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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.**

## **March Meeting Notice The Music of Destiny**

**Presented by  
The AES Pacific Northwest Section  
Digipen Institute of Technology  
Wednesday, March 27th, 2019, 7:30PM**

[directions](#)

Three members of the composition and mixing team team from Bungie give us a rare glimpse behind one of the most popular games of this generation. **Skye Lewin** (Music Director and Composer at Bungie), **Michael C. Salvatori** (Composer at Bungie), and **Josh Mosser** (Senior Music Mixer/Editor at Bungie) discuss their inspiration, workflow, and the concept of creativity on a deadline when delivering live symphonic soundtracks containing hundreds of minutes of original music, elaborately sound designed cinematic sequences, and dialog in umpteen languages.

Skye, Michael, and Josh will ply us with tales of the past, present, and future of gaming through the prism of Destiny and Destiny 2.

Join us at our March meeting.

### **About our Presenters**

#### **Skye Lewin - Music Director and Composer at Bungie**

SKYE is a musician, composer, songwriter, record producer, and music editor. He currently serves as Music Director and Composer at [Bungie](#) and is a co-founder of the record label and music production company [Sound Chemistry](#). His work can be heard in video games, records, film and television, including Destiny, Fargo (2014), Banshee, CSI: Miami, and Entourage. He is the recipient of several awards, including four Primetime Emmy nominations and three M.P.S.E. Golden Reel Awards.

## **Michael C. Salvatori - Composer at Bungie**

Michael is an American [composer](#) best known for his collaboration with colleague [Martin O'Donnell](#) for the soundtracks to the [Halo video game series](#). Salvatori became acquainted with O'Donnell in college; when O'Donnell was given a job offer to score a colleague's film, Salvatori and O'Donnell formed a partnership and eventually created their own production company, TotalAudio. Salvatori continued to manage TotalAudio and worked on his own music for clients such as [Disney](#) and [Wideload Games](#). He most recently co-composed the soundtrack to the 2014 video game [Destiny](#) and its expansions, [The Taken King](#) (2015) and [Rise of Iron](#) (2016). He also lead the creation of the soundtrack for [Destiny 2](#) (2017) and its expansion, [Forsaken](#) (2018).

## **Josh Mosser - Senior Music Mixer/Editor at Bungie**

Mixer, Engineer and Sound Designer with experience in Games, Music, Television, and Film.

## **Bob Moses**

*AES PNW 2018-2019 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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