



Martin Dodd (22.04.2009) (survey) musician

Martin Dodd, Wed 06 May 2009

Survey of Martin Dodd

Job: musician

Survey submitted: Wed 22 Apr 2009

Handle, ex-handle(s):

Martin Dodd

Name, birthday, origin:

Sagitarus from Wales.

What was your first group, your role in that group and what did that group produce?:

I was in was my local brass band when I was 14. I played many instruments during my time there; Soprano, Tuba and Cornet. I hated it as I wanted to explore sounds using synths at the time but it taught me how to play and also to approach playing music to a high standard.

What motivates you to spend time on the scene?:

To produce a remix of music that people like and remember. Its also nice to read comments listeners leave whether they are good or bad.

What is your favorite color?:

Blue as its the color of my eyes.

On what platform(s) did you begin your computing journey, and when was this?:

The first computer I owned was an Oric-1 in 1983. Then I progressed to a C64, Amiga and finally PC.

What platform(s) do you use now?:

My PC and Xbox360. I sometimes dig out my C64.



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What is/are your favorite piece(s) of music(s) - from a demo production or a scener (released outside of a demo)?:

I don't have a particular favourite piece as tomorrow someone could release something fantastic. Besides, I get bored if I listen to something over and over. Press Play On Tape produce some great tunes as well as the C64 Orchestra are fresh and original. Several members are very talented at RKO.

What music program are you using the most to express yourself? Why?:

I don't use software synths though I did use a tracker program for the Amiga. I lost count of the number of songs I wrote. In the long run it taught me how to structure songs. These days I stick to composing with my Yamaha RM1x. Its got a great sequencer.

Which composer, artist or group of the real life did inspire you most?:

I'd have to say Jean Michel Jarre. He proved that electronic music can not just be Sci-Fi sounding but can evoke emotions. Also I liked the idea of making music yourself. Next would have to be Vangelis. I like his approach to composing in a spontaneous way.

Do you play any instrument? Which?:

I like to play as many instruments as possible as it opens up new avenues for musical exploration.

Which project that you worked on was the most exciting and interesting for you? And why?:

The one I'm working on now which is KGB Superspy by Codemasters.

What is your favorite demo, intro, megademo, retrogame, slideshow, musicdisk, diskmag, wilddemo?:

I liked the Amiga demos by Budbrain, State Of The Art and one called the NOTech demo. I liked those intros that Psygnosis did on the Amiga. Some were better than the game!

What platform(s) needs more demos?:

I'd like to see the Xbox 360 pushed to its limit like the Amiga was. I don't think its being pushed as much as what the programmers did with the 8-bits.

How did the scene alter since you are taking an active part in it? Can you explain why?:

I think making music has become easier and far more accessable because the cost of producing music has come down. You can write music on you PC using high quality free synths and there are now more sites to show off your skills.

What are your dreams/goals in life, did scene help you and have you achieved them yet?:

I'd like to have written game music professionally but the industry has changed a lot in the last 10 years so now for me it's just a hobby.

Finally, do you have some special greetings? Feel free to add links to your graphics, screenshots of effects, modules or other pieces of your work.:

I like to Hi to everyone at RKO and everyone who has listened to my remixes.



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