Film and Media Composing Resources
Compiled by Peabody LAUNCHPad, Updated July. 2018

**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.
- **Berklee School of Music Online Media Scoring Courses** – Scoring film, TV, and video games.
- **Media Music Guide** – Pete Thomas’ multi-part guide to being a media composer.
- **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.