

---

Subject: Sony Cinescore

Posted by [excelav](#) on Tue, 25 Apr 2006 23:09:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

<http://createdigitalmusic.com/2006/04/25/sonys-answer-to-apples-soundtrack-cinescore-eliminates-composers-entirely/>

---

---

Subject: Re: Sony Cinescore

Posted by [Dedric Terry](#) on Wed, 26 Apr 2006 01:29:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Oh joy. I am so excited about this. I'm jumping up and down like an elephant in quicksand. Now I don't have to worry about pitching demos, calling prospective clients, and worst of all, trying to be creative (what a drag that is).

As if library music and reality TV hasn't done enough damage to the custom music market already. And I just finished my composing promo website today...

Hmmm...maybe UPS is hiring.

Regards,  
Dedric

On 4/25/06 5:09 PM, in article 444eac34\$1@linux, "James McCloskey" <excelsm@hotmail.com> wrote:

>  
> <http://createdigitalmusic.com/2006/04/25/sonys-answer-to-apples-soundtrack-cinescore-eliminates-composers-entirely/>

---

---

Subject: Re: Sony Cinescore

Posted by [RZ](#) on Wed, 26 Apr 2006 04:56:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

No one is safe. Next will be the script writers with action drama algorithms churning out computer generated story's for the virtual actors. Who needs humans anyway. Yes, even a virtual ticket buying audience is possible.

RZ

"Dedric Terry" <dterry@keyofd.net> wrote in message news:C0742927.30D9%dterry@keyofd.net...

> Oh joy. I am so excited about this. I'm jumping up and down like an  
> elephant in quicksand. Now I don't have to worry about pitching demos,  
> calling prospective clients, and worst of all, trying to be creative (what  
> a  
> drag that is).  
>  
> As if library music and reality TV hasn't done enough damage to the custom  
> music market already. And I just finished my composing promo website  
> today...  
>  
> Hmm...maybe UPS is hiring.  
>  
> Regards,  
> Detric  
>  
> On 4/25/06 5:09 PM, in article 444eac34\$1@linux, "James McCloskey"  
> <excelsm@hotmail.com> wrote:  
>  
>>  
>> <http://createdigitalmusic.com/2006/04/25/sonys-answer-to-apples-soundtrack-cin>  
>> [escore-eliminates-composers-entirely/](http://createdigitalmusic.com/2006/04/25/sonys-answer-to-apples-soundtrack-cin)  
>

---

---

Subject: Re: Sony Cinescore  
Posted by [wmarkwilson](#) on Thu, 27 Apr 2006 01:18:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Could it be much worse than the predictable pedestrian likes of the stuff J. Williams has been putting in front of us since ET? Just my opinion of course but I'm beginning to think that he ran out of good ideas 20 years -- ago for Cinematic score anyway. I was more impressed with what Limp Bizkit did with MI in 4 minutes than the last 10 years of "the man's" work.

Dubya

"RZ" <pearlmusic@sbcglobal.net> wrote in message news:444efca4\$1@linux...  
> No one is safe. Next will be the script writers with action drama  
> algorithms churning out computer generated story's for the virtual actors.  
> Who needs humans anyway. Yes, even a virtual ticket buying audience is  
> possible.  
>  
> RZ  
>  
> "Detric Terry" <dterry@keyofd.net> wrote in message  
> news:C0742927.30D9%dterry@keyofd.net...  
>> Oh joy. I am so excited about this. I'm jumping up and down like an  
>> elephant in quicksand. Now I don't have to worry about pitching demos,

>> calling prospective clients, and worst of all, trying to be creative  
>> (what a  
>> drag that is).  
>>  
>> As if library music and reality TV hasn't done enough damage to the  
>> custom  
>> music market already. And I just finished my composing promo website  
>> today...  
>>  
>> Hmmmm....maybe UPS is hiring.  
>>  
>> Regards,  
>> Dedic  
>>  
>> On 4/25/06 5:09 PM, in article 444eac34\$1@linux, "James McCloskey"  
>> <excelsm@hotmail.com> wrote:  
>>  
>>>  
>>> <http://createdigitalmusic.com/2006/04/25/sonys-answer-to-apples-soundtrack-cin>  
>>> [escore-eliminates-composers-entirely/](#)  
>>  
>  
>

---