**Lovely Techs 5!**a waprdrive (cirbro!) production...

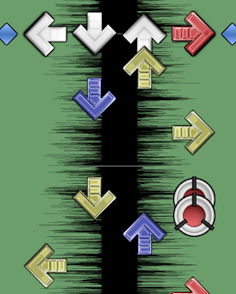
Hello and welcome to Lovely Techs 5!

First off, I'd like to thank you for downloading & playing, and quite frankly, everyone who has supported me through it all. My friends and the community are my all and the joy, desire for improvement in tech development and execution, and exercise I can inspire mean a ton. In the interest of keeping things slightly to the point, this will be rather short, honestly I have a million thoughts but I wouldn't be able to express them as well as I could anyway. So on that note, on to business.

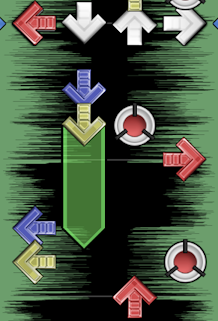
In the sense of improvement, I've added a bit of uncommon tech while also trying to sculpt charts to push specific techs aggressively; here's some of the special notation I've adopted and some explanation as to what they represent:

“!” – this chart was specifically designed to hone skill on the specified element, and will be frequently found (often paired with a “+” as it will usually be difficult)

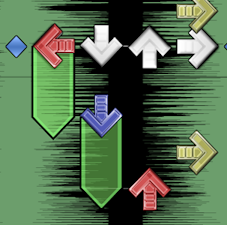
“DSFS” (doublestep footswitch) – immediately after a crossover, the next step is a footswitch on the step immediately before the cross actually occurs (for example, in the screenshot below, the 16th note down is intended to be stepped by the left foot, as is the right before it)



“DS -> SS” – an intentional doublestep where the next notes will be a sideswitch



“XODS” (crossover doublestep) -intentional doublesteps done in a crossover



“uh oh” - you're playing a Lovely Techs marathon length 15

**Assorted Thoughts:**Something that's really stuck with me is to try to make charts focus on specific skillsets; while not every chart is really pinpointed on a few skills, being able to adapt to different things happening in rapid succession is its own skill!  
  
The discovery process is also really fun to me – this might be partially since my actual playtime is more DDR than ITG (due to life circumstances), while a key part of my design philosophy is to make sure everything works out if done as intended, and that intent should be communicated clearly, the learning process should be part of the enjoyment...and I've certainly thrown in a curveball or two.

On a more personal note, between writing my own song for this, having the Jorts premiere, and showing off all that I've hopefully done to evolve my charting, honestly, I'm beyond nervous about releasing this. I've always been really anxious, so hopefully dropping a lot in one fell swoop will help me feel a bit more confident. Of course though, everything is a learning process, both in regards to producing and trusting myself. Hopefully I'll get there someday.

**Special Thanks:**Jorts (@jortswubs) – for being both a massive inspiration musically and a massive inspiration personally, and for allowing me to unleash Earthquake upon you all. :)

Riley (@rilegoat) – for musical inspiration/feedback, and helping me much my DDR uppers further

Roger Clark (@rogerclark) and the Club Fantastic team – being a huge force in letting me channel my charting energy and taking on larger projects

VincentITG and the ITL team (@ddrsensation, @IntlTiming) – for doing an incredible job with community building

And to be honest, my friends and anyone who ever believed in me. None of this would be here without you.

<3