

Thanks to the Internet, we now have the chance to discover talents we would not have heard on television. This is the case of Taylor Davis, a 27 years old american violonist. One album after the other since 2012, she has released an album entitled "Melodies of Hyrule" in November 2013. Some clips of this album, like her Song of Time and Song of Storms covers, have been published in the Gazette. While she was preparing to play in San Francisco and Chicago in April, Taylor Davis had the kindness to answer our questions.

[Question by Alice Lee & Zemo - Puissance Zelda](#)

March 28th 2014

**Hi Taylor ! I'm called Alice Lee from Puissance-Zelda, a French website about the Zelda series. We discovered you on our website and forum through a number of our "Gazette de PZ", in which we shared one of your videos : "Song of Time and Song of Storms". Many people loved your video, but unfortunately information about you on French websites are quite succinct...**

**You made lots of covers, both from film musics, like "Concerning Hobbits", and from video games, like "Zelda medley". Are films and video games your other hobbies?**

Yes, I love both video games and movies. I have been playing video games for as long as I can remember and gaming has always held a huge place in my heart. I have an older brother who I can credit for getting me interested in playing video games at such a young age :) Beyond video games and movies, I also really enjoy physical activity like weight lifting and tennis, cooking/baking, photography and many other activities!

**What's a normal day in Taylor Davis' life?**

It always depends on the types of projects I have going on. Most days I try to keep very normal working hours because my husband has a more "normal" job where he goes to work every day at an office and comes home at the same time, so I want to maximize my time with him once he's home. If I have a project/performance coming up though I usually work longer hours and on the weekends to get everything done as soon as possible. On a more normal day I spend a fair amount of time on email working with my video/audio/website team or just keeping up on upcoming projects/collaborations/performances, doing interviews, etc. I also try to spend some time every day on social networks to connect with my fans. If I am lucky, I will try and get in at least 1-3 hours of practice on the violin. Everything else will just depend on what's going on at that particular time, like right now I'm spending a lot of extra time planning for my live shows in April!

**How did come the idea of creating your Youtube channel?**

I had graduated from college and wasn't planning on pursuing a career in music but wanted to find a way to keep music in my life in some sort of meaningful way. I have always had a passion for video game music, so I decided to start posting casual videos of myself and my neighbor playing some video game songs just to see if people would

actually be interested in watching. When I started my channel, I was also working a business day job and I really had no idea that I could turn my YouTube channel into a full time career so I feel incredibly blessed to be doing this as my career now!

**We could notice lots of changes in the development of your videos (about direction, more elaborate video clips and addition of costumes, etc.). What was your approach behind this evolution? What changes can we expect in the future?**

I think it was just kind of a natural progression of what resources I had available at the time that I began posting and then what opportunities came about once I started putting more time and effort into my channel. At first since I wasn't planning on YouTube being a full time job, I was posting videos with very basic equipment, but as my audience grew, I gradually improved the quality of my recordings by investing in nicer equipment when I could afford to do so. Once my audience reached a certain number, I decided to quit my day job and pursue music full time by creating a cover CD of video game music. I was hoping that enough of my audience would support me through purchasing my album and I'm so grateful to say that ever since I released my first album "Gaming Fantasy" I've been able to make a living from doing music! I wasn't making a lot of money from it, so I continued to make more albums to try and make enough money to afford professional videos. Also being on the website "Patreon" has had a huge impact on my ability to create these more professional videos on a more regular basis. It's a website where people can pledge any amount of money for every video you upload, and I have some really amazing supporters on there helping me make my videos now! It took a little while to get here but I'm very excited to finally be at this point. I think as far as changes, it will depend on the support that I get from my audience but the more support I'm able to get, the bigger and better my videos can be!

**When sharing your videos on social networks, we noticed some people comparing you with Lindsey Stirling. We might almost talk about two schools : pro-Lindsey and pro-Taylor. What's your opinion about this?**

I think it's kind of sad when I see comments comparing the two of us because generally the comments are pretty negative and they're coming from people who think that there can only be one person doing this type of music, which to me never makes sense because I kind of always think "the more the merrier"! I think that some people aren't used to seeing many different violinists in the same way that they're used to seeing different singers, so they just really like the idea of there being some big rivalry between us, but there isn't anything like that going on. When she was on her tour in my city, I attended her concert and was able to meet up with her after backstage. I thought the show was great and we had a really nice interaction with one another. It was cool to meet her and I really wish her nothing but the best with her career. Besides playing the same instrument and sometimes playing similar songs, we are still two very different performers. And even though Lindsey doesn't actually play video games, I think it's really cool that she still takes such an interest in video game music. Since I've been a gamer and have loved this music for so long, it makes me really happy now to see other people trying to bring awareness to this genre, especially people with such large audiences like Lindsey. It just brings more awareness to the beauty and legitimacy of this type of music, and I don't see any

reason why anyone should be upset over more performances of great video game music :)

**In 2012, you could perform with other youtubers on the scene of the E3. How did you get this opportunity? And how did you live this incredible experience?**

Playing at E3 with Kyle Landry and Lara de Wit was an amazing experience! We were all approached by NVIDIA about playing at the event, and we were so excited about the opportunity. NVIDIA treated us very well while we were there and we all had so much fun working and sharing in that experience together. It was such a thrill to finally play with both Kyle and Lara live in person because before that we had only played together online. We were actually performing every day of the convention and didn't have much free time, but we did get a few hours in total to explore some of the exhibits and that was so much fun. I had always dreamed about attending E3 because I knew it was such a huge event in the video game industry, but I never thought I would actually have the opportunity to attend it, let alone perform at it!

**You're going to reach the fifteen million views barrier on your channel. Did you imagine to reach one day such a record?**

No not at all! It's really hard to process that my videos have actually been viewed that many times because it just seems like such an incredible number.

**In November 2013, you released an album fully dedicated to the Zelda series. Why this series and not another?**

Zelda is one of my favorite game series' of all time and it has so many wonderful themes! My Zelda Medley video is one of my most viewed videos on my channel, so it made sense to me that I had an audience that really enjoyed Zelda music as much as I did. I thought that they would probably enjoy having more, so I decided to do a full album!

**Releasing an album of Zelda covers must be no easy thing. Were you afraid of encountering problems about copyrights? Or did you really encounter some?**

It's actually not as scary as people probably imagine once you figure out the copyright laws, but it does take a while to get comfortable with it. Out of all 5 of my albums and over 15 singles, I've never released anything that I didn't have copyright clearance for. Thankfully I've never had any issues because I've always been able to license everything and I continue to pay royalties on a regular basis.

**When did you start to set up this Zelda-inspired album project? How did you surround yourself for its realization? What were the main steps before its release?**

I first thought about doing an album when I talked to my friend and videographer, Landon Donoho, about doing a Zelda themed video. Landon came to me with a very neat video idea for the "Song of Time" using time-remapping techniques and slow-motion. I initially thought that I would release a 7 or 8 song "mini-album" along with the video, but once we started making a list of all the great music in the Zelda series,

we quickly came up with over 20 songs that I wanted to include on this album! We knew that we wanted to get the video out around the same time as the new "A Link to the Past" game came out, and from the time we scheduled the video shoot, that release date was only about a month away. Instead of creating the arrangements myself like I initially planned, I contacted my good friend and producer, Adam Gubman, who worked with me on my "Legendary Movie Music" album. I was thrilled that he was willing to work with me on creating the backtracks and arrangements for the entire 16 song album, and we were actually able to complete the entire album in about a month and we got it out on time!

**How did you choose the musics released on the album "Melodies of Hyrule"?**

On the car ride home from filming the "Song of Time and Song of Storms" video with Landon, we discussed our favorite songs from the Zelda series and I kept track on my phone by writing down our favorites. We came up with over 20, so that next week I made some cuts to get the list down to 16 songs and then sent those along to Adam to start working on the tracks.

**On your website, you said you got lots of requests for covers. Did these requests influence the choice for the tracks on this album? More generally, is it difficult to choose a track among these requests?**

Yes I get a lot of requests and unfortunately there's no way that I can fulfill these any more. My audience is so important to me though, so I do try and pay attention to what they're requesting and if a lot of people request a certain song, there's a very good chance that I will try and cover it. For the album, I actually polled my facebook fans to see what their favorite Zelda songs were, and many of their favorites were already on my album list but some of them weren't and I adjusted my list based off of their input. I wouldn't ask for their opinions if I wasn't going to listen, and of course sometimes I decide to go with my own choices, but because I love and trust my audience so much I really like to listen to what they're saying!

**Song of Storms and Gerudo Valley appeared both in your album and in a medley released some years ago. These seem to be your preferred musics, right?**

Yes I love both of those songs, and they're both from my favorite Zelda game, Ocarina of Time! I think Zelda fans will notice that the album features a lot of music from Ocarina of Time, and that's definitely a reflection of that being one of my favorite video games of all time. I loved playing that game and the music makes me feel so nostalgic, so it was really hard not to include a lot of my favorite songs from that game because I have so many fun memories associated with those themes!

**You already made several videos for this album, as for Song of Time and Song of Storms. Can we hope that you could make others in the future?**

Yes! I actually have a video for Bolero of Fire coming out later in April or early May. I'm also planning a forest themed video later this year, and maybe even an underwater video in the future. There are so many possibilities so it's very exciting to plan for more videos!

**During the making of this album, did you want to replay some games?**

Yes, it's like that with every video game song I perform. If I've played the game, it always makes me want to replay it because I remember all of the wonderful feelings I had when playing the game and it makes me want to relive those feelings. I haven't replayed Ocarina of Time because I just haven't had the time to set aside to do that, but I'm hoping at some point when I get a break I'll have some extra time to spare on it ;)

**The making of this album must have left you lots of memories, haven't it?**

Most definitely! Like I said, Ocarina of Time is one of my favorite games of all time and my favorite from the Zelda series, so I chose a lot of songs from that particular game and it really brought back a lot of wonderful memories :)

**Beyond your covers from Zelda musics , do you think these latter have an influence on your other personal projects?**

I think so. In my own original songs I tend to favor a more cinematic style of music that is similar to something you might hear in a video game or epic movie. Video game music has been my favorite genre since I was very young, so it's had a great influence on my style and writing.

**Do you envisage your next album containing more personal compositions or would you like to carry on cover versions? Can we hope for a second opus dedicated to Zelda?**

The next album I am planning to release is going to be a cover album of video game and anime music. After that I plan to release an original album, and after that I actually would love to work on a second Zelda album! I'm hoping to release the next album in June, the original album in November or December, and the 2nd album some time in early 2015.

**Have you some projects of collaboration with other artists?**

I don't collaborate with others too often but I would like to do more of it than I'm currently doing. Generally I collaborate with Lara de Wit since we are good friends and also have an album out together. I also love working with Peter Hollens and try to get together with him when I work with FifGen Films out in Oregon since they're both located there. I'm planning on moving to California later this year so I will have a lot more YouTube musicians to collaborate with on a more regular basis once I'm there!

**Can you give an idea to our readers about what your concerts are like? Which is the part of covers? Are you alone on stage? What scenography did you like to create?**

I actually have never given a solo concert before, and my first solo show is on April 2nd! I'm pretty nervous for it because I don't have a manager or any technical helpers, so I've had to figure out everything on my own and I'm just hoping that my audience will enjoy what I've put together. Since I don't have the assistance, I'm trying to keep things simple but still engaging. I'll be alone on stage and I'll have my videos playing along with my orchestral backtracks, but of course I'll be playing the

violin solos live. These shows are a kind of test run just to see how many people are actually interested in seeing me play live, and if they go well and enough people come out then I will certainly consider doing more in the future!

**Did you think about a concert tour in Europe, or even in France?**

I'm so grateful that I have such a wonderful and large European audience! France is actually my 2nd largest audience after the United States, so I would absolutely love to visit France for a concert some day. If I'm able to get management and assistance for planning a tour, I would love to have that opportunity. It would be a dream to meet my French fans! :D

**Concerts and tours are always rich and great moments. Have you some anecdotes on which you would like to go back over?**

I've really enjoyed most all of my live performances. I've had a few that weren't the best (particularly one where the company didn't even have a microphone for me on the stage!) but overall I've had a great time performing live. I had an amazing experience performing with the video game rock band I'm a part of, "Critical Hit", at BlizzCon last November. It was the first time we performed together and it was a ton of fun and I really loved getting to know all of the other performers. We have more events we'll be playing at later this year so I can't wait to get together again!

**What's your favorite Zelda game on portable systems? And on home consoles?**

I actually don't play on portable systems, for whatever reason I've just never enjoyed playing games on a small screen! I don't even have any games on my phone. On consoles though, my favorite Zelda game was Ocarina of Time.

**Which was your first Zelda game?**

The first Zelda game I played was the original Nintendo game "The Legend of Zelda", and after that I played "A Link to the Past".

**Which is your favorite character from Zelda games?**

Link has always been my favorite character, but I also thought Sheik was really cool in Ocarina of Time.

**Which is the character whom you dislike most in the series?**

Honestly, I've never been a huge fan of Zelda because they never made her very useful in the game until Ocarina of Time! That was something that always made me upset when I played video games when I was younger, the girl characters were always pretty lame! Ocarina of Time was a refreshing change since Zelda/Sheik was actually a very capable female character.

**Which is your favorite Zelda music?**

My favorite music is from Ocarina of Time. If I had to choose a favorite song, I would probably choose Bolero of Fire.

**Which was the first music of the series you made a cover?**

The first cover I made was actually a medley of a few different songs: The Legend of Zelda Main Theme, Lost Woods, Zelda's Lullaby, Song of Storms, and Gerudo Valley.

**Did you play A Link Between Worlds? If you did, what do you think about?**

No I haven't played it because I don't have a Nintendo 3DS, but I'd like to play it someday!

**Which was your most outstanding moment in the series?**

I loved playing the Gerudo Valley level!

**Which Zelda goodie would you like - or are you proud - to own?**

I bought a Hyrule Shield to use in my Gerudo Valley video and I love it! It's a really authentic and sturdy replica, and I have it prominently displayed in my studio so it's something I get to look at every day :)

**Can you tell us how your French-speaking fans could support you?**

Everyone who watches, likes, subscribes, purchases my music, supports my videos on Patreon, or just sends me encouraging messages are really having a wonderful positive impact on what I'm able to do. The financial support really means a lot because the more support my music and videos receive, the more I'll be able to keep posting bigger and better things! If you want to check out where you can purchase my music or support my videos on Patreon, here are the links to those sites:

<http://www.loudr.fm/artist/taylor-davis/7tBW8>

<https://itunes.apple.com/us/artist/taylor-davis/id538215725>

<http://www.patreon.com/taylordavis>

Some very nice French fans of mine recently started some specific Facebook fan groups for my music, so that's definitely something that I think my French-speaking fans would enjoy!

<https://www.facebook.com/TaylorDavisFranceOfficiel>

<https://www.facebook.com/groups/518549444924515/>

**Would you like to say something in French to our readers?**

*I just want to tell them how much I appreciate them!! France is actually my 2nd largest audience after the United States, and I know that the support from my French fans has had a major impact on the success of my channel and I will forever be grateful for their support!! I love you all and really hope I have the chance to come out to France to perform a concert some time in the future!*

**Thank you so much for allowing us some of your time !**