

**Jeff Broadbent**

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**Represented by COOL Music Interactive**

Dear Arkane Studios,

Thank you very much for the opportunity to create a demo for Blackreef!

I'm intrigued by the creativity of your game – the imaginative narrative, unique characters, and innovative gameplay elements are very exciting. I read the music design document carefully, and am very inspired by this new world and gaming experience. I resonate with the global music style you have outlined for the game - the combination of orchestra, late 60's pop-rock, and Dishonored exotic elements will fit the setting and tone of Blackreef very well.

I've taken the time to compose a custom demo montage for you. In this music I've created different sections, highlighting melodic/thematic elements, as well as some tension and combat moments. Various instrumentals including orchestral strings and brass, guitars and bass, drumset, percussion, and some exotic colors have been used.

I read carefully your music design document, and am confident I can deliver the various music assets for the game. I have extensive experience composing interactive scores for video games (adaptive music, layers, transitions, stingers, etc). I have won several awards including multiple Hollywood Music In Media Awards and a GANG Audio Award for my video game scores. I'm very open to feedback and collaboration, and pledge to work together with you in crafting an amazing soundtrack for Blackreef.

Please let me know if there is anything else you require! I would be happy to create additional demo material if needed, and answer any questions you may have. Congratulations on embarking on the creation of Blackreef. I hope to have the opportunity to join you in your journey, and create a compelling soundtrack for your game.

All the best,

Jeff Broadbent