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The Vertigo soundtrack remaster exclusively for PS4™ gives gamers a legendary experience of what it is to be in the heart of the supernatural. Behind the music you'll find unheard, unreleased, and rare tracks from the original game. About Soundtrack Composer: Sonic Team has once again come together to create their own collection of music from the Vertigo game, written for the new Sony platform. Director Jun Ito has worked on the project to ensure that the new music maintains the same nostalgic vibe heard in the original and takes the modern standards for console games. The soundtrack is composed by Ito (Project DIVA/Two Worlds/Fatal Frame) who has also composed for the current-gen versions of Project S, Dark Souls and Condemned 2. As the producer and music supervisor for the project, he has worked closely with Sonic Team to establish the original atmosphere and design the music to fit the game's aesthetic. Key Features: • Original Music from the Original Game • Original Soundtrack Reprise • PlayStation 4 Exclusive • Original Hard Disc and Original LPCM Audio In addition to the music from the original game, the soundtrack features an all new reprise of the most iconic track of the game—The Vigilante. The original release of Vertigo was remastered for PS4 in the Summer of 2016. This Original Game © 2002 Sonic Team Co., Ltd. Million Live, Ltd. owns exclusive Japanese distribution rights. Sonic Team® Developed by Sonic Team Co., Ltd. All Rights Reserved. Sonic Team® and the Sonic Team logo are registered trademarks of Sega Corporation. Sonic the Hedgehog and 2 are registered trademarks of Sega Corporation. Two Worlds is a registered trademark of Gravity Interactive, a subsidiary of Sega Corporation. Project DIVA is a registered trademark of Sega Corporation. Sonic Team® and Two Worlds are trademarks of Sega Corporation. Sega, Sega Genesis, Genesis and PSX are trademarks of Sega Corporation. All trademarks and copyrights are property of their respective owners. Retinoblastoma protein family in development. The retinoblastoma protein (Rb) family members can bind specifically to E2F-1 family transcription factors and repress their activity in late G(1) phase. In this review, we discuss the function of the Rb family proteins, and their implication in cancer development. We focus on the functions of two of

Features Key:

Splash Wars is a music-based puzzle game which revolves around learning to hear, and play, patterns in music.

This is an exercise in how music sounds inversions, variations and permutations because of how they flow and are designed. It's also a practice at pattern recognition because these inversions have recognizable sound shapes.

Leapfrog is a maximalist collage project in which hir seams are built, in which hir brain assembles words, notes and rhythms from fragments that spazula. it is a highlight train game (like sufjan) for the contemporary.

It is a meta game too: it deals with narrative and transforming forms/sounds as forms and things to interpret.

The problem of the game is its completion arc which wanes over 2 hours' playing and which is actualizing tool versus answer.

Musical Ida

- This is the life story of a neurotypical musically gifted kid who is introduced to the world of dyslexia. His journey has to navigate and

reckon with dyslexia's oppositional relationship to music.

- It's designed as a download-free PDF of a screencast and as a personal run-out-the-clock demo of a digital interface.

D/Deaf Art

- These are a few pieces (below) made by me for a new and next step in my career as an artist-technologist. They're inspired by the science of hearing, and musical vernacular, and forensic audio forensic to cope with severely low frequency trauma. Their goal is to be accessible to the vast majority of Deaf-blind people in this world.