

= Music of Ni no Kuni =

The music for the role @-@ playing video game series Ni no Kuni , developed by Level @-@ 5 and published in Western regions by Bandai Namco Entertainment , was composed by the team of Joe Hisaishi and Rei Kondoh , and performed by the Tokyo Philharmonic Orchestra . Hisaishi , known for his previous work on Studio Ghibli films , agreed to work on the games after witnessing the development team 's passion for the project . He wrote 21 tracks for the games across seven days , and was continually encouraged by the complexity of his compositions . Hisaishi aimed to make the music reflect the fantasy genre , creating a compatibility between the soundtrack and the game world .

An album titled Ni no Kuni : Shikkoku no Madoushi Original Soundtrack was released in Japan on February 9 , 2011 , featuring music from Ni no Kuni : Dominion of the Dark Djinn . A two @-@ disc soundtrack was later released on March 28 , 2013 ; the first disc is a re @-@ release of the Japanese soundtrack , while the second disc contains additional tracks from Ni no Kuni : Wrath of the White Witch . Critical reception to the soundtracks was positive , as reviewers felt that the music connected appropriately with the gameplay . In particular , critics felt that Hisaishi 's approach to the composition matched the art style by Studio Ghibli . The music was nominated for numerous awards .

= = Production and composition = =

When Studio Ghibli agreed to produce the animated sequences of Ni no Kuni , they contacted Joe Hisaishi to work on the game music . Hisaishi , who previously worked with Studio Ghibli on films such as Princess Mononoke (1997) and Spirited Away (2001) , met with Level @-@ 5 producer and writer Akihiro Hino . After witnessing Hino 's passion for the project , Hisaishi agreed to work on the soundtrack . Rei Kondoh created the other half of the score , and all in @-@ game music was performed by the Tokyo Philharmonic Orchestra . " Kokoro no Kakeru " , the games ' theme song , was written by Hisaishi ; his daughter Mai Fujisawa performed the song in Japanese , while chorister Archie Buchanan performed the English version . The team found great difficulty in selecting a performer for the English version , though ultimately settled upon Buchanan due to his ability to convey the " vulnerability and innocence " of the games characters in a " moving and powerful performance " . For the orchestral music to fit onto the Nintendo DS at a high quality , Ni no Kuni : Dominion of the Dark Djinn was shipped on a 4 @-@ gigabit game card .

Hisaishi wrote 21 songs as piano sketches , across seven days . He found that the rhythm of the score was more complex than expected , but felt that this is " usually a good sign " , which encouraged him to continue . The music was intended to reflect the fantasy genre , and contain an elegance based on traditional folk music of Ireland ; Hisaishi described the music as " nostalgic , but still connected to the future " . Hisaishi also felt a compatibility between his music and the world that the development team was creating , stating that their ideas generally worked naturally in " perfect unison " .

For the soundtracks , the piano was performed by Febian Reza Pane , the lute by Hiroshi Kaneko , the sitar by Masahiro Itami , the whistle by Hideyo Takakuwa , and the tabla by Ikuo Kakehashi . All music was recorded at Yokohama Minato Mirai Hall by Avaco Creative Studio , while Wonder Station mixed the soundtrack at Azabu @-@ O Studio . Hiroyuki Akita oversaw the former , as recording engineer . Hisaishi would also return to work on the score for Ni no Kuni II : Revenant Kingdom .

= = Albums = =

= = = Ni no Kuni : Shikkoku no Madoushi Original Soundtrack = = =

Ni no Kuni : Shikkoku no Madoushi Original Soundtrack comprises songs from the game Ni no Kuni

: Dominion of the Dark Djinn , composed by Joe Hisaishi and performed by the Tokyo Philharmonic Orchestra . The soundtrack spans twenty @-@ one tracks , covering a duration of 55 minutes . FRAME published the album on February 9 , 2011 .

In the context of the game , the soundtrack was well received . Michael Baker of RPGamer found the game 's music to be " top @-@ notch " , noting its appropriation for gameplay . Patrick Gann of RPGFan called the soundtrack " beautiful " , comparing it favorably to Koichi Sugiyama 's work on the Dragon Quest series . RPGLand 's Janelle Hindman lauded the music as " gorgeously crafted " , appreciating the lack of electronic or synthesized songs , and Gigazine named it " magnificent " . Nintendo Gamer 's Matthew Castle lauded the music , favorably comparing it to film soundtracks .

= = = Ni no Kuni : Wrath of the White Witch ? The Original Soundtrack = = =

Ni no Kuni : Wrath of the White Witch ? The Original Soundtrack comprises songs from the game Ni no Kuni , composed by Joe Hisaishi and performed by the Tokyo Philharmonic Orchestra . The soundtrack spans two discs ; the first disc is a re @-@ release of the Japanese soundtrack , with twenty @-@ one tracks , while the second disc contains twelve additional tracks from Ni no Kuni : Wrath of the White Witch . Both discs cover a duration of 87 minutes . Up @-@ Front Group published the soundtrack on March 28 , 2013 .

In the context of the game , the soundtrack was well received . Colin Moriarty of IGN felt that it was appropriate in every situation , praising its ability to create emotion and involve players in the experience . GameTrailers found the soundtrack " powerful " , commenting on its appropriate use during gameplay , and GamesRadar 's Brittany Vincent named it " breathtaking " . Jen Bosier of Forbes approved of the soundtrack 's usage within the game , particularly praising the piano pieces . Jim Sterling of Destructoid favorably compared the soundtrack to Dragon Quest VIII , praising the orchestral qualities and " sense of fun " . Chris Scullion of Computer and Video Games wrote that the music ensures the game " sounds as good as it looks " . Robert Steinman of RPGFan felt that the music perfectly sets the tone of the game , stating that it is among " some of the best work " of video game music , and Jasmine Rea of VentureBeat found that the music " enhances the overall Ghibli quality " to the game . Eurogamer 's Oli Welsh called the music " a lush and romantic treat " , though criticized the repetitiveness of the battle music . Kirk Hamilton of Kotaku echoed similar remarks , heavily criticizing the battle music , but otherwise calling the music " uncommonly gorgeous " .

Ni no Kuni : Wrath of the White Witch won Best Sound from Cheat Code Central , and the soundtrack received nominations at the 2011 International Film Music Critics Association , 2014 SXSW Gaming Awards and Spike VGX 2013 , and from Destructoid and GameTrailers . The game 's main theme , " Kokoro no Kakeru " , also won the award for Original / Adapted Song at the 13th National Academy of Video Game Trade Reviewers Awards .