

Nathan McCree



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Nathan McCree began his career in the computer games industry where he was heralded as one of the best composers in the industry for his work as composer and sound designer on **Tomb Raider**, the highest selling video game series of all time. **Tomb Raider III** has long been regarded as the "best sounding computer game to date" and Nathan's work on the SEGA game **Asterix and the Power of the Gods** earned the accolade "Best Computer Game Music Ever!"

Since then his talents have enabled him to work across all genres of the music industry, working with high profile names such as **The Spice Girls, Orange** and **3**.

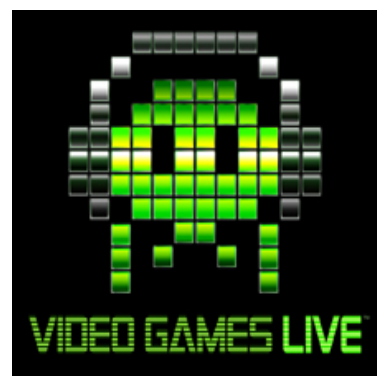
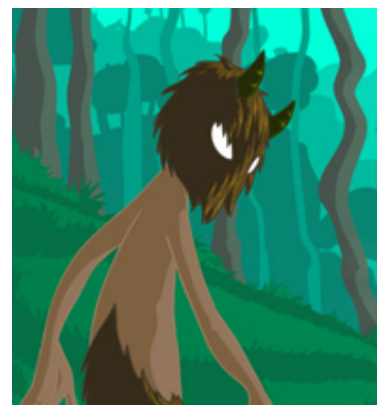
Projects include the theme tune and incidental music for the second series of **Cops with Cameras** for Granada Television, the music for 'Jetix' a new children's animation channel for Smithereen, music for **Monkey Business** broadcast on Sky's **Animal Planet** and the animation **Waterlollies** which is proving to be one of the fastest downloaded animated films of this year! The film is directed by Adam Phillips and can be viewed at www.biteycastle.com.

For film, projects include composing and producing the music soundtrack for the **London 2012 Olympics** brand film and the film score for **Let it Rock** which appeared as a finalist at the **Berlin Film Festival**.

Aside from Nathan's work in TV, film, games and animation, McCree Music Ltd also delivers specialist music, sound design and production services for live events. In this field McCree's most recent work includes a nine hour music and sound effects choreographed live performance at **Blenheim Palace's Fly To The Past** air show in August 2007 and 2005. Nathan also orchestrated and showcased some of the most memorable Tomb Raider music for **Video Games Live**, a concert tour which launched on July 6th 2005 with the LA Philharmonic playing performances across 24 North American Cities and is now on its European tour being played by the English National Ballet Symphony Orchestra in London.

McCree Music Ltd continues to provide music production and sound design for the latest generation of computer games. Most recent releases include **Fable 1.5: The Lost Chapters** published by Microsoft, **The Regiment** for Konami and a series of DVD games including **FIFA** and **Blockbusters** for Circle studios. Nathan has also produced a series of 3G mobile games for **3**.

Check out www.McCreemusic.com



Quotes

"Working with Nathan on his music from Tomb Raider for Video Games Live was a real treat. He was professional all the way!"

- Jack Wall (Executive Producer/COO for Video Games Live)

"To this day people still remark on what a fantastic show opening it was, much of this is owed to Nathan's Music. I found him attentive to changes I needed to make to go with specific stage cues and his attention to detail was fantastic. Should I require a piece of music again to accompany one of my shows his name will be at the top of my list"

- Peter Barnes (Show Producer & Designer for The Spice Girls)

"Nathan has always delivered a excellent standard of work no matter how short the deadline and with maximum of courtesy and professionalism. I hope he will be available for all my future film projects"

- Andy Sandham (Film Director, Canny Monkey Productions)

"Having chosen McCree Music for our outsourced audio content on numerous occasions, the working relationship has been second-to-none. A friendly and professional team - they continue to provide original bespoke music and effects of the highest standard whilst keeping strictly to the design brief and schedule"

- Russell Shaw (Audio Director, Lionhead)

"Working with me on Battle Engine Aquila and The Regiment, Nathan has been as professional, committed and talented as I could have ever hoped for!"

- Jeremy Longley (Director of Lost Toys & Project Manager of Kuju)

