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AES Audio Engineering Society - Pacific Northwest Section

Around the Puget Sound, Seattle, Washington, U.S.A.

NOTE: anyone can attend this meeting regardless of their status as an AES member.

AES MEMBERSHIP IS NOT REQUIRED.

January Meeting Notice
The Forza Motorsport 5 Original Soundtrack
An Insider's View
Presented By
Lance Hayes - DJDM

Thursday, January 8th, 2015, 7:30pm
Microsoft Research, Building 99, Room 1919
14820 NE 36th Street, Redmond, WA 98052

[Directions to MS Research](#)

In 2013, the AES PNW Section learned all about the sound effects for "Forza Motorsport 4." [Meeting Report](#)

Now, we can see how the music score for the franchise update is created and recorded from Lead Composer, Lance Hayes.

This will be a detailed look at how the soundtrack to one of the first next gen video game soundtracks for the Xbox One was conceived and executed. Augmented by notes, images and video, Lance Hayes will detail the process of creating the 180 minute soundtrack using live orchestra and electronics from initial concepts to the composition phase to nation-wide recording at top facilities to final implementation and then on to release of the game and the soundtrack double album.

Lance Hayes is an award winning composer working in media, advertising, television, and video game soundtracks. Some of his projects include composing and producing music for "Nike+ Kinect Fitness," the Stranded Music for the mega hit video game "Gears of War 3," music for "Xbox Fitness" and scoring the original soundtracks to the sensational "Forza Motorsport" series including the Xbox One launch title "Forza Motorsport 5". Additional clients include Activision, The Discovery Channel, Warner Bros., Best Buy, National Geographic, Harpo Inc., MTV, VH1 and many others.

He takes pride in his work as an educator teaching the Game Audio and Composition track for both the Summer Intensive and the Masters of Music program at Seattle's Pacific Northwest Film Scoring Program and was nominated for a GANG Award for his educational "Next Level" series blog for Andertons Music UK.

As an in demand teacher and lecturer Lance has had the good fortune to present sessions at The Game Developer's Conference, PAX Dev, Seattle Composers Alliance, AES, SynthFest NW, The Art Institute, Academy of Interactive Entertainment, Berklee School of Music Video Game Music Club, Decibel Festival Conference and more.

Steve Malott

AES PNW 2014-2015 Section Chair

n.b. *The material presented at our meetings is the opinion of the presenter and not necessarily that of the Society. You are encouraged to conduct your own research and to form your own opinions before adopting the presented material as Truth.*

Our meetings are open to anyone interested in Audio. AES membership is NOT required for you to attend our meetings.

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