



# MARTIN STIG ANDERSEN

## **Highlighted Credits**

**Inside (Playdead)** (2011 - 2016)

[http://www.imdb.com/title/tt3980364/?ref=nm\\_film\\_snd\\_2](http://www.imdb.com/title/tt3980364/?ref=nm_film_snd_2)

**Limbo (Playdead)** (2009 - 2010)

[http://www.imdb.com/title/tt1754134/?ref=nm\\_film\\_snd\\_4](http://www.imdb.com/title/tt1754134/?ref=nm_film_snd_4)

## **BIOGRAPHY**

Martin Stig Andersen is a Danish composer best known for his award-winning work within video games. In 2009 he created the audio for Playdead's video game '*Limbo*' which won Outstanding Achievement in Sound Design at the Interactive Achievement Awards, the IndieCade Sound Award 2010, and was nominated for Use of Audio at the BAFTA Video Games Awards 2011. Following the release of '*Limbo*', Andersen created and directed the audio for Playdead's '*Inside*' which won Best Audio at the Game Developers Choice Awards, and has received music and sound design nominations at The Game Awards, The Interactive Achievement Awards and the BAFTA Video Games awards amongst others.

With a background in the fields of acousmatic music, sound installations, electroacoustic performance, and video art, Martin is known for exploring dynamic relationship between sound and image as a means to revealing new stories and emotional experiences. His work is often characterized by blurring the dividing line between music and sound design and while he covers the whole spectrum he is also collaborating with other composers and sound designers in creating unified sound worlds.

Being a sought-after speaker, he frequently lectures at conferences such as GDC, Develop, and the School of Sound in London. Andersen graduated as a composer from The Royal Academy of Music in Aarhus, Denmark in 2003, and went on to study electroacoustic composition under Professor Denis Smalley at City University, London.

Martin currently resides in Denmark and recently completed scoring for MachineGames upcoming release; 'Wolfenstein II: The New Colossus'.

## **FILM CREDITS**

**Godless** (*special sound effects*)

Written and directed by Ralitza Petrova

## **VIDEO GAMES CREDITS**

**Wolfenstein II: The New Colossus**

MachineGames

**Inside** (*audio direction, music and sound design*)

Video game by Playdead

(UK) Air Edel Associates Ltd. 18 Rodmarton Street London W1U 8BJ Tel. +44 20 7486 6466

(US) Air Edel 1416 N. La Brea Ave. Hollywood, CA 90028 Tel. 323-802-1670

[www.air-edel.co.uk](http://www.air-edel.co.uk)

**Limbo** (*audio direction, music and sound design*)  
Video game by Playdead

## **SHORT FILM CREDITS**

**Sekunder** (*music and sound design*)  
Directed by Anders Fløe

**Rocketman** (*music and sound design*)  
35mm short film by Jacob Ballinger

## **COMMISSIONS**

**Rabbit at the Airport IV, the Finish Line**  
Online-film by Jacob Ballinger

**Rabbit at the Airport III**  
Released on Usagi Records

**Rabbit at the Airport II**  
Released on Usagi Records

**Rabbit at the Airport I**  
Released by Usagi Records

**Ring road A141**  
Collaboration with Jacob Ballinger  
Premiered at the International Computer Music Conference (ICMC) 2009

**Seven Tales of Misery**  
Electroacoustic performance-installation, collaboration with Signa Sorensen  
commissioned by PLEX Music Theatre

**Ring road, Night in the Park**  
4 channel sound installation  
Commissioned by SPOR festival

**Sleepdriver**  
Commissioned by the Foundation Bruynèl  
Premiered at the International Gaudeamus Music Week 2004

**Essential Tree Work**  
For bass clarinet and tape  
Commissioned by The Danish Composers' Biennial and ensemble Contemporanea