

= Junya Nakano =

Junya Nakano (1971 - , Nakano Jun 'ya , born February 28 , 1971) is a Japanese video game composer who was employed at Square Enix from 1995 to 2009 . He is best known for scoring *Threads of Fate* and co - composing *Final Fantasy X*. He has also worked as an arranger for *Dawn of Mana* and the Nintendo DS version of *Final Fantasy IV* . Nakano has collaborated with his friend and fellow composer Masashi Hamauzu on several games .

He was introduced to music at the age of three when his parents offered him lessons in the electronic organ . After studying composition and arrangement at a vocational school , Nakano worked for Konami from 1991 to 1994 , where he scored numerous arcade games . Nakano is noted for his ambient style and for using percussion , timbre , and rhythm in his compositions .

= = Biography = =

Junya Nakano was born in Kyoto , Japan . His parents introduced him to music when he was three years old , offering him lessons in the electronic organ through the Yamaha Music Foundation ; they also encouraged him to join some brass bands . After playing the 1979 arcade game *Lunar Rescue* , he developed an interest in video games and subsequently began to enjoy chiptune music . By frequently listening to the radio , he started composing MIDI music using the NEC PC 9801 in 1985 . In 1987 , he attended a vocational school to study composition and arrangement in hopes of entering the gaming industry . After graduation , he joined the Kobe branch of Konami in 1991 , where he contributed music to eight arcade games with several collaborators over a three - year period . Deciding he wanted to create more original music and have a chance to receive individual recognition , Nakano left Konami after completing the score for *Golfing Greats 2* in 1994 .

Nakano joined Square (now Square Enix) in 1995 . He created four pieces for the 1996 video game *Front Mission : Gun Hazard* , which featured composers Nobuo Uematsu , Yasunori Mitsuda , and Masashi Hamauzu . His first solo project came about with Satellaview 's *Treasure Conflux* the same year . In 1996 , Nakano joined several of Square 's composers to create the soundtrack for the fighting game *Tobal No. 1* ; he contributed three compositions . Hamauzu and Nakano became friends after working on *Front Mission : Gun Hazard* and *Tobal No. 1* , and they have later collaborated on several titles . In 1997 , Nakano served as synthesizer programmer for the score to *Front Mission : Alternative* . Nakano composed the soundtrack for the Japan - only adventure game *Another Mind* , which he was given a deadline of two months to complete . His subsequent score to the 1999 title *Threads of Fate* (known as " *Dewprism* " in Japan) gave him worldwide recognition .

Since scoring *Threads of Fate* , Nakano has collaborated with several composers on major projects instead of being the sole composer . In 2001 , Nakano and Hamauzu were chosen to assist Uematsu in the production of the score for the critically acclaimed *Final Fantasy X* , based on their ability to create music that was different from Uematsu 's style ; Nakano created 20 pieces . One of his tracks from the game , " *Guadosalam* " , was arranged for the piano and featured in the album *Piano Collections Final Fantasy X* (2002) . Following *Final Fantasy X* , Nakano composed the soundtrack to Asmik Ace Entertainment 's flight simulator *Sidewinder F*.

Back at Square Enix , he created the music for *Musashi : Samurai Legend* with Hamauzu and the duo Wavelink Zeal (Takayuki and Yuki Iwai) in 2004 . In 2006 , Nakano created seven tracks for the Xbox 360 game *Project Sylpheed* , which also featured several other composers . Later the same year , he arranged four pieces from the *Mana* series for *Dawn of Mana* (known as " *Seiken Densetsu 4* " in Japan) . He was also selected to arrange half of *Final Fantasy IV* 's Nintendo DS remake under the supervision of Uematsu , and composed the soundtrack to its 2008 sequel , *Final Fantasy IV : The After Years* . On December 31 , 2009 , Nakano confirmed that he had left Square Enix and would be joining his former mentor and collaborator Yuji Takenouchi 's supergroup " *GeOnDan* " , whom have since disbanded . Nakano 's last projects for Square Enix before leaving were the soundtracks to *Fullmetal Alchemist : Prince of the Dawn* and *Daughter of the Dusk* .

= = Musical style and influences = =

Nakano is best known for creating ambient music with percussive , timbral , and rhythmic elements . According to an interview conducted by the website RocketBaby.net , Nakano was composing music focusing on an instrument 's tone and acoustics until 1995 , while after that time , he slowly moved his focus toward studying the harmony and melody important to music as a whole . After joining Square , he started focusing on rhythm and timbre which he implemented in titles like Front Mission : Gun Hazard , Treasure Conflux , and Tobal No. 1 . The music in Threads of Fate contains many different styles like ambient , jazz , and Spanish music ; the tracks have been described as " mellow " and " upbeat " . For Final Fantasy X , Nakano was responsible for most of the ambient @-@ styled compositions , which featured percussion , timbre , and rhythm . Nakano stated in the original soundtrack 's liner notes that he wanted to create music with a " vibrant and dynamic feel " that tied together his years of experience with game music .

When starting out in the field of music , he was influenced by brass bands he was involved with and electronic organ music ; however , he could not think of a specific musician who influenced him . Nakano cites Hamauzu as the colleague he admires most at Square Enix , and is particularly interested in the sounds he creates . When asked about his thoughts of Uematsu and how he had influenced his work , Nakano replied : " He is a very youthful and active person , but he hasn 't influenced my work . "

= = Works = =