

= Halo Original Soundtrack =

The Halo Original Soundtrack is a soundtrack for the video game Halo : Combat Evolved . Composed and produced by Martin O 'Donnell and Michael Salvatori for Bungie , the soundtrack was released on June 11 , 2002 . Most of the music from Halo : Combat Evolved is present on the CD , although some songs have been remixed by O 'Donnell in medley form for " more enjoyable " listening . The first piece O 'Donnell wrote , known as " Halo " , became the basis for Halo 's " signature sound " which has been heard in the other games of the main trilogy .

The soundtrack features a wide range of musical styles , including chanting , string orchestra , and percussion . Upon release , the soundtrack was well received by critics . Some complimented the wide range of musical styles , and most agreed that playing the game is not required to enjoy the soundtrack . A special edition of the soundtrack was released on October 28 , 2003 , featuring a DVD with a trailer , demo movie , and high quality music for Halo 2 .

= = Background = =

As the audio director for Bungie , Martin O 'Donnell was tasked with writing the music for Halo : Combat Evolved . He had scored previous Bungie projects , including Myth : The Fallen Lords , while working for his audio company , TotalAudio , along with Michael Salvatori . O 'Donnell was nervous about the project , saying he approached it , " with fear and trepidation " . O 'Donnell stated his main influences were music he liked ? " a little Samuel Barber meets Giorgio Moroder " . Bungie 's Director of cinematics , Joseph Staten told O 'Donnell , " the music should give a feeling of importance , weight , and sense of the ' ancient ' to the visuals of Halo " .

O 'Donnell 's first piece of music , " Halo " , which would become " the signature theme for Halo " , was written and recorded in three days . O 'Donnell convinced Alex Seropian to allow him to produce an original piece of music for the game 's 1999 Macworld Conference & Expo demonstration . He drew inspiration for the theme from The Beatles ' " Yesterday " . O 'Donnell recruited Salvatori and three other colleagues he had recorded jingles with ? Robert Bowker , Jeffrey Morrow , and Rob Trow ? to produce the " chanting monks " that open the piece . Originally , he had intended the Qawwali accents to be sung by one of the professionals , but after singing an example of what he wanted , the others suggested using O 'Donnell 's own rendition instead . The theme premiered at the 1999 Macworld Conference & Expo .

The remaining themes were written , recorded , and produced throughout 2001 . The music was written with a variety of equipment including , " keyboards , synths , and samplers as well as digital recording equipment controlled by computers " . Live instrumentations , from members of the Chicago Symphony and Chicago Lyric Opera Orchestra , were added where needed . The soundtrack features a wide range of sounds , O 'Donnell described it as , " Gregorian chant , string orchestra , percussion and just a bit of a ' Qawwali voice ' " . Working closely with level designers , O 'Donnell divided the music " into chunks " . Based on these " chunks " , " [Halo 's] audio engine could play [the music] back dynamically based on the player 's actions " . For the soundtrack release , O 'Donnell rearranged the music featured in the game in order to make listening to the soundtrack " more enjoyable " .

Bungie had previously released soundtracks for their games due to fan request , but Microsoft was hesitant to commit to producing a soundtrack for Halo ; at the time most video games did not get a commercial soundtrack release . The publisher finally relented after pressure from O 'Donnell and the outside solicitation of musician Nile Rodgers .

= = Reception = =

Reception of the soundtrack was generally positive from critics . IGN praised the soundtrack for its wide use of instruments stating , " Where other videogame scores tend to miss their mark when combining electronic and organic elements , O 'Donnell and Salvatori seem to have found a rather stable balance between the two divergent sounds . " Adding , overall , the soundtrack is " one of the

better videogame oriented musical experiences out there " and playing the game is not required to find enjoyment within the score . Reviewing for Monsters At Play , Michael Johnson called the soundtrack " 66 minutes of orchestral goodness " citing the wide range of music covered as a strong point . Nuketown gave the soundtrack 9 out of 10 , stating , " the soundtrack is a welcome and invigorating reminder of good times had blasting unstoppable alien hordes " . The release went on to sell over 40 @, @ 000 copies .

= = Track listing = =

All music was written and composed by Martin O 'Donnell and Michael Salvatori .

" Opening Suite " ? 3 : 33
" Truth and Reconciliation Suite " ? 8 : 25
" Brothers in Arms " ? 1 : 29
" Enough Dead Heroes " ? 3 : 00
" Perilous Journey " ? 2 : 26
" A Walk in the Woods " ? 1 : 52
" Ambient Wonder " ? 1 : 57
" The Gun Pointed at the Head of the Universe " ? 2 : 26
" Trace Amounts " ? 1 : 51
" Under Cover of Night " ? 3 : 41
" What Once Was Lost " ? 1 : 40
" Lament for Pvt. Jenkins " ? 1 : 14
" Devils ... Monsters ... " ? 1 : 30
" Covenant Dance " ? 1 : 57
" Alien Corridors " ? 1 : 48
" Rock Anthem for Saving the World " ? 1 : 17
" The Maw " ? 1 : 06
" Drumrun " ? 1 : 01
" On a Pale Horse " ? 1 : 35
" Perchance to Dream " ? 1 : 00
" Library Suite " ? 6 : 47
" The Long Run " ? 2 : 12
" Suite Autumn " ? 4 : 22
" Shadows " ? 0 : 59
" Dust and Echoes " ? 2 : 49
" Halo " ? 4 : 22

= = Personnel = =

All information is taken from the CD credits .