

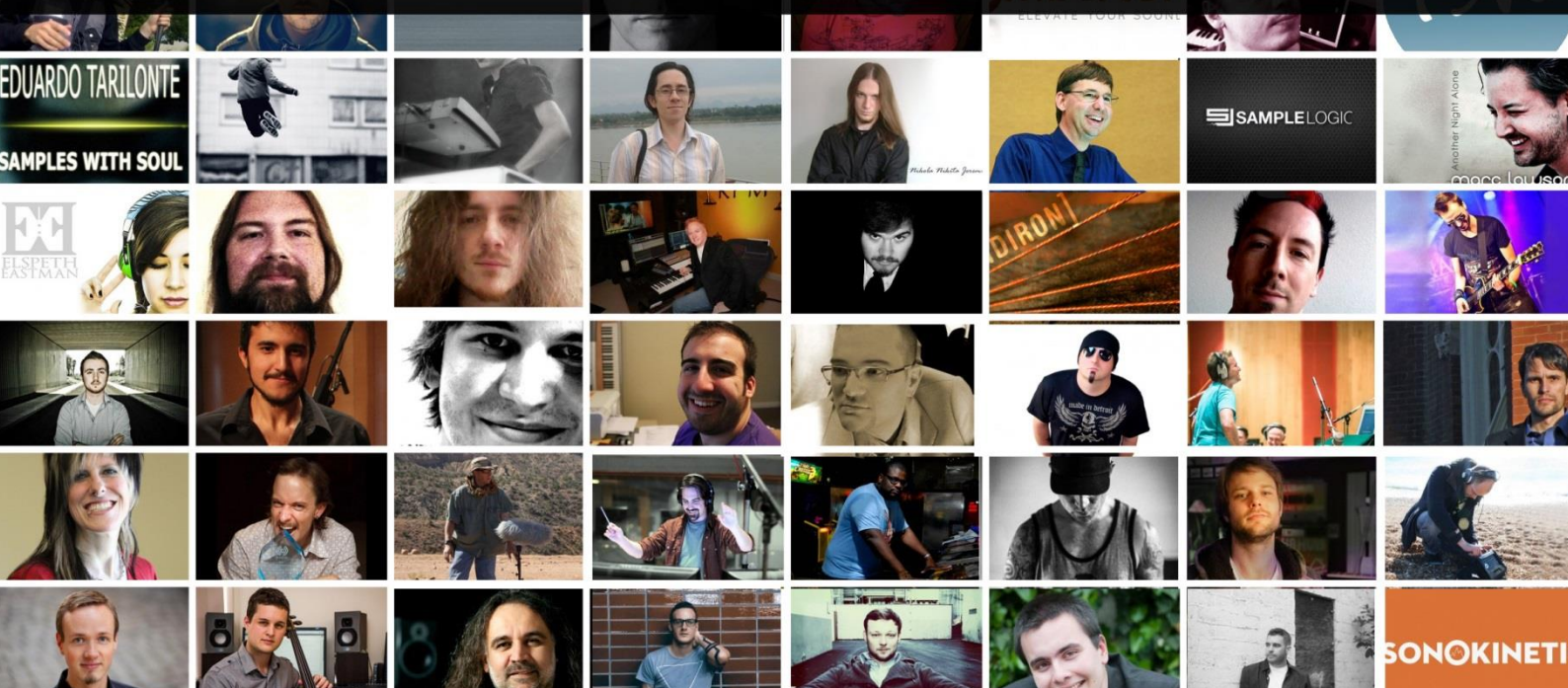


The Audio Spotlight

QUOTE

ALMANAC

2012 - 2015



The Audio Spotlight started in 2012 because Pasi and I had a similar idea to create a hub where we could highlight various people from the audio field. Fast forward to 2015, we have featured close to 200 composers, sound designers and sample developers on our website and we are planning to do more.

This Almanac is a tribute to all who have participated in our interviews and it features all of the quotes from the beginning of the Audio Spotlight until now.

Thank you for staying with us.

Zdravko and Pasi

Founders of the Audio Spotlight

*This industry is full of rejection and near misses but don't let up for a second. ~ **Russell Bell***

*Listen to experts from the field, and look around what's happening in the business. ~ **Arthur Hendriks***

*Listen with open ears, learn as much as you can and always love what you do. ~ **Hans-Jörg Scheffler***

*If music is your life-breath; breathe in, breathe out. Breathe Deeply. Breathe Often. Breathe every day. ~ **Marie-Anne Fischer***

*You can only sell your true You, not a copy of what might be hip to be square. ~ **Ryo Ishido***

*It's not what you know, and it's not who you know – it's how much you persist. ~ **Simon Porter***

*Keep on banging, never stop. When your head goes through, keep on banging and remember to enjoy the ride. ~ **Hannu Honkonen***

*Be true to yourself and others, know your tools and capabilities and be willing to work hard. ~ **Dirk Ehlert***

*Be honest, people can tell when you're bulls****g and you're just building yourself up for a fall if you go down that route. ~ **Charlotte Partt***

It might seem tough at times, but this is the dream. This is what you want to do in your life. Ask yourself, what kind of a life do you want? Then go and achieve that life. You deserve to be happy doing what you love.

*~ **Jarkko Hietanen***

*You need to feel the music, not just hear it. That's where the real gift is. ~ **Frank Ilfman***

*Bloody enjoy it. Don't worry about what's hot and what other people are doing. ~ **Matt Bowdler***

Practise all the time, even if you are not in the middle of a gig. It's always important to be one or two steps ahead.

*~ **Sean Beeson***

Health comes first. Do eat. Do sleep. Do disconnect.

Laugh. Fully enjoy it. Make it tenable in the long term.

*~ **Yaiza Varona***

Be who you are, where you are, right now. Sounds cliché but what I mean is be honest with yourself and with your potential clients. ~ Nathan Madsen

Never wait on anyone to call, either friends or clients. Keep composing. ~ Cedric Baravaglio

It's not just about creating great music. It's also the art of communicating in an emotional language with the directors. ~ Marco Frydshou

Never give up, use your brain, focus, love what you do, don't be lazy and make use of dynamics once in a while. ~ Alex Pfeffer

Work on finding a sound that you can call your own - find ways to make your music or sound design stand out. ~ Heavyocity

Always, ALWAYS believe in yourselves. Talent is nothing if you don't believe in it. Do not waste time listening to opinions of people you don't admire. ~ Stellita Loukas

If you want to write more compelling music, then learn to open yourself and be more compelled. ~ Derek Kirkup

Develop a good taste in music and find a voice. If you're trying to sound like someone else it's likely that there's someone else who does that better, quicker than you and did it some months ago. ~ Spitfire Audio

If you're not having fun with the material you're creating, it's most likely no one else will either. ~ Bill Brown

Even if I have the opportunity to score for a genius filmmaker like Wong Kar Wai or Alejandro Iñárritu, I will still endeavour to make sure that the score is better than the film. ~ David M. Saunders

Always have the courage to try things out. We're living an age that brings media creation really close to the average consumer. What you need to stand out from the mass is a unique feel to the material you produce. ~ Toivo Kallio

Keep at it! Don't give up and believe in yourself. Stay humble too. ~ Chris J. Nairn

One can become extremely determined and focused on music, in a highly professional manner, but there can be other sides of the coin of professionalism, that I think might be important. ~ Fredrik Park

In the evolution of your life's work, you will pass through transcendent moments. Be very careful to acknowledge them, because they are telling you important things about yourself and what you have to contribute that is unique.

~ **Tim Prebble**

Work on improving your production as much as your compositional skills... it's at least half the job these days.

~ **Mark Petrie**

Don't be afraid to say no to a project if it does not make sense to you. Follow your instinct. You may end up in a limbo on a bad project with random people.

~ **Tanuj Tiku**

*Stay up late, eat tacos (with fresh ingredients), drink coffee to stay alert, and take ping pong breaks at least once an hour. Honestly, this has been our formula for success so far. ~ **Embertone***

*Composing for media is a high pressure job. It requires creativity on demand, on somebody else's deadline, and you need to make it sound as near to perfection as possible. ~ **Richard Chance***

*If you're going to do something, be passionate about it!
Not only is life too short to do things that you're not
passionate about, but the result will always be better if
you really care. ~ **Impact Soundworks***

*Be yourself. In a world full of people trying to imitate
other's music or creations, being yourself must be where
you have to hold tightly not to get lost. ~ **Eduardo***

Tarilonte

*Every project should be a learning experience, whether it
is good or bad. I had a client who had nothing bad to say
about a piece I wrote and I was blown away. ~ **Cleveland
Bledsoe Jr.***

*Your limitations create your sound, that's for sure. Be
open minded, don't be afraid to experiment and the most
important, pleasure comes first! ~ **Jure Peternel***

*It's important that you can do what you say you are going
to do, so try not to oversell yourself if you've no chance of
delivering on it as it will come back to bite you later!*

*~ **Terry Jones***

Don't try to be the next Hans Zimmer or John Williams and try to sound like them. Hans Zimmer is already the best at being Hans Zimmer, and John Williams is the best at being John Williams. ~ **Nikola Nikita Jeremic**

Your music and compositional skills may get you your first gig, but how professional you are: how good you are to work with will get you your second (and third, and fourth....) one and make or break your career. Be professional. ~ **Brian Schmidt**

Always approach things with the idea: what can I do, or what can be done, not what can't. We say, "don't tell me what it can't do, tell me what it can!" ~ **Sample Logic**

I find that the composer and sound design community is one of the most supportive I have seen in the music world. Get engaged in that community and you will find everything you need. ~ **Mark Lawson**

Don't use the words "epic" or "emotional" in your music titles – not everyone will think your music is epic or emotional, so give your songs a unique title people will remember. ~ **Elsbeth Eastman**

*Work hard, never rest on your oars, listen, constantly work on your skills, never give up because sometimes opportunities arise by coincidence and always be your toughest critic. ~ **Stephan Römer***

Learn how to market yourself! I can't stress how important it is to let people know that you exist.

*~ **Samy Shbib***

*You can never give up and you have to believe in yourself when no one else will. You can have all of the talent and chops in the world, but you have to be prepared to eat macaroni & cheese 3 times a day, live in a roach infested apt and accept rejection with dignity. ~ **Rob Pottorf***

Creating opportunities for yourself like contacting up-and-coming film directors can do wonders for your career if they like what you do, so keep at it, and keep creating music, demos and stuff people can listen to.

*~ **Jonas Frederik***

*We want people to dig in and explore our instruments to find new ways of using them and new sonic potential in them that we haven't yet imagined. ~ **SoundIron***

*Find something you really love doing. If you found it, stick to it no matter how crazy it might seem. Just do whatever makes you happy... Every second lost is lost forever, you never get it back. ~ **Red Ochsenbein***

Always max out your potential. Focus on what you are good at and make that your best skill. Try to be innovative instead of just technical and think out of the box.

*~ **Bjarte Ludvigsen***

Don't ever give up and take it seriously if you really want to be successful on this. Networking is a really important but do not act like a jerk. I already know cases of people that are trying to start in the business but their names are already in the "black list" of fellow composers and professionals of the industry.

*~ **Agus Gonzales Lancharro***

Keep going, and don't stop. There are SO many talented people out there and I see so many of them give up over time. No matter what it is, composing, running, flying - keep doing it and you will eventually succeed. That is literally the only one thing that you need in order to succeed - just perseverance. ~ Emmett Cooke

Those who read own the world, those who watch television lose it. ~ Jonathan Ochmann (Werner Herzog quote)

Well, I don't claim to have the true wisdoms of life, but seriously... Do what you want to do. Don't let anything or anyone tell you otherwise. If music is what you really want to work, then keep writing it and never stop. Same goes for everything else, really. I study engineering, write music for pay and do concept art. I do all of these, yet I don't really give a crap of what will be of me in 5 years – I live now, and so do you. ~ Walid Feghali

Things will be easy, and at other times things will be hard. Sometimes a director will say “I hate it!”. You can’t get personal and let emotion get in the way. The hardest part of the job is getting knocked down and picking yourself up. There’s no one other than you who can do that.

~ Tom Cusack

Use all aspects of bringing yourself to the market available with the internet. That means to be an active user in many social networks and forums as well as having a decent website. ~ Robin Birner

Be passionate, persistent, and never give up. No matter how much you get knocked down, you just have to get up and try even harder. Networking is also extremely important, and you should do it as much as possible.

~ Frank D'Angelo

Music is a gift, let the others know about it. Release it in the web and don't be afraid of it. If the music is good, the rest comes naturally. But you have to be patient and work continuously. ~ Mirko Rizzello

I really try to do my best every time I am creating a piece of music. I try not to just be quick or sloppy. I want my music to have a high quality of construction and to have the power to move a listener. This is my ultimate desire. ~

Paul Anthony Romero

Never stop learning and never stop experimenting. You have to realize that you don't know it all and accept the fact that you never will. ~ **Ric Viers**

Concentrate on writing stuff that you love and people will hook into your passion. If it ever feels like a job, you're in the wrong industry. You've got to love it!

~ Paul Leonard – Morgan

Listen to everything around you and memorize the sounds of the physical world. Always have a recorder and camera with you. Think about how and why things behave the way they do. And you better really like putting in long hours, because you're going to be putting in some really fucking long hours if you want to make sound and music for a living. ~ **Michael Peaslee**

The great artists are the ones that can convey a lot with very little. Learning how to edit one's self is one of the key core concepts of great game audio design—and, frankly, design in general. Too often, unskilled artists try to put too much into their audio design. But I can tell you from experience that working within self-imposed limits forces artists to be more creative and more decisive.

~ **Chanel Summers**

There's only two chances you get in life to do something – when you should have done it, and right now.

~ **Mick Gordon**

My favorite quote for sound comes from Randy Thom, who has been a lovely influence and friend in my career. He says that it's great to be able to make mistakes when going through the period of creative discovery, but that you should try to have those things be as inexpensive as possible. ~ **Charles Maynes**

Just do what you love. The rest will happen.

~ **Bear McCreary**

*Play what people are playing, listen to what people are listening to, and stay knowledgeable about as many new software innovations as you can. ~ **Raheem Jarbo***

*The most important thing is to find your sound. You may have to make compromises in the beginning but people hire composers for a certain aspect they love of their sound. Be yourself, take risks. ~ **Sascha Dikiciyan***

*To be perfectly honest I don't feel I am the person to be giving life lessons here. I do however have plenty of tips and tricks I share on my blog. One thing that's always good advice is; never give up. If you want to make a living doing what you love it sometimes means you will be disappointed, put down or get frustrated with yourself. Persistence pays of. ~ **Durk Kooistra***

Don't give up. This is a buyer's market unfortunately: there are way, way more aspiring or even experienced but unfortunate (made redundant due to company closures) audio designers out there than there are jobs available. On the same token though, the game industry is growing very fast and in all sorts of different directions.

~ Daan Hendriks

Everybody knows about that typical over used phrases like "work harder than everybody else" or "improve your craft and work on your skills" and so on. So I'll skip that! But I believe there is another important aspect to success. Collaborations with other people should be fun. Make yourself into a person who is fun to work with and you'll be fine! ~ Frank Herrlinger

The biggest thing for me is making sure I'm doing what I love to do. If you love it, you already have the motivation to; study it, practise it, and become better at it. But more importantly, you'll find great satisfaction and enjoyment!

~ Blake "Blakus" Robinson

Let go. Let go of your fears, your ego and your assumptions, let go of what you think others want from you. Ask and listen. Be kind and accountable.

~ **Panos Kolias**

Always be positive and open minded, the possibilities are endless, generate sound no matter what.

~ **Aris Hatzidakis**

*Make mistakes! Because I've noticed that often enough they are in fact innovative creativity breaking through from your unconscious. ~ **Thery Ehrlich***

*Do not be afraid to work and do not whine when you've got too much work to do. Do not forget that there are many available job positions for, say, graphic designers / 2D artists / programmers, but there is usually only one for the composer. So if you have any kind of work as a composer – stick to it, always try giving 110% out of you and it will be paid off sooner or later! ~ **George Strezov***

Unless you were born into a social circle of Hollywood big wigs, success and recognition won't happen overnight. Persist, persist, and persist. Don't allow yourself to get discouraged, and don't give up.

~ **Brad J. Halverson**

Listen to lots of music from all genres and mind the instrumentation. ~ **Attila Áts**

Most important of all, we believe, is to create a network with dedicated and talented musicians, producers and technicians. It's very hard to develop a high-end library all on your own. ~ **Sonokinetic**

Make art. Make art in many varieties: Good, Bad, Mediocre, with a twist and without. Welcome those 'mistakes' as happy accidents and have fun doing what you love. ~ **Tim Jones**

Game development isn't hard to do. What is hard to do is to create a team that works well enough together to see a project to completion. Make sure you work well with your development team, remember to have a good time. If you don't get along well, the game will suffer from it.

~ Empire Eden (game developer)

Fight for your dreams. Because dreams... are the gears of your life. There is a lot of chances in this world, in this industry, and for sure, everyone has its own space on it. So... If music is your dream, just fight for it...And be humble and honest with yourself and with the others.

~ Ivan Torrent

In general try and receive criticisms well. It will often seem wrong or unnecessary at the time, and while sometimes that is the case, most of the time the feedback will lead you to a product both you and the client are happier with. ~ Jim Welch

Don't lose hope, there is always a process for everything and sometimes you need to be prepared for a long wait, a rejection, a gig lost... all these things can give you some

frustration but be sure that if you love what you do and you are willing to stand for it you will get your piece of the cake. ~ Mateo Pascual

Always be open to new styles and diversify, but be REALLY good at a couple styles. Always study music when you're able, with a teacher or on your own; you're never too old to do that! Often, artists can feel like they've hit a plateau. Those are great times to scrap the way you do things, and learn other ways. ~ Sam Hulick

If you think you have a really great idea for a game, don't keep it to yourself, but show it to everyone you know. Get it out there, with all the tools that you have at your fingertips these days – that is the only way you will be able to know how great it really is - and in a short time. No one is going to steal your idea, you will only learn how to refine and perfect it. Or drop it before it's too late, so you can move on to your next awesome and better idea faster. ~ Dawn of Play (game developer)

Learn as much about music as you can. My personal approach is that if I'm working as a composer, I want to know everything I can about music. I love reading and studying music, even when it is way outside of what I'm doing. In my opinion, everything that you learn or realize will add to your subconscious voice as a composer.

~ **Robin Hoffmann**

As composers, creators, I understand that versatility in your writing is key. Mastering a variety of genres can only improve your chances of success in an industry that exists primarily with brief work. Saying that, make sure you take the time to be yourself. ~ Eanan Patterson

If you like to produce sample packs, music, sounds or whatever, you need to know, that market is super competitive these days. Also it's not easy to enter the good shops and make the connections, BUT you NEED to try and never give up if get rejected once. ~ Function Loops

Never ever lose sight of why you became a musician first. Work in this business for any length of time and you'll start to forget the reason for getting into it to begin with. That's suicide, as far as I'm concerned. ~ Deane Ogden

If you're interested in synth sound design, the best thing to do is pick one synth and learn it inside out. Whilst there are an enormous number of softsynths on the market and their architecture varies, many of the lessons you'll learn by focusing on that one synth can be applied to the others.

~ The Unfinished

Remember the value of custom content. There are so many ways of finding sound for your projects these days – but in my mind (and I might be slightly biased), there's nothing better than using custom-created sound. It gives you material that's created to exactly match your requirements and fit with your project and vision. It also gives you a unique brand asset that you can use going forward. ~ Asbjorn Andersen

Your education gets 80% of its value from you: the diploma isn't going to get you any jobs. Get involved, make connections, and participate deeply in your education or you'll walk out of school with nothing but a poster and debt. ~ Marius Masalar

If you love what you are doing and if it's worth it, your dreams will materialize... ~ Oliver Sadie

Always learn new things, deeply analyze music that you like and learn how to express emotions and ideas with music, preferably music that has your own voice.

~ Aleksandar Dimitrijevic

Keep writing music. Always write music. Even if it's only a few minutes a day. Always write, and always look to improve yourself and better your skills. The more you write, the better you will get. ~ Universal sampling

Be yourself, be original and love what you do!

~ Zsolt Gulyás

*If someone asks for revisions, do them. We have to remember it's their baby. We may think we nailed a music cue or sound effect. But for whatever reason the client may not. It's their call :) Above all, stay passionate and excited about what you do! We truly are fortunate to make music and sounds for a living. Or, if it's not your living yet, you're still very fortunate to have your gifts and talents. ~ **Adam DiTroia***

*Film/Game music composition is a great industry. If you're good enough you will get jobs. Everyone wants to be a "film composer" or "game composer", but the fact of the matter is 90% of these "composers" are not good enough and stumble at the first (second or third) hurdle. ~ **Ian Arber***

*Patience, persistence and positivity (the last one can be hard if you're not applying the first two). ~ **Mark Smythe***

Here's something I wish I could have learned a long, long time ago - you can't always trust your parents :D especially when they say that music isn't going to take you anywhere. There are too many examples that can prove them wrong, just do your thing, figure out a way to be good at it, figure out a way to become even better at it and you'll be one of those examples... but you shouldn't care anyway. And even when you get there, there's always something ready to go wrong and you just can't be prepared for anything. But less head banging and more problem solving is always a great idea.

~ Zhivko Nikolaev

*Think about sounds in their emotional context. Be less literal. Pull stuff in that evokes a certain emotion and sells that moment. Also, educate your colleagues on what you do. Be active in conversations and promote your work with them. Make them excited about sound and help educate them on the importance of it. ~ **Mike Niederquell***

The sentence “learning by doing” is something really important for me. But that implies that it is necessary to actively learn while doing. ~ **Axel Rohrbach**

Listen to feedback and do not avoid discussions. When it’s done properly you only can learn or get another perspective on things. ~ **Sebastian Pohle**

Put energy into what makes you happy. That will usually pay off in the end. ~ **Dren McDonald**

Just because you've completed high school or college doesn't mean you should stop learning. ~ **Watson Wu**

Keep doing what it is your heart tells you to do. Being honest with yourself about what your heart needs lays fertile ground for the cultivation of dreams. ~ **Damian Kastbauer**

The main thing is not to give up on your dream if you want it bad enough. Keep writing and getting better at what you do and eventually it will happen. ~ **Chris Haigh**

Put your best work first. Be confident and don't get discouraged. It's a tough market, very competitive.

~ **Chad Mossholder**

Once you learn how to make a space ship sound out of a piece of paper, making other sounds becomes easier and you can make them more creative and original.

~ **RGDsOUNDFX**

*Work on your skills, not on excuses. I heard extraordinary good productions done with the cheapest equipment out there. So just do it! ~ **Boom Library***

*If it's your passion, don't give up. That's the one thing that has paid off for me is I knew that I couldn't do anything else and I was meant to do this. ~ **Sam Hughes***

Learn a programming language! Practice problem solving! These are the abilities that can truly differentiate you from everyone else trying to get the same jobs.

~ **Jory Prum**

NEVER try to force creativity but ALWAYS hammer home your work to companies and individuals, persistence will always pay off no matter how hard you try. Once you have a lead, keep at it and the rest will follow. Secondly, never compromise your morals or your ethics for anything. Always keep them firmly at your forefront and if any project tries to make you put them aside for money, leave. There will always be another project.

~ Luciano Giacomozzi

Work. Always work. Uploading your music to youtube and sending an email once in a while won't magically get you to where you want to go. No one will "discover" you. You need to keep pushing and be the best musician you can be.

~ Arnold Nesis

Gear does not equal talent, not any more than fancy cook wear makes a gourmet chef. The most important item to own is the vision for what you wish to create...rent everything else. ~ Jesse James Allen

Finding the balance between work and life is not always easy in our field and I hope everyone will spend some time with their loved ones in a few weeks.

~ **Jean – Eduardo Miclot (Jedsound)**

Don't let limitations stop you. For months, the only equipment I had available at all was a laptop and headphones. That didn't stop me from researching, creating sound effects with several techniques and uploading them to my soundcloud. ~ **Melissa Pons**

The more you know your tools and have an open ear to your client's comments the better you can address potential concerns and overcome obstacles.

~ **Walter Mair**

Believe in yourself. Learn from others but don't be like others. Be unique and different. Be ready to work hard.

~ **Tom Lemajic**

I always give these two quotes when asked: "Never give up, never surrender" and "Pain heals, chicks dig scars, glory lasts forever". ~ **Tapsa Kuusniemi**

Success attracts attention, so believe in yourself, work hard and always do the “extra mile” even when it’s not required from you. ~ Ville Sorsa

If you have a dream and you want to make it come true, what are you waiting for? GO FOR IT! ~ Fran Soto

Don't be afraid to spend 6-8 hours a day on your computer to learn and to write your own music. I know that it's hard when you already have a job but if you work hard, you give yourself better opportunities to succeed. ~ Boris Mihajlovic

There’s no right or wrong way to make music. So make the music that is authentic to you. ~ Zack Hemsey

Be mentally ready for changes, respect your own internal clock and sense of integrity. Be kind to those who deserve it and protect yourself from those who would abuse your talent and dedication in the name of personal gain. ~ Diego Stocco

Being a musician can be a good living as long as you are not an artist. ~ Cinesamples

Your time and talents are worth something - don't ever undervalue or give them away for free! You should be paid for your efforts. ~ Aaron Marks

Be an active member of your professional community especially when you're starting out but also as you get more experienced. ~ Anton Woldhek

Develop your soft skills as much as your audio skills. You can be the best sound designer in the world, but if you can't write a coherent email, show up on time or behave in a humble and professional manner, you will have a hard time building your career. ~ Ivo Ivanov

(Glitchmachines)

*Limit your sound palette in order not to get lost in an ocean of sounds...a good idea comes from limitation.
~ Luc St-Pierre*

Don't loose your mind with pricing, 'expensive libraries' doesn't mean necessarily 'good libraries', decide for yourself. ~ Wavesfactory

*If you can discover what it is that you really love, and then put your soul into doing that as best as you can, to me that is the seed of real success. ~ **Jeff Broadbent***

*Find what works best for you, what inspires you, and let that drive your journey! ~ **Danny Cocke***

*If someone says something shouldn't be done that way.. well why shouldn't it? ~ **Samuel Justice***

*Get out into the world and LISTEN! Learn to love to listen and love listening to learn. ~ **Stephan Schutze***

*Remember to have fun! Take some time to experiment and just generally listen to everyday objects you come by.
~ **Joonas Turner***

*If there's something you want, don't stop working for it. In fact, prepare for it. ~ **Howard Mostrom***

The biggest tip I can offer is to try to learn as much as you can, and to not be discouraged. To use a gamer metaphor, you can't beat the game if you rage quit. Talent is important, and passion is crucial, but I think that

persistence is really the key to success.

~ **Winifred Philips**

Never listen to anyone, do your own thing, don't listen to me either. If you need motivation from someone, just give up now....it needs to come from yourself.

~ **Jason Cushing (SoundMorph)**

I'd love to say something super positive here, about working hard to realise your dreams and so on, but it's getting harder to suggest that this alone will get anyone into the business in today's climate. Although it is, of course, possible I no longer completely believe the commercial arena is a meritocracy, and feel it's important first of all to enjoy this kind of work and activity for its own sake. Any success you achieve, financially speaking, are a bonus. I have many contacts in the film and games industry, including numerous composer agents, and I discuss these issues regularly with them. The overriding message I get from them is that working relationships are where it's all at and, sadly, music itself is just one part of the equation. ~ **James Hannigan**

It's all hard work and perseverance. ~ **George Vlad**

Think like a game player. Create the sounds that you would want to hear in a game. ~ **Frederic Devanlay**

Work on your strengths not your weaknesses. You might improve your weak spots to become average or better but if you work really hard on your strengths you can become a master! ~ **Thomas E. Rouch**

People hire you because you have some kind of unique voice, but you really have to work through a lot of music before that voice starts to emerge. ~ **Jason Graves**

Treat your job as a jealous partner! You have to care and spend a lot of time on making this relationship working at its best. ~ **Luca Capozzi**

Live slow and teach yourself to listen. ~ **Miguel Isaza**

I think it's really important to remember that any technology, software or otherwise is useless, until wielded about in the hands of creative users.

~ **Mick Kiely (Xhail CEO)**

Be original, the world needs new beautiful music, not something “already heard” elsewhere.

~ **Kristian Sensini**

If you reach a point where you consider yourself an expert in sound recording, give up - you've lost your way.

~ **Jez Riley French**

Try to have a broad spectrum of skills. That includes sound generation, mixing, and use of computer programs.

~ **Reinhold Heil**

If you want to do this sort of thing for a living think long and hard about your decision. ~ **Mark Morgan**

Read books. Lots of them. We are living in what I call the tutorial era where knowledge is easily replaced by a 2 min youtube video. ~ **Carlo Castellano**

Try to be curious about anything related to music. Also, study contemporary music the same way you studied classical or jazz music. ~ **Boris Salchow**

If you want to be successful as an artist, composer, producer, etc. spend time developing your soft skills in tandem with honing your craft.

~ **Finishing Move (Brian Trifon, Brian Lee White)**

*While it is great dream to be “artsy” about this industry and to create something new and interesting, but ultimately this is a business. ~ **Sonicsmiths***

*Keep working on improving your craft. Don't box yourself in either. ~ **Anamog (Ryan Taubert)***

*If you have a vision, for your game or your music, whatever it may be, don't compromise on it. ~ **Alex Jones***

Nothing in the world can take the place of persistence.

Talent will not; nothing is more common than

unsuccessful men with talent. Genius will not;

unrewarded genius is almost a proverb. Education will

not; the world is full of educated derelicts. Persistence

and determination alone are omnipotent.

~ **Calvin Coolidge**

First, learning to listen to non-musicians when they talk about music can be the most valuable skill for a media composer. ~ Michael Picton

Try everything, read articles about your craft, always keep your ears open and your portable recorder working. Love what you do, and it will definitely pay off.

~ Sergey Eybog

I would recommend that young composers work with seasoned composers. The apprenticeship program gives you a chance to see how the pros do it. If you make yourself indispensable to someone, there's a great chance that work will make its way to you over time!

~ Jim Dooley

Never, ever give up, and never forget that we ALL have self-doubt, if we didn't there would be no point in striving to be the best you can be. Work hard, be determined and be nice. ~ Stephen Baysted

As far as breaking into the business I think more than anything you have to write music and get it out there.

~ Gregory Tripi

Learn your tech, learn music theory (very helpful for versatility) and have passion for what you do.

~ **Benedict Nichols**

I guess the most important thing is for you to get emotionally involved with sound and music you make.

~ **Pedro Ferraz**

Library creation is often a learning by doing process and with each new library I gain more and more experience.

*Be it how to organize recordings, which equipment and editing software to use or how to schedule the whole process at all. ~ Stephan Marche (**Detunized**)*