

**EIMEAR NOONE  
VIDEO GAMES IN CONCERT**





Award-winning video game music conductor and composer Éimear Noone is taking us on a journey to magical worlds, post-apocalyptic wastelands, Godly labyrinths, and the home of our favourite Disney characters, presented through the gift of gaming.

Los Angeles and Dublin-based, Éimear Noone has always written music extensively for film and video games. As one of the world's leading composers of games scores, Éimear is responsible for some of the most enduring soundscapes on World of Warcraft and other best-selling video games.

**'If you have ever battled wolves at the gates of Draenor or helped Link rescue Princess Zelda then chances are you've been moved by the music of Éimear Noone.'**

**The Times**

# EIMEAR NOONE

poly  
arts

Composer, Conductor & Presenter



Through her work on *World of Warcraft*, Eimear's music has reached over 100 million people, continually inspiring players to invent and build new worlds for nearly fifteen years. Her composition portfolio of twenty-eight film and video-game titles have received multiple industry accolades including the Hollywood Music in Media Award for Best Video Game Score.

Alongside composing, Eimear conducts orchestras worldwide – notably in 2020, Eimear made history by becoming the first female conductor to perform at the 92nd Academy Awards' ceremony. She has also conducted major orchestras in every corner of the world, including the Sydney Symphony, the Singapore Symphony, Philadelphia Orchestra, the Los Angeles Opera Orchestra, and the Royal Philharmonic.

As an advocate for creative women in technology and music, Eimear is also in demand as a speaker and radio host, regularly invited to conferences and is the presenter for Classic FM's Gaming music show, *High Score*.

# DETAILS



## Programme

The programme is available in a few options:

- Orchestra, Choir & soloist
- Orchestra & Choir only (version with reduced choir will be available)
- Orchestra & soloist

The pieces from the programme page are set but there may be some changes upon request.

## Lighting

Atmospheric lighting during the concert. There are no current specific requirements, but it would be great to have spotlights on the conductor.

It is recommended that any lighting designer goes to the general rehearsal for the programme to get a sense of the repertoire and the programme and then seek approval for design proposals from Eimear.

## Scores

Scores/parts will be made available in PDF format.

Scores from Eimear's personal library can be delivered as soon as the engagement is confirmed. There are some pieces that may need to be hired from Zinfonia.

## Visuals

The Game Publishers do not allow video game footage to be presented on stage during the performance.

If you would like footage to be played during the performance, then this would need to be negotiated with the game publishers in a separate 'sync' licensing agreement.

All considered visuals (video game footage AND images) will need to be checked, approved and agreed in separate agreements.

## Mics and Amplification

Amplification requirements will be discussed on a case by case basis depending on the size of orchestra and venue.

The Electric Guitars will need an individual amp and the Electric Bass will need DI (Direct Input).

## Stage Plan

Stage Plans should be discussed and approved by Eimear at least two weeks before the performance/s.



### **World of Warcraft Suite**

Jason Hayes

### **Kingdom Hearts Suite**

Hikaru Utada

### **Uncharted II Suite**

Greg Edmonson

### **The Last of Us**

**All Gone (No Escape)**

Gustavo Santaolalla

### **Fortnite Suite**

Pinar Toprak

Arr. Craig Stuart Garfinkle & Eimear Noone

### **Chrono Cross - Radical Dreamers**

**Main Theme + Memories of my Soul**

Yasunori Mitsuda

Arr. Craig Stuart Garfinkle

### **God of War: Ragnarok**

**Main Theme + Blood Upon the Snow**

Bear McCreery, Hozier

### **Witcher III: Wild Hunt**

**Lullaby of Woe**

Marcin Przybyłowicz

### **League of Legends**

**Legends Never Die**

Against the Current

Arr. Eimear Noone and Craig Stuart Garfinkle

### **Halo Suite**

Martin O'Donnell & Mike Salvatori

Arr. Emmanuel Fratianni, Laurie Robiinson, Benoît Grey

### **Nintendo Reimagined Suite**

Koji Kondo

Arr. Eimear Noone & Nathaniel Tronerud

### **Resident Evil V**

**Wesker Battle**

Kota Suzuki, Wataru Hokoyama

### **Hades**

**No Escape**

Darren Korb

Arr. Eimear Noone & Craig Garfinkle

### **Baldur's Gate: The Dark Alliance II Suite**

Craig Stuart Garfinkle

### **World of Warcraft: Warlords of Draenor**

**Malach: Angel Messenger**

Eimear Noone

### **Dragon Age Inquisition Suite**

Trevor Morris

### **Themes from The Legend of Zelda: Celtic Link**

Koji Kondo

Arr. Eimear Noone & Craig Stuart Garfinkle

\*\*\* Subject to change

\*\*\* For other programmes, please contact  
management

# PROGRAMME



Programme for Orchetsra, Choir and a Soloist





# INSTRUMENTATION



Smaller orchestra available on request



## Strings (50 or less)

14 Violin 1

12 Violin 2

10 Viola

8 Cello

6 Double Bass (1 Double Bass needs to double on Electric Bass)

## Brass (15 some cuts are possible)

6 Horns

1 Tuba

2 Bass trb

2 Tenor trb

4 Trumpets

## Wind (16)

4 Flutes (2nd dbs picc)

4 Oboe

4 Clarinet

4 Bassoon

## Percussion (6)

Marimba, Vibraphone, Xylophone, Glockenspiel, Chimes, Dagu, Toms, 2 Snares, Cymbals, Drum Kit

## Timpani (1)

## Keyboard & Celeste (1)

## Electric Guitar (2)

Programme can be performed without Electric Guitar

## CHOIR

Choir Size can vary but between 50-120 members are recommended



# GAME ON

MOEMA PARROTT

moema.parrott@harrisonparrott.co.uk  
+44 7884 664 051

EVA PIRES

eva.pires@harrisonparrott.co.uk  
+44 7966 193 775

TOM MACPHERSON

tom.macpherson@harrisonparrott.co.uk  
+44 7586 638 701

