

## = Halo 4 Original Soundtrack =

The Halo 4 Original Soundtrack is the official soundtrack to the first @-@ person shooter video game Halo 4 , developed by 343 Industries and published by Microsoft Studios . British record producer Neil Davidge was Halo 4 's main composer and producer . The soundtrack was released on October 19 , 2012 in Australia and New Zealand , and October 22 everywhere else . A second volume containing more of the score was released digitally on April 8 , 2013 .

Davidge was a Halo fan who was honored to have the chance to write music for the games . Drawing inspiration from the game 's concept art and other visuals , he began writing music for the game in December 2010 . Davidge described his music as an evolution of previous Halo music , designed to accompany the new style of the universe .

Critical reception to Halo 4 's music and the soundtrack was generally positive . However the absence of the iconic theme from the original Halo trilogy , without the establishment of a new one , received polarised views from players . The album debuted the No. 50 on the Billboard 200 chart in the United States , making it the highest @-@ charting game soundtrack ever .

## = = Background = =

The majority of previous Halo soundtracks had been composed by Martin O 'Donnell , Michael Salvatori , and the Bungie audio team ; Stephen Rippey composed the music for the spinoff game Halo Wars . Davidge is best known for his work as a co @-@ writer and producer for Massive Attack , and has also composed the scores for a number of films .

Halo 4 audio director Sotaro Tojima began looking for the game 's composer in 2010 . " I had a vision for the overall Halo 4 music production that I think of as ' Digital and Organic ' , " he wrote ? " something very much inspired by the game script . " This vision led him to explore electronica and dance music to find his chosen sound . Tojima decided on Davidge after a year 's search . 343 Industries officially named Davidge as Halo 4 's main composer on April 11 , 2012 ; by that point the name of Halo 4 's composer had been kept a secret for fifteen months .

Davidge is a longtime Halo fan ; he would play Combat Evolved during downtime while producing Massive Attack albums in 2001 . Davidge credits the games with providing a heroic story that reminded him of his youth reading comic books . " I 'd love to be able to inspire people [ like Halo does ] , " he said . Davidge flew to Seattle , Washington in December 2010 to meet 343 Industries personnel . Afterwards he began writing concept and prototype music for the project before being officially engaged in July or August 2011 .

Davidge initially thought that scoring the video game would be similar to the process for a film ; " Pretty soon I discovered the similarities were few , " he later told Rolling Stone , since music for the game had to dynamically change its length and composition depending on player actions . Much of Halo 4 's music was written guitar or piano ; at home , Davidge would sometimes sing melodies into a dictaphone for later transcription . While composing , he viewed slideshow images and visual material to influence his work . Davidge played through unfinished portions of the game for inspiration ; he ended up using the game 's development concept art as inspiration for his music .

While Davidge professed himself as a huge fan of O 'Donnell 's work , he felt the music needed to change to fit the new trilogy . " The phrase that kept going around was ' evolution not revolution ' of the score , " he said . " [ They wanted a ] more electronic , slightly more beat @-@ driven direction , which is one reason why they came to me . They wanted to flesh out , sonically , a new universe . One that they could expand on in subsequent sequels . ?

## = = Recording = =

Recording of much of the soundtrack took place at Abbey Road Studios and Angel Studios , both situated in London , United Kingdom . Davidge and his production team enlisted the 50 @-@ piece Chamber Orchestra of London , as well as 26 male and female vocalists and other performers .

Track 12 , " 117 " , was composed by Kazuma Jinnouchi and performed by the Hollywood Studio

Symphony . Recording took place at 20th Century Fox 's Newman Scoring Stage in Los Angeles , United States .

= = Release = =

The original soundtrack was released in physical and digital formats . Customers who purchased the physical compact disc received a free download voucher for remixes and additional music that are not included in the soundtrack but featured in @-@ game . A limited edition two @-@ disc box set was also released featuring both the Halo 4 Original Soundtrack and Halo 4 Original Soundtrack Remixes as well as a DVD featuring over 70 minutes of behind the scenes footage from Abbey Road Studios . A special digital edition is available which features the soundtrack and six tracks from the remix album .

On October 3 , 2012 , 343 Industries announced that they would be holding a Halo 4 Soundtrack Remix Contest . The competition took place from October 3 , 2012 , until October 29 , 2012 ; participants could use samples from the tracks " Awakening " , " To Galaxy " , and " Revival " and submit their own remixes . Entries were judged by Davidge , Tojima , and music producers Caspa and Sander van Doorn . Participants of the winning entries received prizes , including the Xbox 360 Limited Edition Halo 4 console bundle , the Halo 4 Original Soundtrack itself and many more .

On October 3 , 2012 , it was also announced that the release date for the special limited edition box set version would be pushed to November 6 , 2012 , to coincide with the release date of the game ; this was due to an exclusive content reveal . On December 4 , 2012 , Halo 4 Original Soundtrack Remixes was released digitally .

Halo 4 Original Soundtrack Volume 2 was released digitally on April 8 , 2013 .

= = Reception = =

In the United States , the album debuted at No. 50 on the Billboard 200 chart , becoming the highest video game soundtrack to peak on the chart . During the first week , it sold nearly 9 @,@ 000 units .

Critical reception to the music and soundtrack was generally positive . James Wargacki , writing for Electronic Gaming Monthly , summed up the soundtrack and the remix album as " a fun and enjoyable collection of songs " , with Davidge 's work introducing new elements to the series while harking back to classic themes . Gaming Age 's Dustin Chadwell appreciated that Davidge avoided retreading old material in the series and wrote a " unique " soundtrack for the release with several standout tracks . Francesca Reyes of Official Xbox Magazine wrote that many areas of Halo 4 was highly polished , including the score ; " the music by new composer Neil Davidge combines orchestrated swells with subtle electronic blips and bleeps to great effect . "

Ryan McCaffrey of IGN wrote that while it was a wise choice for Microsoft to move in a different direction than O 'Donnell 's style , " the results [ were ] mixed " ; Davidge 's " atmospheric " compositions were not memorable in McCaffrey 's estimation , and complemented the action rather than adding to it .

The soundtrack for Halo 4 was nominated in the category for Best Original Score at the 2012 Inside Gaming Awards and the 2012 Spike Video Game Awards .

= = Track listing = =

= = = Volume 1 = = =

All music composed by Neil Davidge except where noted .

= = = Volume 2 = = =

= = Charts = =

= = Personnel = =

All information taken from the compact disc liner notes .