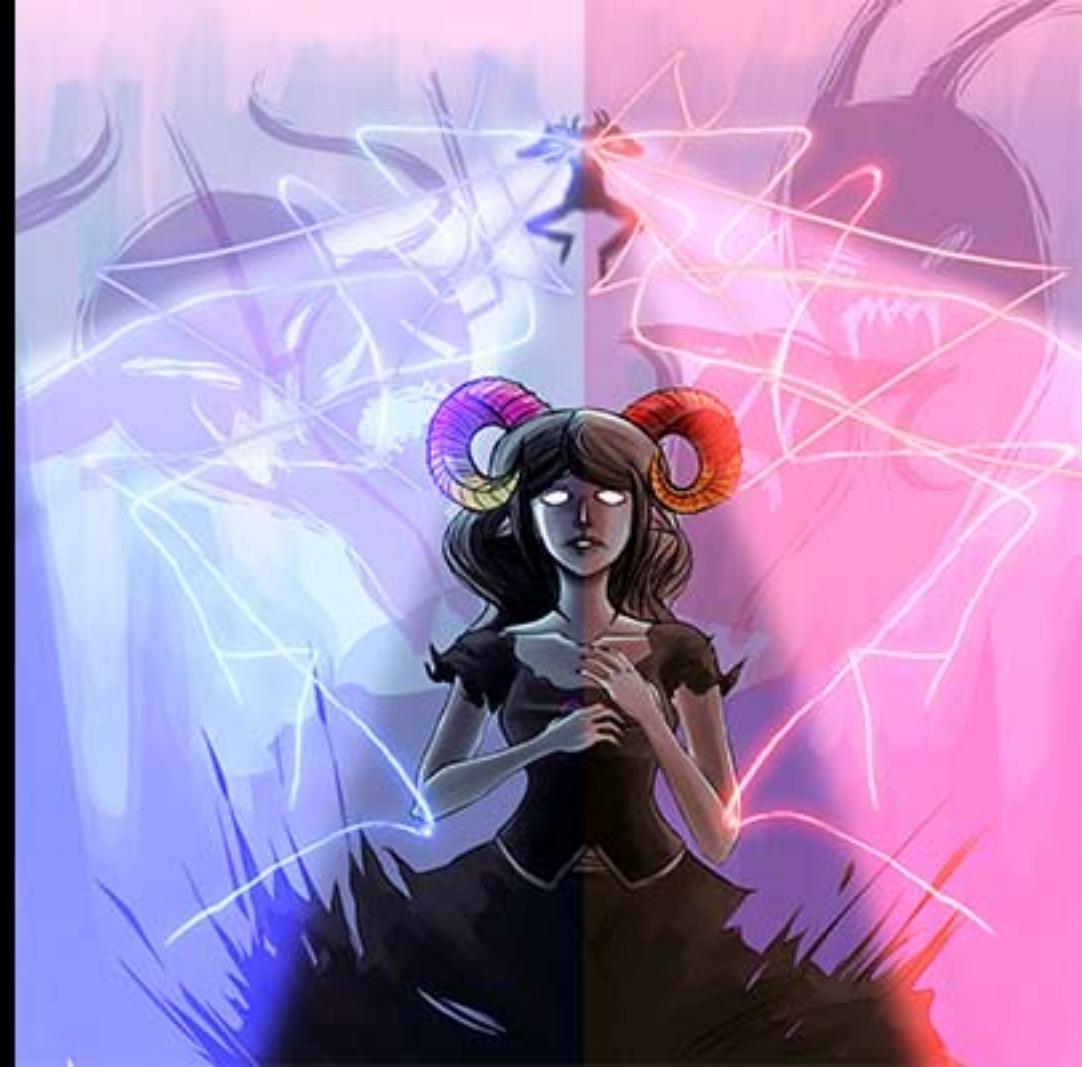
The Blast is a song written from Aradia's perspective regarding the 'sollux killing her hyped up on Mind Honey' incident. It is about her about to blow up about telling everyone that it is Okay. The song was written mostly as a 'Can I write a simple and effective only 4 chords song' and I think it was successful. The song was revamped for the LoFaM3 album and completely remade from the ground up. Hope you enjoy!

Oh man. "The Blast". I really love this song. Seriously, Snortrax is a very lovely musician. Go listen to her other stuff after you listen to this album!

Honestly, this track art took me... far too long to finish. Mainly because I decided to redraw Aradia completely once I had finished the lines HAHA OOPS.

But I think it was worth it in the end! I learnt a lot doing this, especially when it came to style and faces and painting, so hopefully it was worth it!

I also learnt that I can't draw psionic blasts for my life.



# The Blast

Music by Hannah "Snortrax" Medina

Art by Rachotamer

## Lyrics:

You should just move on  
I am still right here  
Please carry on strong  
I am still right here  
I'll lay all my hopes down  
On the grass beneath my feet  
The blast and the last sound  
Accidental defeat  
Will you give me your word  
you'll be okay  
I'm blasting away  
But I am still right here



**Dominion**

*Music by Thomas "EidolonOrpheus" Ferkol*

*Art by inimitable-nectar*

Me jumping the gun on making a land theme for Dirk.  
Had put it forward for Vol. 9 as just a track about  
him but didn't make the cut. Held onto it for a  
while hoping I could find some way to make it better,  
but it's aging on me.

I listened to the song on loop while I was drawing.  
I think it ended up being about 36 plays long.



## Run-Stab-Run

*Music by Yan "Nucleose" Rodriguez*

*Art by Crowbawt*

This was back when I cared about getting the first remix of at least one recently released song out for Homestuck. The result is this! I tried elaborating a bit on the material Jit gave so far, since at the time there wasn't much to go off of, and I think it fares relatively well. It's hard to feel good about old music sometimes though.

Slick strut!



# Tombs & Krypton

Music by Rob "Inoshiro" Little

Art by fueledbyanimation

I made this shortly after LOTAK was first revealed, and I wanted to capture the pressure and paradoxical claustrophobia of that huge space blanketed by a heavy, inert atmosphere. I started with the drums, which were just an attempt to create a kit from scratch that I didn't entirely hate, plus a ton of reverb. Next came the atmospheric elements - the distorted tremolo synth, the piano, the echoing synth bleeps which to me are a signal intended to guide the player, decayed over the aeons the planet has waited for Dirk's arrival, and the nearly-metronomic hat-click to reinforce the sense that, now that he's here, his limited time is rapidly ticking away. Finally I tried a few string melodies for the middle section, but simply nothing says 'towering ancient remains of a lost civilization' as effectively as Erik Scheele's Ruins, so I stole it and added a sort of contrapuntal harmony underneath. And now I give it to you.

I was beyond excited to get to be part of another fan album, especially to be drawing for a song connected to Dirk's planet, since he's one of my absolute favorite characters. Every kid/troll's planet reflects them and also challenges them at the same time. LOTAK is one of the more dangerous planets, with its constant raging lightning storms and the most powerful denizen at its center, fitting for Dirk who is a determined, skilled fighter. The planet is also a contrast, a planet full of tall buildings for someone who grew up in an ocean surrounded by nothing. I really wanted to show LOTAK as an extension, or part of, Dirk himself. The song itself gives a sense of floating, or as the music artist said themselves, a very spacey feeling, so I tried to capture this as well, with the overview shot of the planet that Dirk appears to be floating over. I hope that others who look at my piece will feel I managed to picture the song well in my drawing for it.



## Contention

Music by Mark "Shadolith" Nabors

Art by M. Alex "melodiousDiscord" Moser

I wrote Contention as a strife theme for Dirk Strider. It's synthesized entirely with FM patches ripped from a ROM of Sonic The Hedgehog 2 and converted to FM8 format, in keeping with the Sega Genesis inspired style of Dirk-related songs like Anbroids. The rhythms in this song were largely inspired by the drums in the song "Tung, The Icelandic Lesbian" by Kitsune^2. I've always been a big fan of heavy 6/8 two-against-three rhythms played with Sonic-style drums, so the choice of time signature for this track was a no-brainer.

Here we see Dirk, the Prince of Heart, preparing to clash with the Imperial Drones sent by HIC to dispose of him. His loyal and steadfast retainer, Sawtooth, seeks to thin the enemy ranks while Dirk meets the opposing force head on. A fierce and devastating battle ensues, yet the Prince prevails. For now...



# Slick Snow

Music by Eston "silence" Schweickart

Art by Paula Vieira [elanorpam]

Ooh, complex rhythm. Jazzy.

Snowman and Spades Slick.



Sord....

Msic by Team Dogfight  
Art by Veritas Una

"i don't usually make art

.....but when i do,

it's for a sbahj track."

NEOCLASSICAL

S O L B O

BWEEEEEEEEEeeeeEEEEEe

eeeeeeeeeeeeeeeeEEEEE

EEEEEEEEEeeeeeeeeeeee

eeeeeeeeeeEEEeeeeEEEEE

EEEEEEeeeeeeeeflareeeee

eeeeEEEEEeeeeEEEEEe

eeeeeeeeeeeeeeeeEE

EEeEEEEEEeeeeEEEEEe

GUITAR-

team dogfite presence

such sword

many pixel

S or d...

# The Demon And The Alien

Music by Veritas Unae

Instrumentation and polishing assistance provided by A Lunatic's Daydream

Art by Lauren (laroone)

CAA: f0r a dem0n wh0 is indestructible

CAA: Omnip0tent

CAA: and enraged

Although MeGaLoVaNia is an awesome track for [S] Wake, I felt that it didn't really tell the story of how Aradia arose, and eventually faced Jack and vanished through his frame into the realm of the Green Sun. And with my love of psych0ruins and Liquid Necrocity / Black leading me to sessions on the piano playing around with the song, a steady chain of events started forming as I played around with the medley. Imagine the events of Aradia's half of [S] Wake playing, plus those pages that come a little while after where Aradia stops Jack in time (note the 'ticking' of the high notes late in the piece!) Of course, I had to pay homage to the original track used for the flash. What you hear is played live, too! (albeit through a MIDI keyboard) Many thanks to Lunatic again for providing assistance - it's insane the air this guy's got.

Since Aradia came back to life she's been entertaining nuts, and I had this image of her sitting with a calm smile on her face while Jack is trapped and PISSED. I thought it would be fun since Aradia takes everything so in stride, and when she first becomes God Tier she freezes Jack mere seconds before he kills her, with a big smile on her face and no worries. I wanted to go with something like this, Jack being trapped in 'time' and Aradia sitting by sweetly.



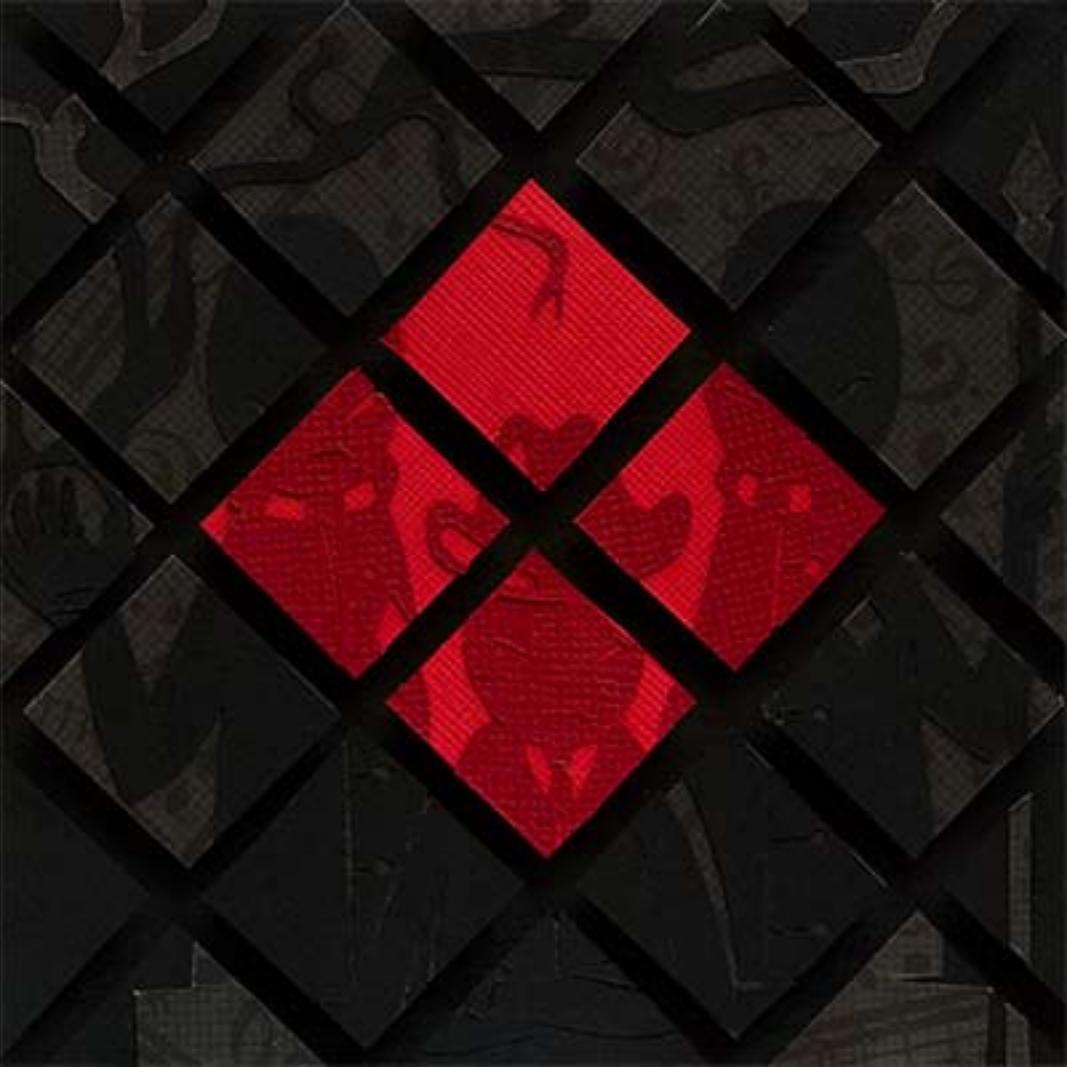
## **Party Of Three**

*Music by Cullen "CrimsonChaos" Lawson  
and Joe "DoubleJoeSeven" Ouellet  
Art by plaid [plaidcushion]*

CC: Hello there! I'm very excited to be a part of LOFAM 3! This is the first time I've been a part of a LOFAM album, and this tune is the first one I've ever done as a collaborative project with someone. I had a blast working with Joe. He's been a very supportive friend and music-making mentor and I couldn't imagine working with a better collab partner. I was tossing the idea around for a while to do something for the Draconian Dignitary/Diamonds Droog, so I was very happy when Joe went along with the idea. It turned out a lot different than I expected, but in a very good way! I'm pleased as punch to have been a part of it.

DJ7: This was a collab between me and Cullen! I had a ton of fun working on this with him. It was his idea initially to mash up a few songs featuring DD. I didn't really expect it to turn into a dubstep piece as I had no experience making the genre at all!

I wanted to go with a simple but striking design that worked on two levels: the large diamond with the grey layers, which looks good as a thumbnail on a small ipod screen or similar, and the silhouetted shadowy type DDs that are more apparent when you view the art at full size. I'm really happy with how well it worked out!



Invertebrate

*Music by Astro Kid*

*Art by dodostad*

## SQUIDDLES

A friend of a friend made a plush squiddle so I decided to let it have a moment to shine! Also this song is the cutest thing what the heckie.



**timaeusAmplified**

*Music by Shandy [almightysempai]*

*Art too!*

Originally this track was intended for Parcel Mistress, but after learning more about Dirk's character I thought it fit him better. Thank you to LOFAM and all the talented musicians and artists who made this album possible!



**timaeusAmplified**

## **Scabbard**

*Music by Yan "Nucleose" Rodriguez*

*Art by batteravesucriere*

I used to do a series of songs/arrangements lining up with stories. I didn't ever really line this one up with anything, but the basic idea was "Unsheathed in a haunted house." I played a lot of Luigi's Mansion for this one.

Pretty sure this is one of them Pisces trolls. Not sure why it is called Scabbard.



**Sketches In Black**  
*Music by UWBW*  
*Art by queenoftheantz*

Originally supposed to be a practice project so I could learn how to sample, I added in a few piano riffs from Black and it took on a life of its own. The most obvious sample is from "It don't mean a thing if it ain't got that swing", but other samples in there include the trumpet from an old 1940s big band song, and the drums from "Paint It Black" by the Rolling Stones. For a song that wasn't even originally a song, I think it came out pretty well. Enjoy!

If another one of these commentaries ends with "Enjoy" I am going to punch everyone.

Great perspective work on the art.



## Together (At Last)

Music by Joe "DoubleJoeSeven" Ouellet

Art by Vaydra

Together (At Last) is a theme for the Beta kids' reunion, obviously made before they reunited in canon. The beginning is supposed to be happy; the beta kids finally unite for the first time after a session gone awry and a 3 year journey through the dark abyss and a mysterious alternate dimension. They hug, cry, fist bump, push each other down a set of friendship stairs, etc. Then Rose drops a bombshell: an unbeatable demon is going around destroying dream bubbles, and in the process, the universe. Things look grave, and Jade and John are startled. But they decide to press on and not give up. Together, with the remaining trolls and the alpha kids, they can defeat, or escape, Lord English once and for all.

Due to miscommunication, we actually ended up with a couple pieces for this track. Both were pretty rad, so we didn't want either to go to waste. The other one ended up being the "Disk 2" track art.



## INFIDEELS!

*Music by A Lunatic's Daydream*

*Art by Kate Holden (faisdm)*

I wanted to ruin Samm's song. Mission accomplished.

Let's be 100% clear here, I freaking love prog rock, so I was pretty pumped listening to this tune over and over while drawing this one. Every piece of track art I've done for this album has been a little different. This one was the easiest to do and only took about an hour because this kind of inked comic book art is my bread and butter. I felt that something bold and comic bookish would fit well since it has that epic kind of scope prog rock gets across. Remember how in the eighties the X-men seemed to spend most of their time in space participating in big Space Opera stuff? I wanted to do something like that.



## Forest Fire

Music by Brad "Avinoch" Griffin

Art by sayachan-art

This track was initially just an arrangement of *Heart of the Forest* by Solatrus, from the Spiritwake soundtrack. Then I was all "hey I bet Flare would sound pretty good with this" so I added it in and it didn't sound terrible. A fadeout is a totally lazy way to end a song. Apologies to Jeremy Iamurri and Clark Powell.

Thanks also to sayachan for the exceptional track art.

This song takes me back to when Rose was trying to escape her impending doom and get into the game and then when hearing Flare I find myself thinking about the tumor, it's countdown, her death and ascension and it makes me realize how much she has grown. So, What I tried to imply with this cover is how that fire she was trying to evade eventually became the flames of the green sun where she accepted her fate and arose anew.



RetroButton

Music by Astro Kid

Art by Kate Holden (faisdm)

900bpm

butts per minute

I had been wanting to make a full set of functional, rearing tiles anyway for use in maybe making a simple platformer, so I decided to make use of them and create a sort of "If mspa was a game in the 16 bit era" thing. The sprites were also an excellent opportunity to test out the sprite base I've been working on making from scratch.



**Insomniac**

*Music by Princey The Kid*

*Art by Caliboner*

It's a battle for dominance between Caliborn and Calliope.

All I really have to say is that I have never worked as diligently on any art piece, as I have on this. I spent, what, two months psychoanalyzing a painting of a skull, covered in blood. I had several friends critique it through the process, and eventually ended up with this.

I know it has a chance to be used as cover art in the next LOFAM, which made me sort of sheepish toward the end because I realized that the fan albums are a big deal, which lead me to submitting it a bit later than I had hoped, because I became nervous.

As for the actual song, after listening to it 164 times on my counter, I have realized that I still love the song as much as I did the first time I listened to it.



## Hope Remains

*Music by Fuzz*

*Art by Paula Vieira (elanorpam)*

Andre does good musics. This is no exception.

Veritas wanted to use my Together at Last pic for this track (since that one already had track art) but I thought it was too contemplative for the song. Hope Remains has something of an "ongoing chase scene" feel for me. So I offered to come up with something more active. Then my comp's power source went and burned... good think I have a tablet at work! And that work on this day was slow to a ridiculous degree. I had but few interruptions while drawing this one. Whew, crisis averted!



## Maid In Spades

Music by Max "Imbrog" Wright

Art by Ella [dodostad]

Taking the motif from William Ascenzo's Rust Servant and completely changing the genre was one of the more fun piece ideas I've had.

Maid in Spades is a piece written for the Handmaid, reimagining the character in a swinging bundle of positive vibes. Now, I could try and justify the choice of genre here by referring to her past, how she is a tragic character with a pure heart, how she was nurtured into evil... but the truth is: this piece doesn't fit the Handmaid in the slightest.

But really, it was never meant to.

The song is very uplifting, but you can't really draw Handmaid without making her glare really hard, can you?



## Gears and Chandaliens

Music by Joe "DoubleJoeSeven" Ouellet

Art by ceruleantrafficlights

A remix of one of my favorite Homestuck songs, Candles and Clockwork. It's more of a reimagining of the piece really. There isn't much to say about it in particular other than it was my best mastering work at the time of its completion, I think. It may have also been the first time I stayed away from using endless breakbeat loops in a Homestuck remix.

Ooh, crystalline. Very shiny!



## Cold Steel

Music by Block Monster (*OMGTSN & Solatrus*)

Art by devonianecho

We started this song back in January 2012, during one of our regular hanging-out-probably-drinking collaborative sessions. We got talking about the fact that Frost had been remixed a couple times (once by us, and the other by orngjce223). One of us (probably Nick) wondered what Frost would sound like as a really cliched remix, to which Jeremy sarcastically pointed out that the only people who ever remix Frost is himself and his friends. This idea was, obviously, a total joke; nevertheless, we kept at it. The song ended up getting to a point where we realized the joke had been lost, and something awesome took its place. To put it simply, what started out as us dicking around ended up becoming one of the coolest songs we've done together.

Doing art for a dance remix of Frost wouldn't have proved tricky if not for a perplexing (but very cool) track title. And so, here we have Jade and some frogs integrated as part of a... metaphoric-circuitboard-type-thing by Echidna. I think if you imagine the song set to a trippy frog-gathering montage on LOFAF with this imagery, you'll get a better idea of what I was aiming for. At any rate, I'm really happy with how it turned out, and I hope I've done the track the justice it absolutely deserves.



Pirates of Alternia: Dead Troll's Chest

*Music by William Ascenzo*

*Art by rufiohbascoh*

Mr. Ascenzo's commentary was too long for this page.

See the next page.

Oh look, it appears I've done yet another track art for Ascenzo. I'm kind of like Will's artist stalker.



# Pirates of Alternia: Dead Troll's Chest

Music by William Ascenzo

Art by rufiohbascoh

0:00-0:14: An unassuming troll merchant ship sails the ocean, its precious cargo of shitty romantic comedy movies tucked safely within its lower decks, unaware of the danger that approaches.

0:14-0:24: A pirate ship suddenly appears from out of the fog, closing in fast! Its captain: the dastardly pirate Marquise Spinneret Mindfang!

0:24-1:05: Mindfang's pirate crew boards the vessel, and a battle ensues! This part introduces the main theme of the piece, which is adapted from the first thirty seconds or so of Imbrog's Cobalt Corsair. As the fight continues, another ship closes in...

1:05-1:19: It's Dualscar! He and Mindfang cross swords once again. This section lifts the main melody from my own Violet Mariner.

1:19-2:04: It's time to get all Hans Zimmer up in this bitch. Mindfang and Dualscar duel amid the cacophony. There's a whole bunch of Errol Flynn swordplay and shit. Masts get climbed and sails get torn and stuff like that. Fun for the whole family!

2:04-2:58: The chaos awakens a beast from the depths of the sea, which begins to ravenously devour the hapless cargo vessel. The battle continues even as the foul kraken crams the ship down its toothy gullet. Mindfang and Dualscar swordfight their way onto the deck of Mindfang's ship as the beast, satisfied, sinks back beneath the waves. There's a little bit more from Cobalt Corsair in here.

2:58-3:53: Thrust, parry, dodge, that kind of stuff. What remains of Mindfang's crew knows it's best to stay out of their way. Meanwhile, a round of decisive cannon fire takes its toll on Dualscar's ship.

3:53-4:00: Dualscar and Mindfang's blades both end up precariously close to each other's throats.

4:00-4:13: One jump cut later, Dualscar is left adrift in a lifeboat as Mindfang's ship, a little worse for the wear, vanishes into the fog.

## Sunsoaked Heavenscape

*Music by Ashley Jones*

*Art by multiversalInk*

When the Homestuck Music Contest first opened well over a year ago, I'd really only just started exploring my love of creating music. This track (which is based around the Exiles years in the future) and one other are actually only the third and fourth tracks I ever composed! I've improved a lot since then but I always had a little bit of love for this one. When LOFAM3 was announced I made a snap decision to spruce up my little desert themed tune and bring tumblr's attention back to it. I'm honoured that such an old track of mine is still considered worthy of LOFAM, to be honest!

That heavenscape is certainly sunsoaked. Neat!



## Explore (Keygen Mix)

Music by NDividedByZero

Art by Lune [lunedraws]

What even is keygen music? I have no idea, but if it exists, I hope this sounds like it.

This song is pretty important to me. Prior to completing it in March 2012, I had really only been making small loops in FL Studio that only had one or two instruments, save for two submissions I'd sent to the Homestuck fanmusic contest, which, while pretty good in terms of structure even by my standards today, didn't exactly have much to them in production value. But when I took it upon myself to rearrange Explore, that suddenly changed. I was extremely self-deprecative about it at first, but as I began to listen to it more, I realized that it didn't sound all that bad- in fact, it even sounded.. tolerable, compared to everything else I'd made. And that was essentially when I resolved to work on making my music sound even better.

In fact, people liked it enough that it was nominated for LOFAM 3, no more than a year later. Having improved a lot by that time, I decided to touch it up a little, and this version is the result. I didn't really change all that much, besides adding and tweaking a few instruments, but I hope it sounds better nonetheless!

My interest in doing Homestuck fanart has waned over the past few months, but I will always have a soft spot for the exiles no matter what. So it is only natural that I do goofy exile art for an Explore arrangement! Even though I was seriously burned out on art in general when I did this, I think it turned out okay. Goofy, happy exiles always turn out okay!



## Ohgodboss

Music by UWBW

Art by Kate Holden [faisdm]

So, this was one of my first chiptunes. People seem to like it. However, when I listen to it now, two years later, I realize how little I knew about Famitracker, and music composition in general. I like to think I've learned a great deal since Ohgodboss. Still, I guess it's catchy enough as it is. Enjoy!

oh for the love of god!

I actually did two pieces of potential art for this, both featuring Dave and Jade fighting Bec Noir, since it seemed appropriate for an intense boss tune featuring a theme associated with Jade. There was a duller version of this as well as a more comic bookish one. A panel of friends agreed that this one read better, but it was a little flat, so I started brightening it and tweaking it, but still wanted to convey '8-bit', so I started playing around with a square brush throwing in this Darwina-esque square noise, which I thought looked pretty cool. It has been remarked that Jade firing an assault rifle in the air in front of a volcano is metal as shit. That's probably my favourite commentary on the image.



## Dogfight (Dirtiest's Dubstep Remix)

*Music by David "Dirtiest" Dycus*

*Art by Lune [lunedraws]*

My first attempt at a dubstep song, from my ill-conceived dubstep phase. It took a ton of time, an entire new drum pack, and ultimately, a new laptop to finish. It's not my favorite song I've ever made--it doesn't sound like a real dubstep song, in my opinion--but I learned a lot in the process of making it.

I HOPE YOU LIKE GAMEGRL



## **Starblaze**

*Music by Astro Kid*

*Art by Plaid [plaiddcushion]*

Welp, so ends the third volume of Land of Fans and Music. This album would not be possible without your suggestions and constant support.

Thanks for listening!

Starblaze is a really cool track, and I'm really pleased i got to make the art for it! I tried to stick with the same format as the art for the song it came from, but a bit more lively- It made me think of the Alpha kids hanging out together at night, lit only by the glow of their lanterns from the tower in LoCaH.



# LOFAM 3 Special Thanks

these thanks are special

## -CONCEPTION/ORGANIZATION-

Lune (Artist Wrangler)

Veritas Unae (Musician Wrangler)

## -ADDITIONAL ORGANIZATION-

Brad "Avinoch" Griffin <- thanking myself

Mai Yishan (Catboss)

Mark Ciocca

Jeremy "Solatrus" Iamurri

Lambda "Xzaz" Blesdoe

...and everybody who nominated songs!

## -MASTERING-

Veritas Unae

## -YET ANOTHER COMMENTARY BOOKLET-

Brad "Avinoch" Griffin <- twice

## -WEBSITE CODE-

Veritas Unae

## -WEBSITE HOSTING-

AndrewNeo and skaia.net

## -INSPIRATION-

Andrew Hussie & What Pumpkin Studios

The Homestuck Music Team

The Homestuck Fan Musicians