

Diego Carrillo

A Race for Survival Description

This was a composition that I wrote at San Francisco Music Conservatory's TAC Summer Immersive. The summer camp was about creating music to media. Sony provided a storyboard of a fictitious video game in which the students created a score. We were given a choice of themes to create, and I chose to choose the "Action Theme". This was my first time creating a hybrid score, and it was a very new experience for me. There is no score because I wrote the entire project in Logic. The score is a hybrid score of a live cellist who performed along an eclectic mockup of my composition. I used a combination of synths along with VSTs like BBC Orchestra's strings and woodwinds. In order to keep the pace and keep the feeling of darkness throughout the piece, I used a deep bass, which really pounded out the beat. The synths were used to play the chords and create the sci-fi nature of the game. What also helped with the sci-fi aspect was the panning of the synths. The whole composition was still in a cinematic style, with huge chords and big orchestral moments, but adding the solo cello along with the synths created a unique effect.