

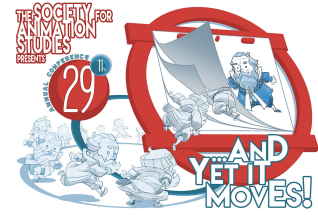
## Panel I3

Sala Emiciclo

### Sound, Music and Animation

**Gonzalo Parrilla Gallego**

**Music and animation path through *The Legend of Zelda* saga**



Nintendo, in 1986, released *The Legend of Zelda*. It was the first famous videogame saga and one of the most acclaimed videogame sagas ever created. It was released for NES Console game system and sold over 6.5 million of copies, a record for Nintendo Company in those years.

Since then, *The Legend of Zelda* has become one of the main titles for Nintendo and it has been an obligated purchase on every single gaming-system developed by the Japanese entertainment company.

Link's adventures have given us enough music material and unforgettable fantastic stories exquisitely treated to carry on defending the inclusion of videogame's industry studies into Systematic Musicology and pedagogical institutions, as well as to deserve the same treatment than cinematic or music industry, due to the exponential growth experimented by entertainment industry, even overtaking music and discographic industry.

Graphic animation and music compositions have gone together through different platforms in these last years since 1986 within *The Legend of Zelda* saga. We will see how animation has updated into current products from pixel-quality graphic, and also how music have experimented an incredible change from a few notes into orchestral soundtracks. Therefore, this relationship between gameplay, graphic animation and music influence as fundamental ingredient to the final amalgam of ingredients will be analysed from an analytic musicologist point of view.

## Biography

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Born in 1992 in Puertollano, Ciudad Real (Spain) Gonzalo Parrilla Gallego starts his studies in music as cellist in 2000 under supervision of Michał Dmochowski at Music Conservatory in Toledo (Spain) with a merit mark in Music Analysis. In 2010 he concludes his instrumental performing instruction after having received master classes from distinguished cellist as Daniel Veis, Michał Dmochowski himself or being participant in an International Course imparted by Natalia Shajovskaya. At the age of 17 years old he moves to Salamanca to start a Bachelor's Degree in History and Music Sciences, whose finalisation is reached in 4 years, where he is holder of an Erasmus Programme scholarship in Padua (Italy) for an academic year in 2013/2014 where he also receives lessons from Marina Toffetti and Marco Bellano. Afterwards, his Bachelor's Degree concludes with a presentation defence where he exposes and details a line-up of musical institutions and its educational system organisation within Veneto's region.

In 2015, he decides to take a Master's Degree Program in Music Research at International University of La Rioja, whose online methodology allows him to move to Cardiff (United Kingdom) and to develop his studies while spends a few time in the welsh capital. After he defends his Master's thesis talking about how sounds work within *The Legend of Zelda: Ocarina of Time* for Nintendo 64 gaming system , he finds out his vocation while working with sounds and videogames and then decides to start a second Master's Degree in Teaching Compulsory Secondary Education, Post-Compulsory Secondary Education, Vocational Training and Languages in Cordoba (Spain) on 2016, connecting videogames features as part of pedagogical programming for Music Learning, which is currently being executed.