

= Michael Salvatori =

Michael C. Salvatori (born 1954) is an American composer best known for his collaboration with colleague Martin O 'Donnell for the soundtracks to the Halo video game series . Salvatori became acquainted with O 'Donnell in college ; when O 'Donnell was given a job offer to score a colleague 's film , Salvatori and O 'Donnell formed a partnership and eventually created their own production company , TotalAudio . Salvatori continued to manage TotalAudio and worked on his own music for clients such as Disney and Wideload Games . He most recently co @-@ composed the soundtrack to the 2014 video game Destiny .

= = Biography = =

= = = Early works = = =

Salvatori wrote music for his own rock band while he was in college , and became friends with Martin O 'Donnell . O 'Donnell eventually moved to Chicago after completing his degrees , and was approached with a job offer to score a colleague 's film . Since Salvatori had his own recording studio , O 'Donnell offered to split the job with him ; the two became partners .

Soon after producing the music for Myth II , Bungie contracted O 'Donnell for several of Bungie 's other projects , including the third @-@ person game Oni . Bungie wanted to re @-@ negotiate the contracts for Oni in 1999 , which resulted in O 'Donnell joining the Bungie team ten days before the company was bought by Microsoft . Salvatori remained behind to manage the business aspect of TotalAudio , which he continues to do .

= = = Bungie = = =

O 'Donnell and Salvatori 's company TotalAudio was contracted to produce the music for Bungie 's upcoming title , Halo : Combat Evolved . As of 2009 , the only official work TotalAudio has done has been for the Halo series . During production Bungie decided that instead of contracting work to O 'Donnell , they would hire him . Salvatori remained at TotalAudio to manage the business aspect of the company , and shortly after O 'Donnell joined the team , Bungie was bought by Microsoft . Salvatori co @-@ composed the music for Halo 's sequels ? Halo 2 and Halo 3 ? with O 'Donnell , who has called Salvatori one of his musical influences .

For the music to Halo 3 : ODST , O 'Donnell began work on crafting the game 's themes before Salvatori joined the team in February 2009 . " Marty [O 'Donnell] had started writing before me , and sent me some of his ideas , " Salvatori said . " I picked a few that I felt I could add some magic to , and worked on those . I also came up with several ideas that I sent to Marty that he put his hands on . " Once the duo felt they had enough material , the Chicago @-@ based Salvatori flew to Bungie in Seattle to complete the arrangements and record live musicians .

Early on , the team decided that rather than rely on old Halo themes , ODST would feature all @-@ new music . " It was a bit intimidating at first , " Salvatori recalled , " because in previous Halo games if new ideas weren 't coming , I could always dust off an old one and give it a new spin . I was afraid that we might hit some writer 's block along the way , but that didn 't happen at all . Instead , we had the freedom to explore some new musical territory , and the ideas flowed pretty quickly . " With the exception of the main player character , O 'Donnell and Salvatori did not compose themes to represent characters . While the game 's setting in Africa inspired some percussion pieces , the team was interested in a sparser atmosphere , which Salvatori described as " a bit darker and less epic " .

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= = = Collections and other work = = =

O'Donnell and Salvatori's music has been packaged and released in physical and digital forms . The soundtracks feature " frozen " arrangements that represent an approximation of a play @-@ through of the games . The Halo Original Soundtrack sold over 40 @,@ 000 copies , and was followed by two different releases of the music to Halo 2 . The two volumes of the Halo 2 Original Soundtrack were produced by Nile Rodgers , with the first album being released in sync with the video game in 2004 and became the best @-@ selling game soundtrack of all time . The second album was released more than a year after the soundtrack had been mixed and mastered . Halo 3 's soundtrack was released in November 2007 , and featured a fan contribution that was the select winner from a pool of entries judged by O'Donnell , Rodgers , and others . All of Salvatori 's contemporary work on the series was repackaged as Halo Trilogy ? The Complete Original Soundtracks in December 2008 , alongside preview tracks written by Halo Wars composer Stephen Rippy . The music for ODST was released in a two @-@ disc set on September 22 , 2009 .

Salvatori continues to engineer , produce and compose his own music . Aside from Halo and Destiny , he has served as the audio lead and composer for Stubbs the Zombie . He also created the music for Disney 's Guilty Party .