

= Music of the Parasite Eve series =

The music of Parasite Eve , a 1998 role @-@ playing video game based on the novel of the same name by Hideaki Sena , was composed by Yoko Shimomura , and was one of her early popular successes . The music for its 2001 sequel Parasite Eve II was composed by Naoshi Mizuta and arranged by Hiroshi Nakajima . The 2010 spin @-@ off title The 3rd Birthday was composed for by Shimomura , Mitsuto Suzuki and Tsuyoshi Sekito . Shimomura 's work was described by herself as experimental , and incorporated multiple musical genres including opera music . The score for Parasite Eve was recorded at the Andora Studios in Los Angeles . For Parasite Eve II , Mizuta spent a year and a half on the project , using the game 's scenario and visuals as references and taking inspiration from multiple film genres . It was Mizuta 's first project after transferring from Capcom to Square Enix (then Square) . For The 3rd Birthday , Shimomura worked with Suzuki and Sekito to create a score reminiscent of Parasite Eve , while Japanese rock band Superfly provided the theme song " Eyes on Me " .

The original Parasite Eve Original Soundtrack album was released in May 1998 through DigiCube . Shimomura also produced an arrange album , Parasite Eve Remixes , which was released through DigiCube in July 1998 . The soundtrack album for the second game , Parasite Eve II Original Soundtrack , was released through DigiCube in December 1999 . It also released in North America through Tokyopop Soundtrax in September 2000 . The third game 's soundtrack album , The 3rd Birthday Original Soundtrack , released in December 2010 through Square Enix 's music label . The first two game 's original soundtracks were reissued through Square Enix in January 2010 due to popular demand , and a limited edition combined album titled Parasite Eve I & II Original Soundtrack Box was released alongside them . While some albums have received mixed responses from critics , the music of the Parasite Eve series has generally received positive reviews , with the score for the first game bringing Shimomura international acclaim .

= = Series overview = =

The Parasite Eve video game series is based on the 1995 science fiction novel of the same name by Japanese author Hideaki Sena . The role @-@ playing video game Parasite Eve , was released in 1998 for the PlayStation . Billed as a " cinematic RPG " , it was developed by a team of Japanese and North American staff with a western release in mind . Its 1999 sequel , the action role @-@ playing game Parasite Eve II , was designed to be similar to games from the Resident Evil survival horror series . While Parasite Eve II did not leave potential for a sequel , the series was brought back in the form of The 3rd Birthday , a 2010 spin @-@ off for the PlayStation Portable . Initially designed for mobile devices , it was shifted onto the PSP and designed as a disconnected game focusing on the series ' main protagonist Aya Brea . All three games were primarily developed by Square Enix .

= = Parasite Eve = =

= = = Parasite Eve Original Soundtrack = = =

The music for Parasite Eve was composed by Yoko Shimomura , who would later become a well @-@ established video game composer through her work on the Kingdom Hearts series . Additional arrangements were done by Shigeo Tamaru . Despite her previous work as lead composer on Super Mario RPG , Parasite Eve became Shimomura 's breakout project and garnered her international fame . During her work on Parasite Eve , Shimomura spent time in the United States , which was where much of the game 's staff came from . Because of this , Shimomura remembered the game as her most challenging project . She wanted the music to be experimental , not falling into ambient or techno classifications . One of her main goals was to create something " inorganic " and recognizable as a product of Square Enix (then Square) . Until Parasite Eve , Shimomura had

written music in a straightforward manner that reflected her then @-@ current state of mind , but this time she restrained herself and took a more " emotionless " approach . She felt that this would best represent the game 's atmosphere and Aya 's stoic attitude . Ultimately , she felt that Parasite Eve was an experimental work in many ways . Due to its prevalence in the story , Shimomura used opera music , but as typical opera music did not translate well into battle themes , Shimomura added different rhythms : these rhythms were inspired when some of the game 's American staff took her to a nightclub and she heard the background music there . The music recording took place at the Andora Studios in Los Angeles .

Parasite Eve was the first of her projects to include a vocal theme , the ending theme " Somnia Memorias " . This was because the PlayStation system was the first to have sufficient processing power for this to be possible . For the vocalist , Shimomura avoided using someone well known . " Somnia Memorias " was sung by Shani Rigsbee , while the vocals for the orchestrated versions of " Influence of Deep " and " Se il Mio Amore Sta Vincino " were provided by Judith Siirila . " Somnia Memorias " was translated and adapted from Japanese into Latin by Raul Ferrando , while " Se il Mio Amore Sta Vincino " was translated by Daniella Spagnolo . The lyrics for all vocal pieces were written by Shimomura . The track " I Hear a Voice Asking Me to Awaken " was an arrangement of Wachet auf , ruft uns die Stimme , BWV 140 by Johann Sebastian Bach .

The two @-@ disc album Parasite Eve Original Soundtrack was released through DigiCube on May 21 , 1998 under the catalog number SSCX @-@ 10020 . Due to popular demand from fans , a reprint was issued through the Square Enix label on January 26 , 2011 under the catalog number SQEX @-@ 10222 / 3 . The music received generally positive reviews from music critics , and helped establish Shimomura as a popular composer with western video game fans .

= = = Parasite Eve Remixes = = =

Parasite Eve Remixes is a ten @-@ track album , featuring remixed versions of themes from Parasite Eve . The remixes were done by Shimomura , Tamaru , Hidenori Iwasaki and Keichi Takahashi . Multiple DJs also contributed , including Tomo , QUADRA , Dan K , Tribal Masters , Kay Nakayama , and Dummy Run . According to Shimomura , the album came about when someone suggested to her creating full remixes of themes rather than making simple rearrangements . Shimomura was in charge of extending and remixing " Aya 's Theme " , which was the main theme for Parasite Eve . The album was released through DigiCube on July 30 , 1998 under the catalog number SSCX @-@ 10023 . Reviews of the album were mixed , with critics saying that it would not appeal to many and finding some of the remixes odd , repetitive or overly chaotic .

= = Other albums = =

= = = Parasite Eve II Original Soundtrack = = =

The music of Parasite Eve II was written , arranged and produced by Naoshi Mizuta . Parasite Eve II was Mizuta 's first project as lead composer at Square after transferring from Capcom . He spent a year and a half working on the soundtrack , frequently referencing the game 's scenario and visuals . He was also influenced by multiple unspecified films from multiple genres including action films . He matched his music to the scenario , characters and environments , since he desired to stir the players emotions without distracting from the game . Many of his tracks were created on request , but he otherwise had a high amount of creative freedom . Multiple tracks were remixes and rearrangements of Shimomura 's original music for Parasite Eve : according to Mizuta , the arrangements were easy due to the original tracks ' strength . In a later interview , Mizuta called his work on Parasite Eve II very different from his later work on Final Fantasy XI and The 4 Heroes of Light . Guitar elements for the tracks " Forbidden Power " and " Douglas ' Blues " were performed by Tsuyoshi Sekito and Yuji Isogawa respectively . Arrangements for multiple tracks were done by Hiroshi Nakajima , who later felt that he intentionally " betrayed " Mizuta 's work while creating the

arrangements . Additional mixing was done by Hiroshi Nakajima and Kenji Nagashima . Sound samples used in some tracks were taken from the Q Ups Art Sonic Images Library CD release .

Parasite Eve II Original Soundtrack was released through DigiCube on December 18 , 1999 under the catalog number SSCX @-@ 10038 . The soundtrack was released in North America through Tokyopop Soundtrax . This edition was released on September 12 , 2000 under the catalog number TPCD @-@ 0200 @-@ 2 . Due to popular demand from fans , a reprint was issued through the Square Enix label on January 26 , 2011 under the catalog number SQEX @-@ 10224 / 5 . Reception of the music was far less positive than for Parasite Eve , with reviewers generally citing Mizuta 's work as weaker than Shimomura 's .

= = = The 3rd Birthday Original Soundtrack = = =

The music for The 3rd Birthday was composed by Mitsuto Suzuki and Tsuyoshi Sekito , with additional work by Yoko Shimomura . Shimomura was involved from an early stage , when The 3rd Birthday was still a mobile game . When she was originally asked to compose for the title , she was involved with a number of other projects which made handling the entire score difficult . When asked whether she wanted to work with anyone on the composition , she suggested Suzuki and Sekito . The general instruction was to follow the pattern used by the music for Parasite Eve , with Suzuki and Sekito handling the majority of tracks , going so far as referring to the songs from the original Parasite Eve when handling remixes of old themes . In keeping with the game 's other development goals , Shimomura wanted to alter some of the established music , although she asked the team to include familiar themes from earlier games for fans . When she started out , she knew nothing about the game 's story , but became familiar with it later in development and also found the project less challenging than she initially anticipated . Suzuki was responsible for a large amount of track mixing . Sekito was mostly involved with choosing and helping with instrumentation , in particular whether to include symphonic music . The composers had a relatively high degree of freedom , but they also had problems when composing some tracks that did not fit into selected scenes .

Re @-@ orchestrations of two pieces of classical music , " Sleepers Wake " by Johann Sebastian Bach and popular Christmas song " Joy to the World " , were used by Suzuki and Shimomura respectively to represent key moments and motifs within the game . The order of songs in the game was created to reflect the situation in a level . These variations were emphasized during mixing , while they also needed to adjust the mixing and track length based on the game as a whole . For the game 's theme song , Square Enix collaborated with Japanese rock band Superfly . The resultant theme song " Eyes on Me " , described as a " standard love song " , was specially composed by the band for the game . It was the band 's first video game theme song .

The 3rd Birthday Original Soundtrack was released on December 22 , 2010 through Square Enix 's music label , under the catalog number SQEX @-@ 10217 ~ 19 . " Eyes on Me " was released as a separate single alongside another of Superfly 's songs . Upon release , it peaked at # 5 in the Oricon music charts , and remained in the charts for eleven weeks . The album received positive reviews from music journalists , with critics generally calling it a high quality album with strong music overall . Reviews of " Eyes on Me " were negative , with reviewers faulting both the quality of the song and its appropriateness within the game 's context .

= = = Parasite Eve I & II Original Soundtrack Box = = =

Parasite Eve I & II Original Soundtrack Box is a combined album featuring the re @-@ releases of the first two Parasite Eve soundtracks . It was released on January 26 , 2011 . Reviews of the boxset were mixed : while some considered both soundtracks to be good and contrast each other , others considered Parasite Eve II to be weaker and a detriment to the experience .