

Mp3 Rich Douglas - Nero Bloom: Private Eye



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An eclectic original film score to a film noir shot in a classic black and white style. This score is an homage to not only the golden era of filmmaking, but also composers such as Jerry Goldsmith, John Barry, and Bernard Hermann. 15 MP3 Songs in this album (27:26) ! Related styles: CLASSICAL: Film Music, EASY LISTENING: Orchestral People who are interested in Jerry Goldsmith John Barry Bernard Herrmann should consider this download. Details: "Nero Bloom:Private Eye" is the debut soundtrack album release of composer Rich Douglas. Previously, he has released a downtempo / big beat album called "The Vegas Chronicles" under the alias Agent Smythe. As an established composer / sound designer coming from the video game industry Rich knows the ins and outs of how to make something sound cinematic.. and "Nero Bloom:Private Eye" is certainly no exception. As the film is meant to be a period piece from the late 1940s, Rich chose to score this film as they did 60 years ago with a huge orchestra, and a big hummable fanfare of a theme for the lead character, Nero Bloom. The music heard here is also an homage to well known composers. You'll hear brass orchestration coupled with percussion elements that harken back to Jerry Goldsmith's scores such as Chinatown and Capricorn One. Also heard are lush strings, subtle woodwinds, and brass sustain passages that are most definitely inspired by longtime James Bond composer John Barry. A 29 year-old Dallas, Texas native, Rich has had a love of instrumental music from an early age. He launched his composing career while attending film school at Montana State University. Purchasing a synthesizer on a whim, he eventually scored several short films for fellow students and his professors. Eventually moving home to Dallas, Texas, he shifted his focus from film to software sampling and attended the Guildhall at Southern Methodist University (SMU) to study level design. While at SMU, Rich composed original music for many student projects while at the same time learning implementation tricks and tactics specific to level design. Eventually he worked his

way into the game industry full time and has worked as an audio designer / composer on games such as Orcs and Elves (Id Software, Nintendo DS), and Stuntman Ignition (THQ, Xbox 360 / PS3). Going freelance full time fairly recently, and having a love of downtempo / ambient music, Rich decided to take on a new challenge and utilize his film/game scoring talents to self produce his first album, "The Vegas Chronicles". For more information concerning Rich, to hear more of his game / film works, song licensing info, or to contract his music / sound services for your next album, game or film project, please visit his official website.

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