

= Jack Wall (composer) =

Jack Wall (born 1964 in Phoenixville , Pennsylvania) is an American video game music composer . He has worked on video game music for over 20 games including the Myst franchise , Splinter Cell , Jade Empire , Mass Effect , and Call of Duty . Wall earned a degree in civil engineering from Drexel University in Philadelphia , Pennsylvania , and , after a brief stint working in civil engineering , transitioned into music production . He worked with musicians such as John Cale , David Byrne , and Patti Smith , and , after performing increasingly complex production and sound engineering tasks , moved into music composition in 1995 .

Wall immediately began working in the video game industry , composing the soundtrack to Vigilance . Primarily composing in an orchestral style , by 2001 he composed the soundtrack to Myst III : Exile , which was the title he says put him on the map as a video game composer . In 2002 , Wall became one of around 20 co @-@ founders of the Game Audio Network Guild (G.A.N.G.) as well as senior director . In 2005 , Wall , along with G.A.N.G. founder and fellow composer Tommy Tallarico , produced the Video Games Live concert series , having served as the conductor for the international concert tour . His latest released soundtrack is that of 2012 Black Ops 2 . His soundtracks for Myst III : Exile , Myst IV : Revelation , Rise of the Kasai , Jade Empire , Mass Effect , and Mass Effect 2 were nominated for and won multiple awards .

= = Early life = =

Jack Wall , born in Phoenixville , Pennsylvania , earned a degree in civil engineering from Drexel University in Philadelphia , Pennsylvania , and began a career " planning out sub @-@ divisions and shopping malls " . At the same time he was in a rock band , as he was also interested in music . After recording a demo tape with the band , he was inspired to change career paths and quit his job to work in the music industry . He initially worked as a bartender and later started working in recording studios in Philadelphia and later Boston and New York City , where he worked for Skyline Studios . In 1991 Wall left Skyline , and until 1994 worked as an independent music producer and sound engineer in New York City , working with musicians such as John Cale , David Byrne , and Patti Smith , as well as local bands . Over those three years , Wall consistently worked with Cale , eventually handling arrangement and orchestration of Cale 's compositions as well as producing and working as a sound engineer . While working with Cale on the soundtrack to a movie , House of America , he watched as Cale composed thirty minutes of music in almost real time , and was inspired to begin composing music .

= = Career = =

By late 1995 , Jack Wall was living in Los Angeles and was married to singer Cindy Shapiro , who he had met in 1994 . She knew Ron Martinez , who was starting a video game company , PostLinear Entertainment , and he asked Wall to work for it as a composer . He composed the soundtracks for several games for PostLinear ; the first released was Vigilance in 1997 . His daughter Gracie was also born early in 1997 . After leaving the company , he composed the soundtrack to 2001 's Myst III : Exile , which was his first orchestral score and the work that he said put him on the map as a video game composer . It was also interesting to him , as it was a sequel to the first video game he had ever played , Myst . Myst III was nominated for the Academy of Interactive Arts & Sciences " Outstanding Achievement in Original Music Composition " award , which it lost to the Tropic of Cancer soundtrack .

In 2002 , Wall became one of around 20 co @-@ founders of the Game Audio Network Guild (G.A.N.G.) as well as senior director . The group works to promote the appreciation of video game music , as well as serve as a professional resource for video game music composers and musicians . It was developed and headed by Tommy Tallarico . As of 2010 , Wall serves as vice chairman , after stepping down from heading the board of directors in 2007 . He continued to compose soundtracks for games such as The Mark of Kri and Unreal II : The Awakening . His work on Myst IV

: Revelation in 2004 earned him his first three awards , those of " Best Live Performance Recording " , " Best Original Vocal Song : Choral " , and " Music of the Year " from the G.A.N.G. awards .

Wall , along with Tommy Tallarico , has produced the Video Games Live concert series , which began on July 6 , 2005 . The two had been planning the concert series , which presents orchestrated versions of music from dozens of games , for three years . The concerts consist of segments of video game music performed by a live orchestra with video footage and synchronized lighting and effects , as well as several interactive segments with the audience , conducted by Wall . Video Games Live was intended to take the idea of a symphonic video game music concert , which was popular in Japan , and combine it with a rock concert to make it appealing to western fans . The series is international and ongoing , with more than 70 shows planned for 2009 . Although Wall composed the soundtracks to three games released in 2005 including the award @-@ winning score to Jade Empire , his works released since then have been 2007 's Mass Effect and 2010 's Mass Effect 2 . Mass Effect 's score earned Wall several awards and nominations , as did Mass Effect 2 .

= = Musical style and influences = =

Although many of his works are orchestral , Jack Wall has worked in a wide variety of styles , including " heavy metal meets orchestral " and " tribal percussion " . For Jade Empire , he focused on using Chinese instruments and Taiko drums . When writing a video game score , Wall prefers a collaborative approach with the game designers to creating the music , as he feels that the " tug back and forth of ideas " makes the music stronger . He notes , however , that he has to be flexible , and willing to create his own vision for the music . As part of this , he prefers to be able to see illustrations and game design documents before beginning , as they provide insight into the feel of the game so that his music can mesh in with it . He also believes that a good video game music composer needs to have a lot of technical sound production skill to be successful . Wall has said that the Myst and Mass Effect soundtracks are his favorites that he has created . Wall stated that he was primarily interested in scoring games that are " interesting " , and that his main concern was creating something original . Although he has worked with live orchestras and synthetic orchestras , Wall recommends that game developers use a live one , despite the expense , as he feels they add a much more dynamic sound to the music and allow the composer more freedom than synthesizer samples . He also wrote the book Legendary Bim Bang , the man who invented music . A picture book for ages 1 to 7

= = Works = =

= = Awards = =