



Brittany Gamber ~ aspiring composer



Brittany is a high school senior intending to further her interests in music by pursuing a degree in music composition.

She aspires to write music for video games, and looks to develop her skills to the point of being able to write music for Nintendo, one of the most prominent video game producers in the world of today. As a method of developing these talents, she not only works on her compositions, but is heavily involved in music at the high school level and above. Some of the activities she involves herself in include, but

- Hutchinson High School Orchestra
- Salina Youth Symphony
- Hutchinson Symphony Association
- KMEA Honor Orchestras
- Regional and State Solo and Ensemble Festival

Brittany's inspirations primarily come from the older styles of video games, a simpler yet very unique style of music. For examples, click any of the following links:

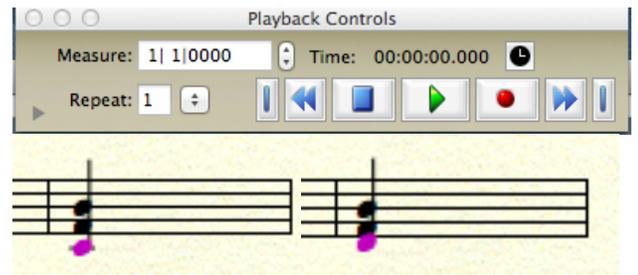
<http://www.youtube.com/watch?v=x5bilXoKAHo>
<http://www.youtube.com/watch?v=EjazC45Qkww>
<http://www.youtube.com/watch?v=F4qFvmnoSEs>

The following are examples of more recent, instrumental (rather than electronic) based video game based songs.

<http://www.youtube.com/watch?v=NN-hTx-HG88&list=PLM61SnQMU4vyWQfKf87AZgHNDx8dy8ssh&index=2>
<http://www.youtube.com/watch?v=AG-KHtXrC5Q&index=3&list=PLM61SnQMU4vyWQfKf87AZgHNDx8dy8ssh>
<http://www.youtube.com/watch?v=o78T9-I4OGA>
<http://www.youtube.com/watch?v=UEannNh8ihA>

note: the above are NOT Brittany's compositions.

By use of a notation software named Finale, Brittany writes music on the computer. This software allows her to instantly hear her music played back to her by virtual instruments, and she can change notes in an instant, rather than the tedious processes which take place when writing her music manuscript.



This is one of Brittany's actual compositions, in its completed form. Its title is "Evan's Enchantment". Whenever professional composers release their works, they write a corresponding set of notes on why they wrote their piece and where they drew inspiration from. These are the notes for "Evan's Enchantment".

Evan's Enchantment Composer's Notes~

Brittany Kaye Gamber was born and raised in Hutchinson, Kansas, USA. An aspiring young musician and composer, she has desired to write music ever since she was young. She often played a video game titled "The Legend of Zelda" which is accompanied by uniquely beautiful music. Brittany knew that when she "grew up", she wanted to write music for video games such as this.

"Evan's Enchantment" initially started as a whimsical class project of Brittany's, where she was working on furthering her skills as a composer. She drew inspiration from her background in videogames, but as the music started to come together, she took the piece in a different direction, inspired by a cousin of hers who had just turned one.

He was spritely, and had quite an affinity for music himself. Not only would his head turn every time some sort of music started to play, he couldn't sleep without it, and sometimes when he was fussy he would not eat unless you first sang to him. If you pulled the string on his favorite music box, he would be simply entranced.

Brittany was inspired to write a piece that would entrance Evan in such a way as his music box did, so she wrote a piece that sounds similar to a music box style. For this reason, she tried to stick to simpler rhythms, melodies, and to stay within a simple key. The first time she played the piece for him, he was simply "Enchanted", and thus the piece gets its name.



click here to hear Brittany's piece

<http://hhs.usd308.com/directedstudies/gamber/Evan's%20Enchantment.mp3>

