

# Nocturne

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## Castlevania: Nocturne

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Castlevania: Nocturne is an American adult animated television series created and written by Clive Bradley for Netflix. A sequel to the Castlevania animated series (2017–2021), it is based on the video game series of the same name by Konami and adapted from the game Castlevania: Rondo of Blood (1993).

Announced in May 2021, a new series with a different cast of characters set in the Castlevania universe was confirmed that would focus on Richter Belmont, a descendant of previous protagonists Trevor and Sypha, and be set during the French Revolution. During Netflix's 2022 Geeked Week virtual event, the series' official title was revealed.

Castlevania: Nocturne premiered on Netflix on September 28, 2023. In October 2023, the series was renewed for a second season that premiered on January 16, 2025. The series received critical acclaim, with praise for its animation, directing, writing, themes, and voice cast, while its initial pacing and character development drew some criticism.

## Nocturne (disambiguation)

*Look up nocturne in Wiktionary, the free dictionary. A nocturne is a musical composition inspired by, or evocative of, night. Nocturne may also refer to:*

A nocturne is a musical composition inspired by, or evocative of, night.

Nocturne may also refer to:

## Shin Megami Tensei III: Nocturne

*Shin Megami Tensei III: Nocturne is a role-playing video game developed by Atlus for the PlayStation 2. It was published by Atlus in Japan and North America*

Shin Megami Tensei III: Nocturne is a role-playing video game developed by Atlus for the PlayStation 2. It was published by Atlus in Japan and North America, and by Ghostlight in Europe. It is the third numbered entry in the Shin Megami Tensei series, the central series in the Megami Tensei franchise. Multiple versions of the game have been published: the original version was published in Japan by Atlus in 2003, while a director's cut was released in 2004 in Japan. The director's cut was localized and released in North America in 2004 as Shin Megami Tensei: Nocturne and in PAL regions in 2005 as Shin Megami Tensei: Lucifer's Call. A high-definition remaster was released for the Nintendo Switch and PlayStation 4 in Japan in 2020, and was internationally released in 2021 on those consoles and Windows.

Nocturne follows a high school student in post-apocalyptic Tokyo, who is transformed into the demonic Demi-fiend after the world undergoes Conception, an apocalyptic event triggered by a sinister cult to enable the world's rebirth in a new form. With Tokyo transformed into a Vortex World filled with demons, the Demi-fiend becomes instrumental to the schemes of the Reasons, beings who seek to remake the world in their image, and Lucifer, the lord of demons. The gameplay uses a turn-based battle system based on exploiting weaknesses, and a Demon recruitment system allowing the player to recruit demons found in the Vortex World to fight alongside them.

The game was conceived after the completion of Shin Megami Tensei II and Shin Megami Tensei If..., but was delayed as the team worked out what they wanted for the game, including making it appeal to a wider audience than previous Megami Tensei games. Unlike the science fiction setting of Shin Megami Tensei II, Nocturne returned to a contemporary setting similar to the original game. The setting and characters were inspired by multiple elements, including Gnosticism, Mahayana Buddhism, and modern popular culture. Among the things the team changed from previous entries were the camera perspective, which was switched from a first- to a third-person camera perspective, and using a cel-shaded art style to distinguish it from other games of the time. The music, primarily composed by Shoji Meguro, paid homage to earlier Megami Tensei games while drawing on music styles from the 1980s.

The original edition of Nocturne released in Japan to strong sales and a positive critical reception, and the limited director's cut proved so popular that Atlus made a second print in response to fan demand. It also inspired a drama CD and light novel in Japan. The director's cut was the version chosen for localization, making Nocturne the first mainline Shin Megami Tensei game to be released in the west. The game was well received by video game publications, who praised its gameplay and atmosphere, while its challenging difficulty was often a subject of criticism and occasional praise. It was also announced to have been a commercial success in the West.

## Nocturne Records

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Nocturne Records was an American jazz record company and label founded in 1954 by Roy Harte, a drummer, and Harry Babasin, a bassist. Based in Hollywood, California, Nocturne concentrated on West Coast jazz.

On March 28, 1955, Nocturne merged with Liberty and issued the Nocturne catalog under the Liberty label, as the "Jazz in Hollywood" series. Babasin, president of Nocturne, remained to supervise the repertoire.

Roy Harte also co-founded Pacific Jazz Records in 1952.

In 1988, Fresh Sound reissued a digitally remastered CD box-set of The Complete Nocturne Recordings: Jazz in Hollywood Series.

## Nocturne (2020 film)

*Nocturne is a 2020 American supernatural horror drama film written and directed by Zu Quirke. The film stars Sydney Sweeney, Madison Iseman, Jacques Colimon*

Nocturne is a 2020 American supernatural horror drama film written and directed by Zu Quirke. The film stars Sydney Sweeney, Madison Iseman, Jacques Colimon and Ivan Shaw. Jason Blum serves as a producer under his Blumhouse Television banner.

It was released on October 13, 2020, by Amazon Studios, as the fourth installment in the anthological Welcome to the Blumhouse film series.

## Nocturnes (Chopin)

*Frédéric Chopin wrote 21 nocturnes for solo piano between 1827 and 1846. They are generally considered among the finest short solo works for the instrument*

Frédéric Chopin wrote 21 nocturnes for solo piano between 1827 and 1846. They are generally considered among the finest short solo works for the instrument and hold an important place in contemporary concert repertoire. Although Chopin did not invent the nocturne, he popularized and expanded on it, building on the form developed by Irish composer John Field.

Chopin's nocturnes numbered 1 to 18 were published during his lifetime, in twos or threes, in the order of composition. However, numbers 19 and 20 were actually written first, prior to Chopin's departure from Poland, but published posthumously. Number 21 was not originally entitled "nocturne" at all, but since its publication in 1938 as such, it is generally included with publications and recordings of the set.

## Nocturnes, Op. 9 (Chopin)

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The Nocturnes, Op. 9 are a set of three nocturnes for solo piano written by Frédéric Chopin between 1831 and 1832, published in 1832, and dedicated to Madame Marie Pleyel. These were Chopin's first published set of nocturnes. The second nocturne of the work is often regarded as Chopin's most famous piece.

## Nocturne in Black and Gold – The Falling Rocket

*Nocturne in Black and Gold – The Falling Rocket is a c. 1875 painting by James McNeill Whistler held in the Detroit Institute of Arts. The painting exemplified*

Nocturne in Black and Gold – The Falling Rocket is a c. 1875 painting by James McNeill Whistler held in the Detroit Institute of Arts. The painting exemplified the art for art's sake movement – a concept formulated by Pierre Jules Théophile Gautier and Charles Baudelaire.

First shown at the Grosvenor Gallery in London in 1877, it is one of two works (the other being Nocturne in Black and Gold – The Firewheel) inspired by the Cremorne Gardens, a celebrated pleasure resort in London. One of his many works from his series of Nocturnes, it is the last of the London Nocturnes and is now widely acknowledged to be the high point of Whistler's middle period. Whistler's depiction of the industrial city park in The Falling Rocket includes a fireworks display in the foggy night sky. Nocturne in Black and Gold – The Falling Rocket is most famously known as the painting behind the lawsuit brought by Whistler against the art critic John Ruskin.

## Nocturne (video game)

*Nocturne is a 1999 action-adventure survival horror video game set in the late 1920s and early 1930s – the Prohibition and Great Depression era. The player*

Nocturne is a 1999 action-adventure survival horror video game set in the late 1920s and early 1930s – the Prohibition and Great Depression era. The player takes the part of The Stranger (voiced by Lynn Mathis), an operative of a fictional American Government secret organization known as "Spookhouse", which was created by President Theodore Roosevelt to fight monsters. He investigates four strange cases and saves people from classic monsters such as werewolves, zombies, and vampires.

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