



The **world's first** video game with a main theme composed by an Artificial Intelligence.

San Francisco / Luxembourg:

AIVA, the Artificial Intelligence composing emotional soundtracks for movies, video games, trailers (www.aiva.ai), has teamed up with the independent studio Epic Stars (www.epicstars.org) to create the world's first video game with a main theme composed by an Artificial Intelligence.

For their newest release, Epic Stars needed a powerful, memorable theme that would instantly immerse players and would hint at the epic flavor of the game. Both companies agreed on a series of themes that would inspire AIVA to create the emotional piece responsible for introducing the story of the game.

Powered by algorithms of Deep Learning, AIVA trained its understanding of music on a database of scores similar to the influences picked by both teams. As a result of this training, the AI created its own mathematical representation of music rules and influences. Finally, AIVA was able to write the main theme of Pixelfield; we call it *Battle Royale*.

The piece was recorded with a professional orchestra and the musicians were able to bring the music to life. You can watch the recording session "making-of" here.

With the recent closing of a round of financing for AIVA, the AI will continue to improve and create themes for large projects.

Materials created for this project by the teams of AIVA Technologies and Epic Stars can be found on the following links:

- Watch the release trailer for Pixelfield *Battle Royale*, with the Al track
- Watch the recording making-of
- Download the game on the <u>iOS app store</u> or <u>Android Play store</u>
- Get the <u>music score</u> for *Battle Royale*

About Pixelfield: World's first Al music powered mobile FPS MOBA video game with beautiful maps, fun game modes, powerful clans, unique factions, relentless bosses and awesome guns. Invite your friends and join the battle now!

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