



RESOLUTION

Assault

by Gerrit Wolf

When the twins asked me to compose the music for their video game in 2017, I didn't think too much about it: Okay, let's write some simple melodies and tracks as usual, loop and repeat them throughout the game's world. 20 to 30 tracks should do. Simple.

Well, Gerrit, you were wrong: I never expected this project to grow into something as big and complex as it turned out.

Richi came up with the idea of layering each level's music through fade-ins: almost every area needed some sort of ambient track, supporting the players adventure, on top of which we needed another, much more intense version, that emphasized combat. Each had to merge perfectly with the ambient base.

All in all, we ended up with approximately 60 independent compositions, each one with its own melody, colour and temper.

Naturally I would have gone with anything that came to mind, composing with synths, beats and effects rather freely. But the game's world demanded many individual and varied themes. To achieve an unmistakable Resolutiion-sound, I tasked myself with limiting the selection of instruments.

Before Resolutiion, I had worked on other projects in the gaming industry: too often projects fail, teams break up or other things go massively wrong before things are finished — in such a case, my work might never get released.

This fear never came up. When I met Richi and Günni for the first time, they showed me an early prototype and told me about their vision for Resolutiion with such a passion (and I mean PASSION!), that I never doubted this project would get lost in history.

Not only was I thrilled; I got infected. They showed me to always believe in what you are doing and to never stop until the finish line is behind you.

Thank you, guys — a lesson learned in life.

Another huge thanks to you, the players, gamers, fans and listeners, for supporting the whole Resolutiion project. Keep gaming! <3

Gerrit, January 2020





01	Puppet Master	16	Find Me (Assault)
02	Kingdom	17	The Tower (Assault)
03	To The Throne!	18	Cloud City (Assault)
04	Sweet Revenge	19	Amongst Giants (Assault)
05	Hammer & Anvil	20	Madhyamaka (Assault)
06	Symbiosis	21	Sanctuary (Assault)
07	Time To Wake Up	22	Above The Water (Assault)
08	Dance, Dance, Mr.P	23	Below The Water (Assault)
09	So Dark, So Cold	24	Rust, Dust & Corpses (Assault)
10	Beggar, Brother, King!	25	Ruins & Toys (Assault)
11	Abraham's Dilemma	26	Where Is The King? (Assault)
12	Alpha	27	Elevator (Bonus)
13	Omega		
14	The Clearing Below		
15	Meet Bolshie		

All tracks composed by Gerrit Wolf

The complete Resolutiion soundtrack was recorded, produced, mixed & mastered from May 2017 – December 2019 @ The Quiet Chamber Studios, Gumbenheim/Germany by Gerrit Wolf

© Art Direction by Günther Beyer

© All Rights Reserved by The Rendering Music 2020

Please visit: gerritwolf.com & monolithofminds.com

A big shout-out to:

Richard and Günther, Chris, Pablo, Jared, Jo and the whole developer family — you made this all come true!

Denise & Ines, my family, students, and friends, who keep believing in me and supporting my actions and projects.

Thank you!