

= Inon Zur =

Inon Zur ( Hebrew : ינון זור ; born July 4 , 1965 ) is an Israeli @-@ American music composer who has won several awards for his work . Originally writing for movies and television , he later moved into composing for video games . He has been described as being " internationally recognized as one of the A @-@ list orchestral composers in the video games industry " . During his career to date , Zur has composed the music to over 50 video games , 15 television shows , and 10 movies , as well as many movie trailers . He has been nominated for numerous awards , and has won three ? a Telly Award in 1997 for Best Score on Power Rangers : Turbo , a Game Audio Network Guild award in 2004 for Best Original Instrumental track for Men of Valor , and a Hollywood Music in Media Award in 2009 for Best Original Song ? Video Game for Dragon Age : Origins . He currently lives in Encino , California , in the United States , and is composing the scores for several unreleased games .

= = Biography = =

= = = Early life = = =

Inon Zur was born in Israel . As early as five years old , he was trying to compose harmonies with his mother 's singing , and became inspired by classical music . He learned to play french horn as a child , studied piano by the age of eight , and was studying composition by the age of ten . He graduated from the Music Academy of Tel Aviv , and spent four years in the Israeli military . He emigrated to the United States in 1990 to study at the Dick Grove School of Music for a year , and then under private tutor Jack Smalley , a television music composer , and others for two years at the University of California , Los Angeles .

= = = Career = = =

Zur began his career in 1994 by working on soundtracks for movies , such as Yellow Lotus , featured at the Sundance Film Festival . He then signed on to compose for Fox Family for six years , and made soundtracks for various children 's television shows , including Digimon and Power Rangers . By 2002 he estimated that he had composed the soundtrack to over 360 Power Rangers episodes alone . He won his first award during this period in his career , a Telly Award for his work on Power Rangers : Turbo . While he enjoyed the work , he began to want to go work somewhere " more intriguing , more advanced , and basically a place that people really appreciate music more " ; his agent overcame his initial reluctance and convinced him to work in the video games industry . His first video game soundtrack was 2000 's Star Trek : Klingon Academy , though he started composing for the game in 1997 . Zur quickly moved on to prestigious titles , composing for the award @-@ winning and critically acclaimed Baldur 's Gate II : Throne of Bhaal in 2001 and Icewind Dale II in 2002 , among many others . Icewind Dale II earned him the first of many nominations for video game music awards , that of the Game Audio Network Guild 's Music of the Year award . He continued to work on movies and television programs during these years , composing the soundtrack to Au Pair in 1999 and the English version of the 2000 anime series Escaflowne .

Zur 's latest movie soundtrack to date was that of 2001 's Au Pair II . He has worked on a few television series since then ; his last traditional television soundtrack was for The Bachelor in 2002 , though he has composed music for three webisode series since then . He continued to work on numerous best @-@ selling video games , including Prince of Persia : The Two Thrones in 2005 and Crysis in 2007 . He has also garnered several nominations for video game music awards , including his first win , for Men of Valor in the Best Original Instrumental track category of the 2004 Game Audio Network Guild awards . His latest released titles have been the highly successful Fallout 3 and Prince of Persia in 2008 , and 2009 's Dragon Age : Origins and the Nintendo DS version of James Cameron 's Avatar : The Game . He is currently working on the soundtracks to

several unreleased video games , and continues to live in Encino , California . Dragon Age has earned Zur his third career award , that of Best Original Song ? Video Game in the 2009 Hollywood Music In Media Awards .

Zur penned the original musical score for The Lord of the Rings : War in the North ( Warner Bros. ) video game , conducting and recording with the London Philharmonia Orchestra and the Pinewood Singers Choir at the legendary Abbey Road Studios in London . In an industry first , a dedicated concert of his music from THE LORD OF THE RINGS was performed each evening at the 2011 Electronic Entertainment Expo ( E3 ) in Los Angeles . The one @-@ hour concert series was conducted by Zur and performed by The Hollywood Orchestra and Choir with the participation of The Lyris Quartet and solos from celebrated vocalist Aubrey Ashburn .

= = Performances = =

Zur 's compositions have been played several times in live concerts . The first of these was a concert held in Seoul , South Korea on May 30 , 2006 dedicated to his music for Lineage II : Chronicle V : Oath of Blood . On August 20 , 2008 , music from his soundtrack to Crysis was played in Leipzig , Germany at a Video Games Live concert . His music from Dragon Age : Origins and Prince of Persia was performed at the September 26 , 2009 " A Night in Fantasia 2009 " concert in Sydney , Australia by the Eminence Symphony Orchestra . Inon Zur was a special guest at the concert .

= = Musical style and influences = =

Zur 's compositions frequently are focused on full orchestras , choir and , in some games like Prince of Persia , ethnic instruments like Arabic flutes and the woodwind duduk . He has often collaborated with the Northwest Sinfonia orchestra from Seattle , though he has on occasion used other orchestras . Whenever Zur works with a real orchestra , he always conducts it himself . He has named some of his musical influences as classical artists such as Sergey Prokofiev , Igor Stravinsky , and Beethoven , movie composers like John Williams and Jerry Goldsmith , and jazz artists like George Gershwin and Henry McFeeny . While he would one day like to compose music not intended to be part of a larger piece of media , he finds that the pressure of a deadline and the feedback from the developers are crucial in his development process . He feels that his music sounds best when it is in the context given by the media it was made for , though he feels that performances of the music by itself transforms it " from just a soundtrack to an art form on its own " . Zur sometimes collaborates with other musicians while composing his game soundtracks ; for example , he worked with Florence and the Machine to create a unique rendition of " I ? m Not Calling You A Liar " for the Dragon Age II soundtrack .

Zur typically is brought in to compose for a game once it is mostly complete , though he notes that that is earlier than for films and television ? where nothing changes after he starts besides post @-@ production effects ? making video game music composition a more " flexible " process . He finds that it is " crucial " for him to play a game before he can compose music for it , even if it only a development version . Rather than compose music based around the setting in the game where it will be played , Zur composes music around the emotion that he wants the player to feel at that point in the game . While he feels that music composition technology has come far enough in recent years to no longer be a limiting factor in his music , he does feel that the music budgets for games limit what he can create . Zur feels that he is considered in the industry to be a very fast composer , which he attributes to his tendency to compose music " intuitively " , rather than spending a lot of time planning it out . When not composing , Zur likes to play video games , especially those he has composed for , as well as play basketball and spend time with his family . The types of projects that he would like to work on in the future that he has not yet done are children 's games and soundtracks incorporating jazz music .

= = Works = =

== Films ==

== Television ==

== Video games ==

== Awards and nominations ==