

Balle balle to Foot'ball'



Midival Punditz need no introduction, because it's their prolific music that does the talking. And when we say 'their music' we mean it. The band featuring Delhi *mundas* Gaurav Raina and Tapan Raj, have not just made India but countries around the world groove to their beats. With three studio albums and remix albums, the duo has a lot to their credit. And the recent original *Atomizer* from their third album *Hello Hello* features in the official video game for the 2010 FIFA World Cup alongside international giants like Basement Jaxx, Sergio Mendes and Michael Franti and Spearhead.

Sharing views on this rollicking and stomping tune, we had Tapan Raj speaking to us about the song.

Considering that you have contributed to many video games in the past, has being a part of FIFA given a different outlook to the track *Atomizer*?

In the past, our music has been licensed by other gaming companies like *Need for Speed* — Carbon, *Project Gotham Racing 3* and *Ashes* — Cricket '09. Also, being ardent gamers ourselves, it's especially exciting when some of our work is playing in the background of a video game. It's great that our track is being used in the FIFA World Cup game. It's got a lot more attention and reached a huge audience as FIFA is a very popular game.

***Atomizer* is a tune that goes back to '80s rock. Was research an important aspect while composing?**

We don't do any research when we're composing music. It's just that we have a lot of influences from the '80s Pop Rock era and we also listen to a lot of recent club electronica. Marriage of the two styles sounded like a fun idea and it comes across in the track.

Instead of the original *Atomizer*, why is the remixed version by Pathaan incorporated in the videogame?

They probably loved the fantastic energy in the remix by our friend Pathaan. It's a killer interpretation of the original. *Atomizer* has always been a very popular track on our sets. Last year, we released an album on iTunes, which had remixes of *Atomizer*, including remixes by Jalebee Cartel and Jayant. Pathaan's *Dhol mix* was one of the tracks on that album.

So when do we find the track playing in the videogame?

The track can be heard during game play, when you're playing the game. It can also be found directly if you go into the 'extras' feature of the game.

Would contributing music to something like a videogame help increase your fan base?

Of course, it's a great opportunity. These games have an immense reach all over the world and licensing for games can be a stepping stone in getting worldwide recognition. We're proud to represent India and bring some attention to electronica from India.

—AKSHATA SHETTY