

# **Creating Music and Sound for Games, TV and Film**

## **1. Sync Music**

**Music sync licensing** is basically placing one of your songs in a YouTube video, on a **TV** show, in a **film** or in a video game. In exchange, you get paid a synchronization fee upfront and, depending on where and how often the **track** is played in public, on **TV**, for example, you also get paid royalties. Usually song selection is made between the director and the 'music supervisor', a person hired to help select and 'license' the songs.

A **Music Supervisor** is a person who combines **music** and visual media. According to The Guild of Music Supervisors, a music supervisor is "a qualified professional who oversees all music related aspects of film, television, advertising, video games and other existing or emerging visual media platforms as required."<sup>[1]</sup>

<https://www.prsformusic.com/m-magazine/how-to/9-tips-getting-music-tv-film/>

## **2. Production Music**

**Production music** (also known as stock music or library music) is recorded music that can be licensed to customers for use in film, television, radio and other media. Oftentimes, the music is produced and owned by production music libraries.

Unlike popular and classical music publishers, who typically own less than 50 percent of the **copyright** in a composition,

production music libraries own all of the copyrights of their music. Thus, it can be licensed without the composer's permission, as is necessary in licensing music from normal publishers. This is because virtually all music created for music libraries is done on a **work for hire** basis. Licensing a well-known piece of popular music could cost anywhere from tens to hundreds of thousands of dollars, depending on the prominence of the performer(s).

<https://www.prsformusic.com/licences/using-production-music/about-production-music>

### 3. Composing a Music Score

A **film score** is original music written specifically to accompany a **film**. The score forms part of the film's **soundtrack**, which also, usually includes pre-existing music, **dialogue** and **sound effects**, and comprises a number of orchestral, instrumental, or choral pieces called **cues**, which are timed to begin and end at specific points during the film in order to enhance the dramatic narrative and the emotional impact of the scene in question.<sup>[1]</sup> Scores are written by one or more **composers**, under the guidance of, or in collaboration with, the film's **director** or **producer** and are then usually performed by an ensemble of musicians – most often comprising an **orchestra** or band, instrumental soloists, and choir or vocalists – known as playback singers and recorded by a **sound engineer**.

Film scores encompass an enormous variety of styles of music, depending on the nature of the films they accompany. The majority of scores are orchestral works rooted in **Western classical music**, but many scores are also influenced by **jazz**, **rock**, **pop**, **blues**, **new-age** and **ambient music**, and a

wide range of ethnic and [world music](#) styles. Since the 1950s, a growing number of scores have also included [electronic elements](#) as part of the score, and many scores written today feature a hybrid of [orchestral](#) and electronic instruments.<sup>[2]</sup>

Since the invention of [digital technology](#) and [audio sampling](#), many modern films have been able to rely on digital samples to imitate the sound of live instruments, and many scores are created and performed wholly by the composers themselves, by using [music composition software](#), synthesizers, samplers, and [MIDI controllers](#).

#### **4. Video Game Music**

[Video game music](#) is the [soundtrack](#) that accompanies [video games](#). Video game music has grown to include the same breadth and complexity associated with television and [film scores](#), allowing for much more creative freedom.<sup>[1]</sup> While simple synthesizer pieces are still common, game music now includes full orchestral pieces and [popular music](#).

Video game music can be one of two options: original or [licensed](#).<sup>[1]</sup> In order to create or collect this music, teams of composers, music directors, and music supervisors must work with the game developers and game publishers.<sup>[1]</sup> The popularity of video game music has expanded education and job opportunities, generated awards, and allowed video game soundtracks to be commercially sold and performed in concerts.<sup>[2]</sup>

#### **5. Sound Design**

Sound design is the art and practice of creating sound tracks

for a variety of needs. It involves specifying, acquiring or creating auditory elements using audio production techniques and tools. It is employed in a variety of disciplines including filmmaking, television production, video game development, theatre, sound recording and reproduction, live performance, sound art, post-production, radio and musical instrument development.

Sound design commonly involves performing (see e.g. **foley**) and editing of previously composed or recorded audio, such as sound effects and dialogue for the purposes of the medium, but it can also involve creating sounds from scratch through synthesizers.

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### **Case Study VEXILLE -**

**Music by Paul Oakenfold (additional sync tracks by various artists)**

**Titles Music - ‘Close Your Eyes’ by Basement Jaxx (feat. Linda Lewis)**

Link: <https://youtu.be/Y668CAMajKc>

**Jag Race - ‘Switch On’ (score version) by Paul Oakenfold**

Link: <https://youtu.be/p9Ti8mjRXsc>

**Vexille, Mobile Infantry vs Robots - Score Cue, Intro to Titles**

Link: <https://youtu.be/gyJFlyFAM7Q>

