

= Music of L.A. Noire =

The music for the 2011 neo @-@ noir detective video game L.A. Noire , developed by Team Bondi and published by Rockstar Games , was composed by musicians Andrew Hale and Simon Hale . Recorded at Abbey Road Studios in London , the score also features contributions from Woody Jackson , who had collaborated with Rockstar on previous projects . Andrew Hale felt that composing the game 's score was about setting a mood , attempting to compose music that felt accessible to players . The score was inspired by films from the 1940s , though the team avoided specifically composing for this time period , instead opting to focus on that after the music had been produced . Three supplementary vocal recordings were composed by The Real Tuesday Weld and performed by Claudia Brücken ; they also sought to fit with the game 's setting .

The soundtrack album for L.A. Noire was released in May 2011 . A second soundtrack , entitled L.A. Noire Remixed EP , was released on the same day , consisting of six jazz classics remixed by contemporary DJs . Critical reception to the soundtracks was positive , as reviewers felt that the music connected appropriately with the gameplay and time period . The game 's music was nominated for numerous awards .

= = Production and composition = =

L.A. Noire features an original score . The game 's score accompanies the gameplay , alerting players at specific times ; musical cues play when players approach items of interest during investigations . Like other games published by Rockstar , L.A. Noire also contains licensed music tracks provided by an in @-@ game radio . Over thirty songs , from artists such as Billie Holiday , Louis Armstrong and Ella Fitzgerald , feature in the game . To work on the score , the team engaged Andrew Hale and Simon Hale , as well as Woody Jackson , who had previously collaborated with the team on Red Dead Redemption (2010) . Recorded at Abbey Road Studios , the score was inspired by orchestral scores from 1940s films . In addition to the original score and licensed tracks , the game also features original vocal recordings that " create an authentic sound to suit the musical identity of the period " . When The Real Tuesday Weld were commissioned to compose the original compositions , they sought vocals that could " evoke the period " , ultimately falling upon Claudia Brücken . Three vocal tracks were produced : " (I Always Kill) The Things I Love " , " Guilty " , and " Torched Song " .

Music supervisor Ivan Pavlovich stated that Rockstar 's focus on authenticity and realism inspired the composers to reflect the focus in the music . Andrew Hale felt that composing the game 's score was a flexible process " about setting a mood " , as opposed to a " mechanical " process in which the music was specifically composed to fit with the time frames of the game ; the composers decided to focus on the latter after the music was produced . They also attempted to compose something that felt accessible to players , avoiding exclusively focusing on swing or jazz . Andrew Hale felt that the orchestral score assisted in this .

= = Albums = =

= = = L.A. Noire Official Soundtrack = = =

L.A. Noire Official Soundtrack comprises songs from the game , composed and produced by Andrew Hale and Simon Hale . The soundtrack spans 28 tracks , covering a duration of 55 minutes , and features additional songs composed and performed by The Real Tuesday Weld and Claudia Brücken . It was first released on the iTunes Store on 17 May 2011 , alongside L.A. Noire Remixed . The score was recorded at Abbey Road Studios in London . Additional music was composed by Woody Jackson .

In the context of the game , the soundtrack was well received . Kirk Hamilton of Kotaku ranked it upon the best game music of 2011 , appreciating the " vibe " that it sets for the genre and time

period of the game . Jen Bosier of Video Game Writers commended the soundtrack 's recreation of the time period , and felt that the music could be enjoyed outside the game . Evan Andra of SF Critic echoed these remarks , and particularly praised the final three vocal tracks of the album , calling them " a suitably enjoyable conclusion to the album " . David Smyth of London Evening Standard named the three vocal tracks " tense and beautiful " , and wrote that the overall soundtrack is " mood music of the finest calibre " . James Southall of Movie Wave wrote that the soundtrack assisted in the creation of the game 's atmosphere , and particularly praised the album 's " action music " . Simon Elchlepp of Video Game Music Online wrote that the soundtrack " successfully recreates several aspects of 1940s ' jazz and movie scores " , praising Hale 's understanding of the music type .

The soundtrack won the award for Original Music at the 8th British Academy Games Awards , and was nominated for Best Original Score for a Video Game or Interactive Media at the 2011 International Film Music Critics Association Awards . The soundtrack was also nominated for Best Score ? Contemporary / Alternative from Video Game Music Online .

= = = L.A. Noire Remixed EP = = =

L.A. Noire Remixed consists of six jazz classics from the game 's era , remixed by contemporary DJs . Advertised as a " special installment " of the Verve Remixed Series , the album includes songs by artists of the period , such as Ella Fitzgerald , Lionel Hampton , Billie Holiday and Dinah Washington , remixed by DJs such as Ticklah , DJ Premier , and Moodymann . It was first released on the iTunes Store on 17 May 2011 , alongside the game 's main soundtrack .

The album received generally positive reviews . Bosier of Video Game Writers dubbed it " the gem of the collection " , stating that it invokes " the feeling of the game " , as well as involving " a nice retro @-@ vibe " . Smyth of London Evening Standard commended the soundtrack , calling the songs " tastefully modernised " . The album was nominated for Best Album ? Remix from Video Game Music Online .