



HANS ZIMMER



Timeline

1957	1971	1982-1987	1988-1995	2000	2001-PRESENT
Born in Frankfurt, Germany	Moves to London where he attends school	Writes film, advert and TV soundtracks	Wins many awards for his film scores, including The Lion King	Performs a live concert for the first time	Continues to make music for films

Key Songs

Moonlighting	1982 - The first film soundtrack created by Zimmer
Going for Gold	1987 - This gameshow theme tune gave Zimmer enough money to pay his rent.
The Lion King	1994 - Disney's most successful soundtrack of all time.
The Prince of Egypt	1998 - Zimmer performed with Ofra Haza, an Israeli singer. The directors thought she was so beautiful, they turned her into a Disney character in the film!
Pirates of the Caribbean	2006-2011 - Zimmer was too busy to produce music for the first film, but wrote the scores to the next three.
2018 World Cup	2018 - He wrote the TV intro music to the World Cup and the UEFA Champions League.

DID YOU KNOW?

Hans Zimmer is Jewish and his mother had to escape Nazi Germany during World War II and flee to the U.K.

The Importance of Hans Zimmer

Electronic and Orchestral Music

Zimmer is most famous for mixing orchestral music with electronic music. He can play piano, keyboards, guitars and often uses technology and computers to develop his work.

Prolific Composer

To be 'prolific' means to create a lot of content. Zimmer has produced nearly one hundred film soundtracks, many of which you might know: King Fu Panda, Boss Baby, Madagascar, Spongebob the Movie, Pirates of the Caribbean, The Lion King, The Amazing Spider-Man 2, Iron Man, Transformers and more!

Famous Events

The Lion King (1994)

Zimmer wrote the score to the original film and the live action follow-up in 2019. The film also contained songs from Elton John and won many awards.

Computer Games

As he grew up, he was interested in electronic music, computers and computer games. He went on to make the music for many games such as FIFA 19, The Simpsons, Lego Batman 3 and Skylanders Giants.