



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.