Film and Media Composing Resources
Compiled by the Peabody Career Services, Updated Sept. 2017

**FILM/TV**

*Getting the Score* – Alain Mayrand blogs about scoring for film and his career development.

*Scoring for Film and TV FAQ* – Film composer Ned Bouhalassa addresses business issues, mixing, sampling, and more.

*Daily Film Scoring Bits* – Film Composer Robin Hoffmann provides snippets of advice on orchestration, cue design, the film business, and much more.

*SCORECAST* – Blogs, columns, forums, and news sources for media composers.

*Future Composer* – Interviews with media composers about their work and studios.

*Berklee School of Music Online Media Scoring Courses* – Scoring film, TV, and video games.


*FilmScoring.info* – Jeff Tolbert’s blog covers diverse aspects of composing for film. His *Resources* page compiles links to dozens of books and websites.

*Film Music Magazine* – Industry news, job listings, interviews.

**GAMES**

*Things to consider when scoring for games, part 1, part 2* – Video game composer Kole Hicks on scoring for games, adjusting workflow for technical constraints, and meeting client needs.

*How to Get Your First Job Scoring for Games* – Leon Willett shares his experiences breaking into the game scoring business and provides career-launching tips.

*A Primer on Creating Interactive Music for Games* – This article explores game music elements such as themes, sound-effects, and context-specific “stingers” as well as modular design.

*Video Games are the New Best Way to Make a Living Composing Music* – A profile of video game composer Danny Baranowsky.