

Bio

Christian Andersson was born 1974 in Sweden. Being a child of a professional musician, music was a part of everyday life and he learned to play the piano, recorder, trumpet and guitar. In the 1980s, he started to produce music on home computers, and from that time, he has followed the evolution from primitive tools to today's high end professional virtual instruments and production software. His home studio consists of top-of-the-line equipment and the most powerful virtual instruments available on the market. Today Christian lives with his family in Lund, Sweden, working as a full time composer.



Development and Career

During 2008, Christian started to work with big orchestral compositions. He founded his company Craze Music while working with his first commercial video game soundtrack which became the start of a career as a professional composer. In 2010, Christian registered 90 new songs at the Swedish Performing Rights Organization, he received a scholarship from the Swedish Musicians' Union for his unique artistic work. End of 2010 placed one of his songs on 20 TV channels world wide. First half 2011, he sold CD collections of epic music to more than 30 production companies from the Film/TV industry in U.K. April 2011, he reached a finalist position in the Great American Song Contest. In May 2011, the prestigious International Songwriting Competition announced that Christian won 3rd prize out of 15.000 entrants from 115 countries in the yearly competition! In the summer 2011, he earned a place in the exclusive Top-50 Hollywood A-list at one of the world's biggest music licensing sites with 2900+ composers. July 2011 he placed a song on MTV through one of his music agencies in the U.K. In September 2011 he reached a finalist position in the U.K songwriting competition. Today his songs can be heard all over the world in all kinds of projects, including films, video games, museum exhibitions and trailers.

Genres and Styles

Christian has worked with many genres (world music, funk, jazz, hard rock, classical), but his main focus lies in the orchestral cinematic genre, aiming for Film/TV and video games, with an emphasis on strong themes and intelligent melodies. The moods and styles go from

- dark and gothic epic orchestrations (Dark Tidings, The Desecrated Sanctum, Tombs of the Fallen Ones),
- to bright and majestic arrangements (Rejoice in Triumph, Blooming Valley – Mighty Flutes Ending)
- and light, airy and whimsical songs of fairy tales (Bard's Tale, Dancing Knight's Tavern, Whimsical Winter Story).

Influences

In his orchestral pieces, there are many influences from film music composers, such as Hans Zimmer (Pirates of the Caribbean), Jerry Goldsmith, Danny Elfman, Basil Poledouris (Conan the Barbarian) and epic video game composers such as Kai Rosenkranz (Gothic 3), Eric Heberling (Elder Scrolls 2: Daggerfall).

Discography

Christian has released three full length albums:

- Knight's Tale, 2010. (Available on iTunes, Amazon, CDBaby, Spotify, ...)
- Children and Fairy Tales, 2011. (Available on iTunes, Amazon, CDBaby,...)
- Epic Cinematic Adventures, 2011. (Available on iTunes, Amazon, CDBaby, ...)

Album links: <http://www.cdbaby.com/Artist/ChristianAndersson>

Testimonials

One of the largest music agencies in the world: "It takes a certain distinctive ability to be designated as a Hot New Artist on our site. [...] a dynamic and creative force, bringing us new and original music and sound effects with a brilliance that is consistently impressive and top-of-the-mark. [...] Both your music and your titles are exceptionally good so you have also been selected as one of our Permanently Featured Artists and we look forward to more of your excellent music."

Brooksley Media Blog (worked for Miramax, as well as NBC, FOX; as music director and general liaison between producers and musicians): "[...] Your compositions are great; [...] I'm very impressed with your arrangements. I think you would have no problem as sound designer for video games and film soundtracks. I can easily see you, as a composer, would be a "hit" among sound designers and video game music supervisors.."

Professional Music Licensing Agency: "Our music agency prides itself on possessing the BEST boutique catalog of independent music in the world. Our standards are high, and you should be very proud of yourself as an artist/label."

Great American Song Contest Jury: "You have an impressive talent and produce impressive, flowing and epic orchestration. [...] You should pitch your work for film!"

Video Game Developer: "[...] His music speaks for itself, but I'll add that it is some of the best that I've ever heard. You could easily hear these tracks in any epic movie, and to be able to add that ambiance to a game is special, to say the least."

(See www.craze.se/testimonials.htm for references and more testimonials.)

Contact Info

Address: Christian Andersson, Iliongränden 348 Q, 224 71 Lund, Sweden

Phone: +46 739 58 38 55

E-mail: craze@craze.se

Home page: www.craze.se