

Orpheus Down

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A musical adaptation for Alto Saxophone of the Greek myth Orpheus and Eurydice in which the performer assumes the character of Brenlis, a wayward minstrel torn between his true love music, and Anithea who has succumbed to the bite of a serpent. In this 3D video game for live concert performance the saxophonist navigates an interactive world projected for audience viewing and where the accompaniment is ever changing and each performance unique. Orpheus Down specifications: Download Size: 139799 KB Minimum Memory Required: 2038 MB Minimum Hard Drive Space Required: 250 MB Processor (CPU): Minimum: Intel(R) Celeron(R) M @ 1.60GHz/ Celeron(R) D @ 3.46GHz CPU or higher. Recommended: Intel(R) Core 2 @ 2.50 GHz or higher. Display (Screen Resolution): 1024x768 Video Card: DirectX 10 Required. Other System Requirements: Display driver resolution may need to be manually set to 1024x768 to launch game in full screen mode on some systems. Orpheus Down support Support email: support@davidlieberman.com Orpheus Down manufacturer Anigraphical.com P.O. Box 7858230357 Atlanta anigraphical.com Tags: david lieberman composer, orpheus down, orpheus and eurydice, music video game.

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