

## Video game music community announces results of original composition contest

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STATE COLLEGE, PA -- Today, the remixSite Group announced the results of its Composition Combat original video game music competition.

The competition, with submissions accepted from October to December of 2009, invited any artist interested in video game music to write an original song conforming to a fictional video game, a basic storyline of which was posted on the Composition Combat website at [www.remixsite.org/combat](http://www.remixsite.org/combat). Competitors were required to write a piece that was completely original and incorporated as many of the emotional elements of the game's storyline as possible. Entries were judged by the public with any Internet user allowed to vote, and the results were posted on the remixSite website.

The winner of the competition, with an average song rating of 6.64 out of 7, was Jonathan Peros, of Boston, MA. His entry, "Etiolating Shade," earned him the contest's grand prize of \$500 cash.

"Reading the theme for the competition, the game Fallout 3 came immediately to mind, so I immediately went to listen to the Fallout original score," said Peros. "Fallout 3 is based on a world from the 1950s, which wouldn't fit the futuristic setting of the competition, so I reshaped the song how I needed. I really wanted the song to express the world as it appeared in the story, after the destruction of the human paradise - and what suffering that would bring the people. It was a great experience participating in the competition, and was really humbled by the support I received from the voters."

In second place was Gregory Weaver of Virginia Beach, VA, whose "Decimation" was rated 4.78 points on the 7-point scale, earning him a free video game. Also available was a prize in the "most improved" category, the winner of which was Laura Brown, of University Park, PA, for her "Post-Apocalyptic Game Theme." The "most improved" prize was awarded based upon which competitor had increased his or her song's rating the most between the first and latest revision that was posted, while all other prizes were considered only for the song's latest revision. Brown was awarded \$30 for her efforts.

remixSite's Composition Combat brought together composers of all ages and backgrounds. Many of the competition's entrants participate actively in the video game remix community, which is dedicated to improving upon the works of game music from classic and modern video games. remixSite allows composers of video game music to upload both video game remixes and originals for distribution and feedback amongst community members. Users, whether they are artists or not, may also organize competitions and host them at remixSite, which provides a number of tools designed to make entering, voting upon, and publicizing competitions easy.

Anyone may listen to the entries of Composition Combat for free. Posting, reviewing, and listening to any video game music, regardless of whether it is submitted to a competition, is also free of charge at [www.remixsite.org/](http://www.remixsite.org/).

About remixSite:

remixSite is a community dedicated to the appreciation and interpretation of video game music. Its artists, which originate from a variety of musical backgrounds, have contributed songs from all genres, and composers may submit works free of charge. The site's collection, which is free to download, has been viewed and downloaded thousands of times by amateur and professional music lovers alike at [www.remixsite.org/](http://www.remixsite.org/).

remixSite Group  
3178 Carnegie Dr  
State College, PA  
16803-1154

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