



35 Questions everyone who wants to become a film, games or TV composer should ask themselves.

Composition

- 1 - Can I write a great motif in no more than 6 notes?
- 2 - Can I develop that motif to an engaging 1 minute piece of music?
- 3 - Can I write 6 different chord progressions to accompany that melody? Can I create musical textures that by themselves tell a story?

Productivity

- 5 - Can I produce a simple 1 minute piece of music in under an hour?
- 6 - Can I turn off my phone and resist checking facebook and email for two hours at a stretch?!
- 7 - Can I plan a project with milestones and deadlines and then put it into action?

8 - Do I know the key commands for the top 10 functions I perform every day inside my DAW?

Technology

9 - Do I know (and understand) what CPU, RAM and drives my computer has?

10 - Do I have a strategy for troubleshooting a problem other than calling my techie friend?!

11 - Can I write, record, mix and export a piece of music using both virtual instruments and audio from start to finish without reference of the manual, Google or Youtube?

Communication

12 - Can I describe a piece of music to someone and be sure they really understand what I mean?

13 - Can you have a conversation with a client where they can feel comfortable and confident that you understand what they intend you to do?

14 - Have you ever had to commission a creative task like a website or graphic design, so you appreciate what it feels like to be on the other side of the fence?

Insight And Context

15 - When you watch a film or TV show, or play a game, do you fully understand the different layers on which the narrative functions?

16 - Are you able to compare the way in which music and sound influence the listener and reflect different aspects of what different directors are trying to say?

17 - Are you as passionate about the medium - film, games or tv - as you are about writing music?

18 - When you watch a scene, are you able to articulate exactly what the role of the music is at any given time and how it is achieving that effect?

Reflection And Objectivity

20 - If someone criticises your work, is your first reaction to consider the validity of the criticism or to burst into tears / send an angry email / shout and scream or hit them?

21 - Can you objectively criticise your own work?

22 - Are you able to revise a piece of work, sometimes radically in response to someone else's observations?

Creativity

23 - Is your music largely the same as it was 10 years ago?

24 - Do you see reinventing yourself creatively as scary or exciting?

25 - Are you more comfortable with recreating the music of the past or discovering new music and new styles?

26 - Do you have a musical style so that someone listening would know its your music?

Security

27 - Do you feel comfortable with not knowing how much you will earn next year?

28 - Do you constantly stress about money even when there is no real need to?

29 - How important is knowing you have a decent pension to you?

30 - Does the thought of a 5 year career plan fill you with hope or horror?

Insight And Context

31 - Are you a self-motivated learner, good at acquiring new skills by yourself?

32 - Can you choose to acquire a new skill and stick at it until you achieve proficiency?

33 - Can you think of three skills you have learnt on your own initiative?

34 - What are you bad at, something that's holding you back?

35 - What are you going to do to acquire a skill that will overcome that obstacle?