

# Mp3 Jack Grillo And Ricardo Hernandez - Legendary Original Soundtrack

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Experimental Heavy Rock Soundtrack 16 MP3 Songs in this album (46:59) ! Related styles: ROCK: Instrumental Rock, ROCK: Experimental Rock People who are interested in Rage Against the Machine Soundgarden Queens of the Stone Age should consider this download. Details: Jack Grillo and Ricardo Hernandez aren't really your typical rock band. They both have day jobs - as video game sound effects designers, and began their collaboration on the LEGENDARY Original Soundtrack from a number of "right place / right time" circumstances. LEGENDARY (aka Pandora) began production back in 2005 at Spark Unlimited (Call of Duty: Finest Hour, Turning Point: Fall of Liberty). During the earliest phases of production, it was clear to Jack that the musical score should be based on the sound of a heavy rock band. The basic storyline (man vs. myth in a modern setting) seemed like it could have been written by one of the classic 70's heavy metal bands like Black Sabbath or Judas Priest. As this concept of the basic musical direction was forming, Jack also believed that he was the ideal person to write and produce it. Jack grew up playing guitar and bass along with all the 70's and 80's Metal records he could get his hands on, played in a number of garage bands through high school and college, but has really devoted his career to sound design. Since 2000, Jack has designed and managed the sound production for some of the most acclaimed FPS game franchises, including Medal of Honor and Call of Duty. Based on this track record of success and a few early demos, the development team at Spark supported Jack's concept and gave him the green light to manage the music production. A year later, LEGENDARY was in full production, and Jack hired Rick Hernandez (Green Street Hooligans, Hostel and various AAA video game titles) as a sound designer at Spark. As luck would have it, not only did Rick turn out to be an excellent sound designer but he was also a monster drummer (major label recordings, world tours, and a degree from the prestigious Berklee College of Music). It wasn't long before Jack and Rick found that they had an ideal opportunity in front of them - to collaborate on a project, writing music they love, for a major video game release. Rick recorded the basic drum tracks in the fall of 2007, and over the next several months, Jack layered in the guitar and bass sounds along with prepping the tracks for the final mix. All the while,

the LEGENDARY game was deep in the final production phase - which typically kicks off the most intensive period of sound effects design and integration. Most of the music for the game was produced late into the night, only after the major fires of the day were put out. The LEGENDARY Original Soundtrack was inspired by 70's and 80's Heavy Metal - but it doesn't exactly sound like it. Nor does it sound like the Nu Metal or Sludge Rock of the late 90's and 2000's. Instead, this music has its own flavor - characterized by big powerful drums, classic guitar riffs, solid driving bass lines, haunting background textures and noises, and a bit of those lonely spaghetti western baritone guitar tones. This is music that doesn't quite fit into any one category box, but the imagery that comes from it is iconic - and specifically tied to the game and themes of LEGENDARY.

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