Subject: EA releases C&C music on iTunes
Posted by Chronojam on Tue, 08 Nov 2005 02:10:17 GMT
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EA's putting up tons of their games' music for download through, for example, iTunes. Full story here:
 http://news.moneycentral.msn.com/ticker/article.asp?Feed=BW&Date=20051104&ID=5252656&Symbol=US:ERTS

Quote:Over the past twenty years, EA has amassed over 3,000 minutes of wholly-owned musical compositions which have been featured in blockbuster game franchises such as Medal of Honor(TM) and The Sims(TM) as well as sports games such as NBA LIVE basketball and NASCAR(R) racing. Unforgettable orchestral works have been produced by such award-winning composers as Sean Callery, Michael Giacchino, Chris Lennertz, Trevor Jones and Mark Mothersbaugh. Game beats have been produced by such artists as Da Riffs and Just Blaze while original songs and remixes have been custom-cut by Paul Oakenfold and others.

Control-F that page for "Klepacki" and tell me how many results you get.

Subject: Re: EA releases C&C music on iTunes
Posted by Aprime on Tue, 08 Nov 2005 03:09:15 GMT
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VARIOUS? VARIOUS!?

Subject: Re: EA releases C&C music on iTunes
Posted by Jecht on Tue, 08 Nov 2005 04:03:50 GMT
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Poor Frank doesn't even get credit for his work.

Subject: Re: EA releases C&C music on iTunes
Posted by rm5248 on Tue, 08 Nov 2005 04:17:42 GMT
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Who needs to buy the C&C music when you can just extract it from the MIX files?

Subject: Re: EA releases C&C music on iTunes
Posted by Chronojam on Tue, 08 Nov 2005 04:50:28 GMT
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I'm assuming this will be the full versions, full quality versions, and the various remixes. Well,

maybe not the last one. Frank's site has some remixes and originals with voiceovers.

Subject: Re: EA releases C&C music on iTunes
Posted by omega79 on Tue, 08 Nov 2005 12:55:37 GMT
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Comrade wrote on Mon, 07 November 2005 22:09VARIOUS? VARIOUS!?

thats sad, his music is a big part of the C&C games

Subject: Re: EA releases C&C music on iTunes
Posted by Ma1kel on Tue, 08 Nov 2005 14:09:45 GMT
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Chronojam wrote on Mon, 07 November 2005 23:50I'm assuming this will be the full versions, full quality versions, and the various remixes. Well, maybe not the last one. Frank's site has some remixes and originals with voiceovers.
Yea, Westwood never used the voiceovers because it interfered with the sound of the game itself.

Subject: Re: EA releases C&C music on iTunes
Posted by Chronojam on Tue, 08 Nov 2005 17:16:02 GMT
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That's not entirely true, they allowed them to be used in the remakes. Westwood always liked to do some things different whenever a game was remade/ported, this was one change that PlayStation owners could enjoy.

Subject: Re: EA releases C&C music on iTunes
Posted by Ma1kel on Tue, 08 Nov 2005 17:53:08 GMT
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Hmm, if read an interview with Frank and he said they didn't use the voiceovers because it would interfere with the sound.

Subject: Re: EA releases C&C music on iTunes
Posted by idebo on Tue, 08 Nov 2005 19:03:34 GMT
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For anybody that cares, Frank didn't make only C&C titled music. Too bad I can't purchase through iTunes since I don't have a creditcard...

Subject: Re: EA releases C&C music on iTunes
Posted by cmatt42 on Tue, 08 Nov 2005 22:43:20 GMT
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Chronojam wrote on Tue, 08 November 2005 12:16That's not entirely true, they allowed them to be used in the remakes. Westwood always liked to do some things different whenever a game was remade/ported, this was one change that PlayStation owners could enjoy.

Yeah, I originally bought the game for the PlayStation, and the tracks were stuck in my head all the time (that's a good thing in this case) with lyrics, etc. When I played the PC version, I noticed them missing almost immediately.