



# Assassin's Creed III Music

Redefining Musical Standards for the Assassin's Creed Brand.



UBISOFT

# AC Brand Music History

The background of the image shows three characters from the Assassin's Creed series on a stone battlement. On the left, a character in a blue hooded robe with a red sash stands looking towards the right. In the center, a character in a blue hooded robe with a red sash and a sword on their back stands looking towards the right. On the right, a character in a blue hooded robe with a red sash and a sword on their back is shown from the chest up, looking towards the left. The Assassin's Creed logo, a large white 'A' with a sword blade through it, is centered over the image. The text 'ASSASSIN'S' is written in a large, black, serif font across the top of the logo, and 'CREED' is written in a large, black, serif font across the bottom of the logo. A small 'TM' trademark symbol is located at the bottom right of the logo.

ASSASSIN'S  
CREED™



A hooded archer in a forest aiming a bow at sunset. The archer is wearing a grey hooded tunic and brown leather arm guards. He is holding a longbow and an arrow, aiming towards the right. The background is a misty forest with trees and a bright sunset sky. The text "A new Beginning" is overlaid in the top right corner.

# A new Beginning

New Hero

New World

New Music



# The Pillars of the Brand



History is our Playground



# The Pillars of the Brand



Attention to Details



# The Pillars of the Brand



Strong Storytelling and Characters

# The Pillars of the Brand



Mythological Background



# The Pillars of the Brand



Open World Action Stealth  
Vast environments  
Free Running and diverse combat situations



# History is our Playground





# History is our Playground





# History is our Playground

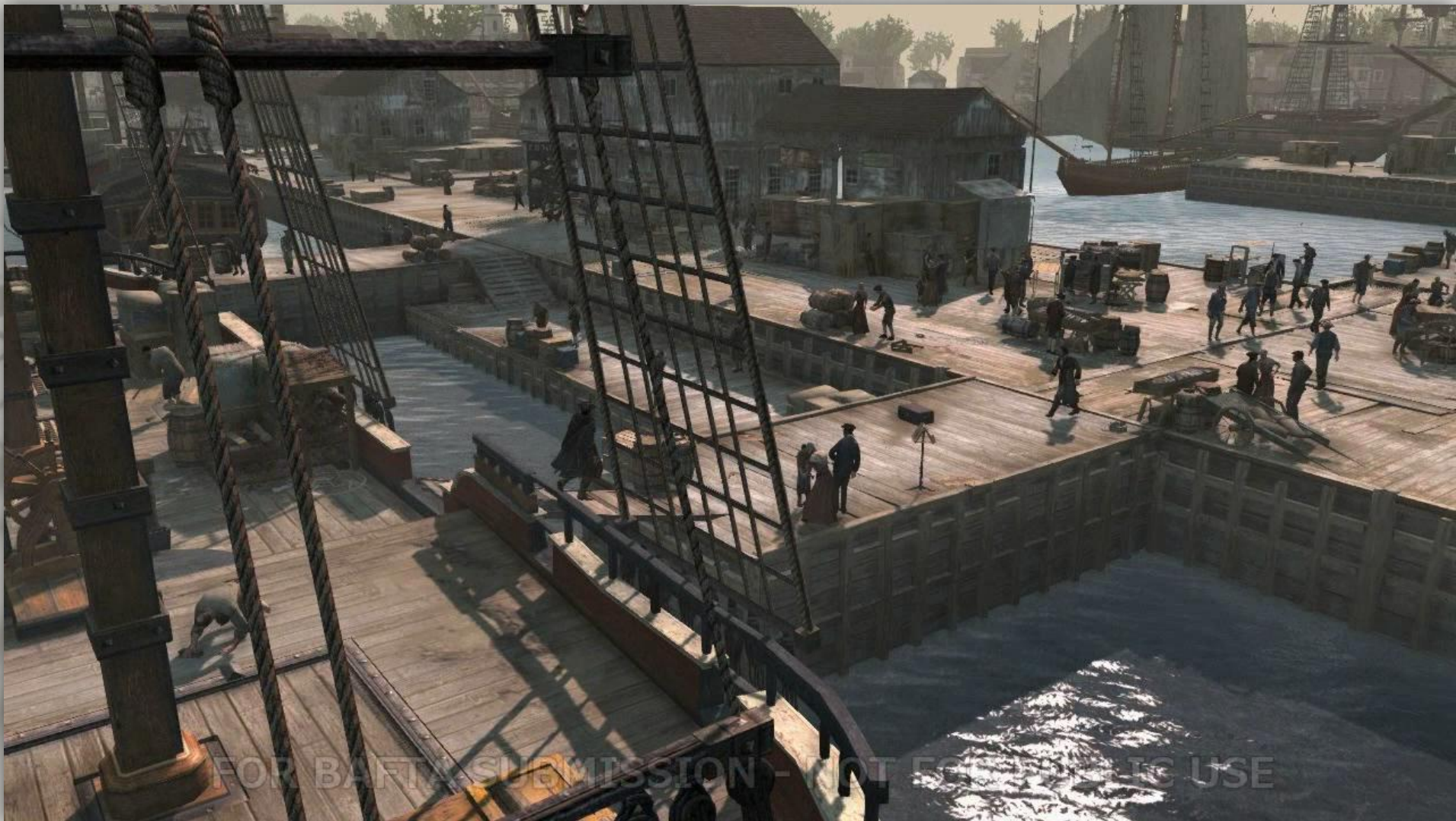


The vast environment from the AC franchise





# Music Variation





# Attention to details



S 9871

LONDON OPERA HOUSE, KINGSWAY

The Beggar's Opera



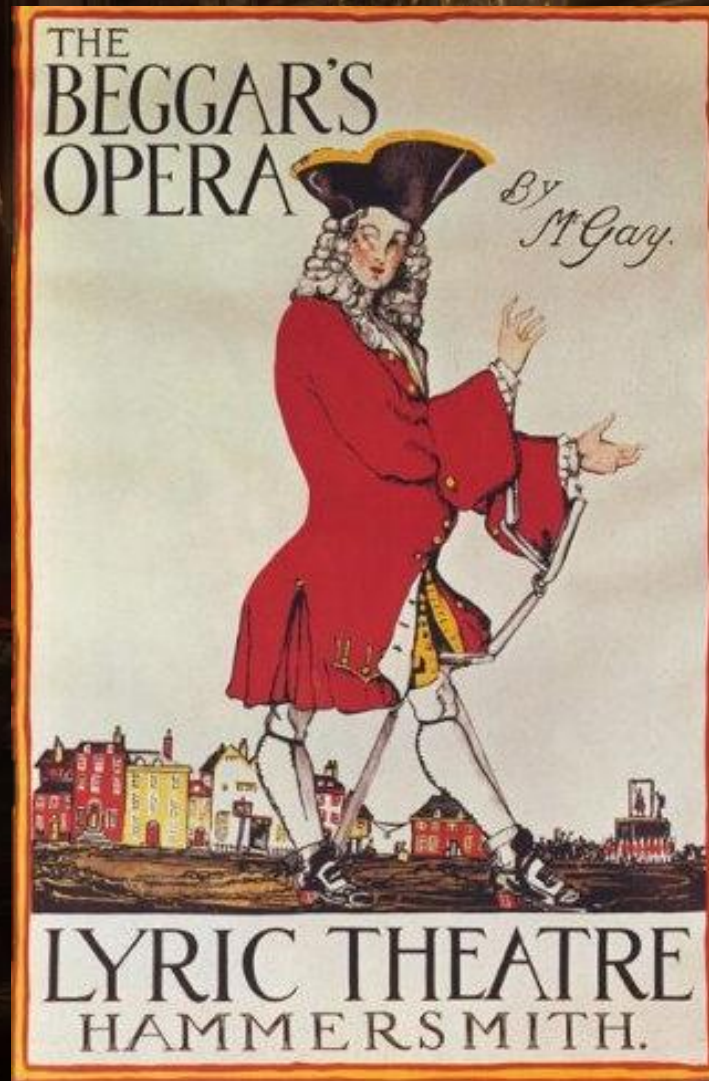
Attention to details



The Beggar's Opera



Attention to details



The Beggar's Opera



Attention to details



The Beggar's Opera

Attention to details



The Beggar's Opera



# Attention to details



Mohawk singing society

Attention to details



Mohawk singing society



# Attention to details



Mohawk singing society

# Composing with themes



Epic and  
Melancholic

Epic and Joyful

Majestic and  
Gloomy



# Composing with themes





# Composing with themes



# Composing with themes

**SQ08\_M02\_SC230\_Cin\_FakeHickeyKilled:** We are still in prison. Connor kills the warden thinking it's Hickey. He is surprised by Charles Lee and Hickey. We need a big reveal moment when Charles lee figures Connor the assassin is the young boy he encounters years ago.

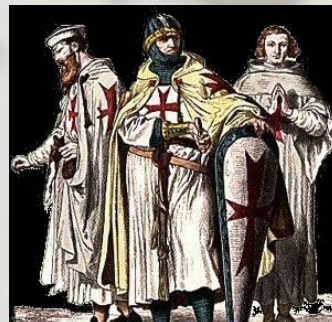
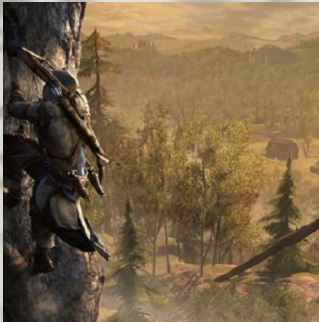
(\*significant moment\*)

Key=cities friendly. Mood= Tension from the beginning and surprise when Lee recognizes Connor.

Themes=Templars and Connor.



# The AC3 Music Themes



# Game scoring technical design





# Dynamic music, the combat challenge



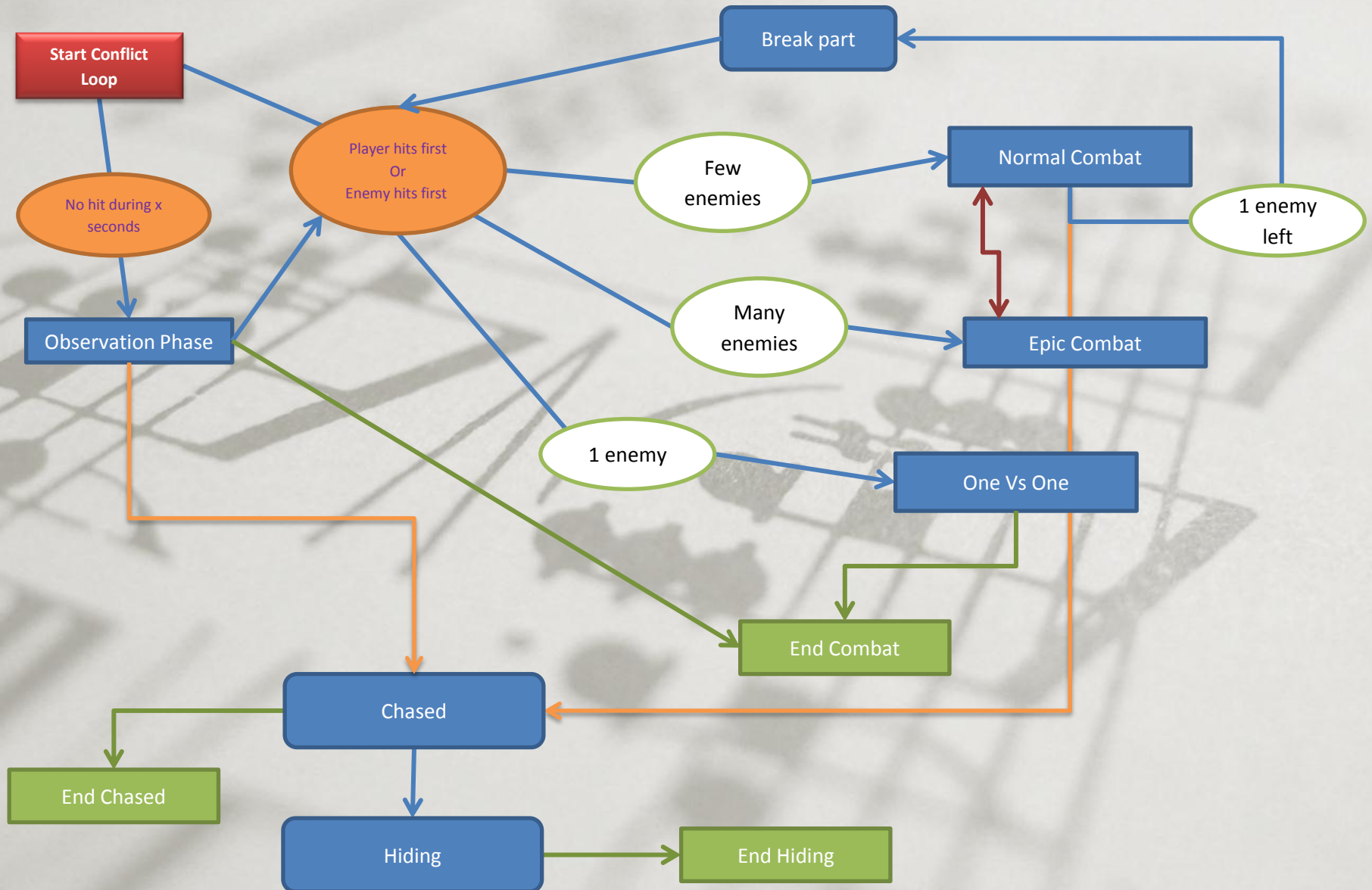


Breakthrough came with our first  
cinematic showing combat





# Dynamic combat music, Schematic View



# Dynamic combat music, Demonstration





# Conclusion



# ASSASSIN'S CREED

## III

A Musical Journey

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