

= Hitoshi Sakimoto =

Hitoshi Sakimoto (??? , Sakimoto Hitoshi , born February 26 , 1969) is a Japanese video game music composer and arranger . He is best known for scoring Final Fantasy Tactics and Final Fantasy XII , though he has composed soundtracks for over 80 other games . He began playing music and video games in elementary school , and began composing video game music for money by the time he was 16 . Sakimoto 's professional career began a few years later in 1988 when he started composing music professionally as a freelancer , as well as programming sound drivers for games . Five years and 40 games later , he achieved his first mainstream success with the score to Ogre Battle : The March of the Black Queen . In 1997 , he joined Square and composed for his first international success , the score to Final Fantasy Tactics .

In 2002 , he resigned from Square to form his own music company , Basiscape , through which he continues to compose music for games , along with some anime series . Basiscape has expanded since its founding to 10 composers , and is currently the largest independent video game music production company . In addition to video game soundtracks , over the years Sakimoto has also worked on projects such as anime series and vocal albums . His music has been played at numerous music concerts by groups such as the Eminence Symphony Orchestra , and his work on Final Fantasy XII has been arranged for the piano and published as sheet music .

= = Biography = =

= = = Early life = = =

Hitoshi Sakimoto was born in Tokyo , Japan . He began developing an interest in music beginning in elementary school , when he taught himself to play the piano and electronic organ and participated in some brass and rock bands . A fan of video games , he began creating his own games in junior high school with some friends . While in his senior high school years , Sakimoto wrote for the computer magazine Oh ! FM and compiled data about pieces of music he liked , becoming a self @-@ professed " computer , games , and music geek " .

Sakimoto started composing for games when he was 16 , and was paid to both create the music and the program to play it for several games . Composing for these games was the first time he had ever composed music for any instrument . His debut as a professional gaming composer came in 1988 , when he and his friend Masaharu Iwata , whom he has worked with on numerous later titles , scored the shooter game Revolver , published by ASCGroup for the NEC PC @-@ 8801 . Sakimoto also created the synthesizer driver " Terpsichorean " to enhance the sound quality of the game 's music ; the synthesizer driver has been implemented into many games throughout the Japanese game market in the early 1990s . Despite Revolver 's success , he continued with his previous goal to become a video game programmer rather than a composer ; however , his friends and colleagues encouraged him to continue composing game music . The recognition he gained within the gaming industry jump @-@ started his career .

= = = Career = = =

After Revolver , Sakimoto 's music and synthesizer driver earned him immediate recognition in the industry , resulting in him being asked to score several PC @-@ 9801 and Mega Drive games such as Starship Rendezvous and Gauntlet IV , as well as use his driver both in the scores he wrote and in other games such as Stone of Deigan in 1989 and The Witch of Barbatus in 1990 . Between 1990 and 1992 , Sakimoto worked on over 20 different video games for several different companies such as Toshiba EMI , Artec , and Data East . It was during this time that he composed his first solo score , for 1990 's Bubble Ghost .

Sakimoto 's first encounter with mainstream success in Japan came about in 1993 when he composed Ogre Battle : March of the Black Queen . The game was directed by Yasumi Matsuno ,

and since the release of the title , he has chosen Sakimoto as a regular for his development team at Quest and later Square . Sakimoto also worked on 14 other titles that year , including Shin Megami Tensei and Alien vs. Predator . Over the next few years , he would go on to compose for or work on over 40 more titles such as Tactics Ogre and Dragon Quest VI . In 1997 , Sakimoto joined Square and composed the score for Final Fantasy Tactics , which made him internationally famous , and was the score he was best known for outside Japan until at least 2006 . Although he worked on a handful of titles by other companies over the next few years , his next work for Square did not come until 2000 , with the successful Vagrant Story . It was his last score as an employee of Square ; although he went on to first compose Breath of Fire V and Tactics Ogre : The Knight of Lodis for Capcom and Quest , after a couple of years of planning he resigned from Square to form his own company , Basiscape , on October 4 , 2002 .

= = = Basiscape = = =

Basiscape composes and produces music and sound effects for various types of interactive media , most notably video games . Sakimoto says that he left Square to found the company because he did not feel that he had enough " freedom " as an employee of a game company , though he notes that the cost of that freedom is the difficulty in remaining close to the development team . At its founding , it comprised only three members : Sakimoto , Iwata , and Manabu Namiki . Through Basiscape , Sakimoto continued to compose for several different companies , including Square ? now Square Enix ? with Final Fantasy Tactics Advance . The company expanded in 2005 with the addition of composers Mitsuhiro Kaneda and Kimihiro Abe . After the huge success of 2006 's Final Fantasy XII , which he scored , demand for Sakimoto 's compositions grew stronger with gaming companies and he decided to expand Basiscape again by hiring Noriyuki Kamikura , Yoshimi Kudo , and Azusa Chiba . It is currently the largest independent video game music production company , and continues to work on large titles such as Odin Sphere and Final Fantasy XII : Revenant Wings . The composers for the company are able to procure individual work for themselves as members of Basiscape , as well as collaborate with other staff members on projects that are hired out to Basiscape as a company rather than any one composer , which allows the composers to remain freelancers while having the steady work of a full @-@ time job . The company also handles sound effects and narration in addition to soundtracks for the projects that it works on , and at the end of 2009 expanded to start its own record label .

Sakimoto has also been involved in non @-@ gaming projects during his career . He contributed one track each to the albums Ten Plants (1998) and 2197 (1999) , which feature music from various well @-@ known artists . Sakimoto collaborated with singer Lia in 2005 to create the music for the album Colors of Life . He composed the music for two anime series ; Romeo x Juliet (2007) and The Tower of Druaga : The Aegis of Uruk (2008) ; as well as the original video animation (OVA) Legend of Phoenix ~ Layla Hamilton Monogatari ~ in 2005 .

= = Performances = =

Sakimoto has made numerous appearances at video game concerts that have performed his compositions . On July 12 , 2006 , he , along with Yoko Shimomura and Michael Salvatori , were special guests at a Play ! A Video Game Symphony event at the Orchestra Hall in Detroit , Michigan . He has developed a strong relationship with the Australian @-@ based Eminence Symphony Orchestra , and has attended several of their concerts . Sakimoto and Yasunori Mitsuda made a guest appearance at their Passion event in December 2006 . In April 2007 , he appeared at Eminence 's A Night in Fantasia 2007 : Symphonic Games Edition , which featured three of his compositions . Sakimoto and Mitsuda collaborated with Eminence in July the same year to create Destiny : Reunion , a concert held exclusively in Japan . Eminence released Passion (2006) and Destiny : Dreamer 's Alliance (2007) , two studio recorded albums that feature various compositions from the Passion and Destiny : Reunion concerts respectively . " Penelo 's Theme " from Final Fantasy XII and a medley of pieces from Final Fantasy Tactics A2 were played at the

Fantasy Comes Alive concert in Singapore on April 30 , 2010 . Although there have been several official Final Fantasy concerts dedicated to the music of the series , none have included music by Sakimoto . A book of sheet music from the music of Final Fantasy XII rewritten by Asako Niwa as beginning to intermediate level piano solos was produced by DOREMI publishing .

= = Musical style and influences = =

Sakimoto composes his music by playing the pieces " briefly on the piano " , and then working on a computer for more detailed arrangements . The style of Sakimoto 's compositions is mostly orchestral ; he creates the orchestral sound by playing the music through a sequencer instead of using a real orchestra due to the high cost . When composing a soundtrack for a video game , Sakimoto first sits down with the director or producer of the game and works out what emotions they want the game to evoke in the player , and after making a demo for them , sets out to create music that fits that feeling . He claims that his style of composition does not change when he works on non @-@ game works such as anime series , saying that only the tone of the pieces is different . He attributes any changes in his style over the years to his desire to constantly keep growing and learning new styles and techniques , saying that if you have not moved forward in your skill and style over time , " you 've wasted your time " .

He has stated that his biggest musical influences are " old techno and progressive rock " groups such as the Japanese synthpop group Yellow Magic Orchestra . When he was starting out in the field of music , he went under the pseudonym " YmoH.S " , a reference to Yellow Magic Orchestra . He also cites the American jazz musician Chick Corea as a major influence . While creating the music for Final Fantasy XII , however , his biggest musical inspiration was former regular series composer Nobuo Uematsu . Sakimoto enjoys listening to techno and jazz fusion in his spare time . While he sometimes gets inspiration while relaxing at home , Sakimoto feels that his best ideas come to him while he is at his studio concentrating . One of his favorite soundtracks he ever composed was the one for Vagrant Story .

= = Works = =

= = = Video games = = =

Composition
Arrangement

= = = Other works = = =