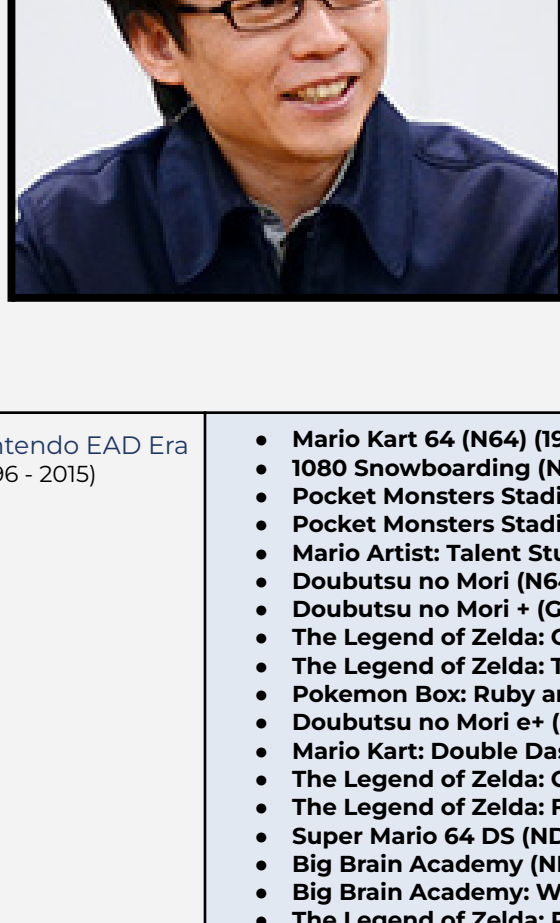
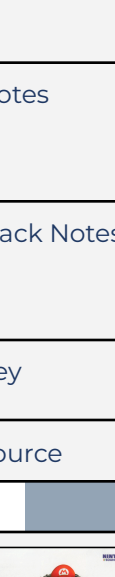


Kenta Nagata		
	• Local • Born • Residence • Aliases • Active Years 永田 権太 1970.XX.XX ? gon 1996 - Present	
	Overview Kenta Nagata is a music composer and audio director who currently works at Nintendo EPD. After starting at Nintendo in 1996, he began to work closely with other new Nintendo composers from this time like Toru Minegishi, Hajime Wakai, and Kazumi Totaka. Together, they created the sounds for many of Nintendo's biggest series: Super Mario, Zelda, Animal Crossing, and more. In recent years, Nagata has been primarily the Sound Director and supplementary composer for the New Super Mario Bros. and Mario Kart series.	
Nintendo EAD Era (1996 - 2015)	• Mario Kart 64 (N64) (1996) - Music • 1080° Snowboarding (N64) (1998) - Music • Pocket Monsters Stadium (N64) (1998) - Music • Pocket Monsters Stadium 2 (N64) (1999) - Music • Mario Artist: Talent Studio (64DD) (2000) - Music • Doubutsu no Mori (N64) (2001) - Field BGM Composition • Doubutsu no Mori + (GCN) (2001) - Field BCM • The Legend of Zelda: Ocarina of Time Master Quest (GCN) (2002) - Music • The Legend of Zelda: The Wind Waker (GCN) (2003) - Music • Pokemon Box: Ruby and Sapphire (GCN) (2004) - Sound Arrangement • Doubutsu no Mori + (GCN) (2003) - Music • Mario Kart: Double Dash!! (GCN) (2004) - Music • The Legend of Zelda: Collector's Edition (GCN) (2004) - Music • The Legend of Zelda: Four Swords Adventures (GCN) (2004) - Sound • Super Mario 64 DS (NDS) (2005) - Music • Big Brain Academy (NDS) (2005) - Music • Big Brain Academy: Wii Degree (Wii) (2006) - Special Thanks • The Legend of Zelda: Phantom Hourglass (NDS) (2007) - Music • Link's Crossbow Training (Wii) (2007) - Music • Nintendo Channel (Wii) (2007) - Uncredited [Music] • New Super Mario Bros. Wii (Wii) (2007) - Sound Director • Mario Kart 7 (3DS) (2011) - Music • New Super Mario Bros. 2 (3DS) (2011) - Sound Director • The Legend of Zelda: The Wind Waker HD (WiiU) (2013) - Music • Steel Diver: Sub Wars (3DS) (2014) - Music • Mario Kart 8 (WiiU) (2014) - Sound Director	
Nintendo EPD Era (2015 - Present)	• Super Mario Run (iOS) (2017) - Staff • Mario Kart 8 Deluxe (NS) (2017) - Sound Director • Mario Kart Tour (iOS) (2019) - Staff • Mario Kart Live: Home Circuit (NS) (2021) - Audio Supervisor • Mario Kart 8 Deluxe: Expansion Pass (2022) - Sound Director • Pikmin 4 (2023) - Music Lead	
Links	•	

Known Sound Equipment

Product Name	Manufacturer	First Date Used
SC-88	Roland	1996
JV-1080	Roland	1996
VE-RD1	Roland	1996
Wavestation	KORG	1996
SampleCell II	Digidesign	1996
Bass Legends	Spectrasonics	1996
Supreme Beats	Spectrasonics	1996
Bizarre Planet	Best Service	1996
Dance Mega Hip-Hop	Best Service	1996
Dance Mega Jungle/Rave	Best Service	1996
Dance Mega House/Dance	Best Service	1996
Science Fiction	Best Service	1996
Vocal Bytes 1&2	Midi Mark Productions	1996
Jungle Warfare	Zero-G	1996
Ultra Gigapack	Best Service	2001
Synclavier World & Orchestral	ILIO	2003
Synclavier Essential Percussion	ILIO	2003
TRITON	KORG	2003
XV-5080	Roland	2003
Universal Loops & Instruments	MOTU	2009
Fantom X	Roland	2012
Voice Spectral	Best Service	2013
Symphonic Orchestra	EastWest	2014
Battery 3	Native Instruments	2017
Kontakt Factory Library	Native Instruments	2017
Omnisphere 1&2	Spectrasonics	2017
House Essentials	Ueberschall	2017
Trillian	Spectrasonics	2019

Complete List of Works

 Mario Kart 64 ➤ Initial Release: 1997.09.19 ➤ Platforms: CD ➤ Developer: Pony Canyon; Nintendo EAD ➤ Credit: Music		
Notes	• MUSIC: Kenta Nagata • SE: Taro Bando • PRODUCER: Kenji Kume (PONY CANYON) • DIRECTOR: Satoshi Kobayashi (PONY CANYON) • EDIT & MASTERING: Yuiko Mizokami (PONY CANYON) • Music is recorded from the N64 sequences and is virtually identical. • NOTE: Source quality versions of this soundtrack do exist! They occasionally are re-used in CD collections or games. ◦ Source quality versions: ■ Mario Kart 64 Theme: Wii Channel Placeholder BGM ■ Raceway: Mario Kart 7 ■ Beach: Mario Kart 7 ■ Desert: Mario Kart 7 ■ Rainbow: Nintendo Sound Selection Vol. 3 LUGI	
Source	Credits	

 1080° TenEighty Snowboarding ➤ Initial Release: 1998.02.28 ➤ Platforms: N64 ➤ Developer: Nintendo EAD ➤ Credit: Sound Composer		
Track #	Official Title	Remarks
01	Vacant Lives	Title Demo
02	Work Your Body	Game Select
03	Dancel	Crystal Lake
04	This is a Test	Crystal Peak
05	Golden Forest	Golden Forest
06	Grasp Power!	Mountain Village
07	Blue Flame	Dragon Cave
08	Call Me	Training
09	Half Pipe	Half Pipe
10	dtb	Goal In
11	Lost	Game Over
12	Give it to me	Result Screen
13	Review	Replay Time
14	Winner	Game Clear
15	Vacant Lives (1080 Remix)	Staff Roll
16	White Out	Last Name Entry
17	Dancel Ver. 2	
18	Golden Forest Ver. 2	
19	Options Theme	Options (US Version)
Comments	On "Vacant Lives": "It's a song with a title and lyrics, which is rare in N64 software. The meaning of the title is 'every day where no answer can be found.' The lyrics and song are by Wataru Yamaguchi, an artwork staff member." [Sound Selection Vol. 2] On "Grasp Power!": "Though it didn't show up in game, it was actually a song with full lyrics. The lyrics are 'Tough guys with only momentum, that's the answer when they reach! Power get it! It's a feeling.'" [Sound Selection Vol. 2]	

Notes	• Sound Composer: Kenta Nagata • Sound Engineer: Hideaki Shimizu • Vocals, Lyrics: Wataru Yamaguchi • Special Thanks: Michiko Yomo • Tracks taken from "1080° Snowboarding Original Sound Track" [PCCG-00454]	
Track Notes	• Vocals and Lyrics on 1 by Wataru Yamaguchi	
Key	Composed and Arranged by Kenta Nagata	
Source	Credits Nintendo Sound Selection Vol.2 KOOPA	

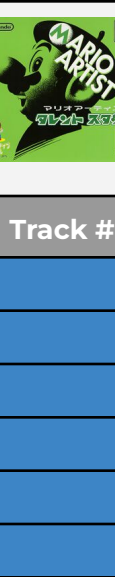
	1080 Snowboarding Original Soundtrack ➤ Initial Release: 1998.05.20 ➤ Platforms: CD ➤ Developer: Pony Canyon; Nintendo EAD ➤ Credit: Music Composer
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Track #	Official Title	Remarks
01	Vacant Lives	Title Demo
02	Work Your Body	Game Select
03	Dance!	Crystal Lake
04	This is a Test	Crystal Peak
05	Golden Forest	Golden Forest
06	Grasp Power!	Mountain Village
07	Blue Flame	Dragon Cave
08	Call Me	Training
09	Half Pipe	Half Pipe
10	db	Goal In
11	Lost	Game Over
12	Give it to me	Result Screen
13	Review	Replay Screen
14	Winner	Game Clear
15	Vacant Lives (1080 remix)	Staff Roll
16	White Out	Last Name Entry
17	jz	Bonus Track

Comments	Other Notes: [To DO]	
Notes	• Music Composer: Kenta Nagata • Sound Engineer: <i>Hideaki Shimizu</i> • Producer: <i>Kenji Yume (Pony Canyon)</i> • Mastering: <i>Yuiko Mizogami (Pony Canyon)</i> • Additional Vocals & Special Thanks To: <i>Wataru Yamaguchi, Michiko Yomo</i> • Very similar to the independently released Nintendo soundtrack from earlier in the year, but with a few extra tracks.	
Track Notes	• Vocals and Lyrics on 1, 6, 15 by Wataru Yamaguchi • All tracks feature updated sound sources from the ingame sequenced versions.	
Key	Composed and Arranged by Kenta Nagata	
Source	Credits	

	Pocket Monsters Stadium ➤ Initial Release: 1998.08.01 ➤ Platforms: N64 ➤ Developer: Nintendo EAD; HAL Laboratory ➤ Credit: Music	
Notes	• Sound Programmer: <i>Masafumi Kawamura, Hideaki Shimizu</i> • Music: Kenta Nagata, <i>Toru Minegishi, Mitsuhiko Hikino</i> • Unknown compositions. Some of the music is re-used in Pocket Monsters Stadium 2.	
Source	Credits	

	Pocket Monsters Stadium 2 / Pokemon Stadium ➤ Initial Release: 1999.04.30 ➤ Platforms: N64 ➤ Developer: Nintendo EAD; HAL Laboratory ➤ Credit: Sound Composition	
Notes	• Sound Director: <i>Masafumi Kawamura</i> • Sound Programmers: <i>Mitsuhiko Hikino, Hideaki Shimizu</i> • Sound Composition: <i>Hajime Waki, Kenta Nagata, Toru Minegishi</i>	
Source	Credits	

	1080° Snowboarding Original Soundtrack ➤ Initial Release: 2000.02.23 ➤ Platforms: N64/GB ➤ Developer: Nintendo EAD ➤ Credit: Music	
Track #	Official Title	Remarks
20	Talent BGM 3	*unconfirmed
21	Talent BGM 3 (Impatient)	*unconfirmed
22	Talent BGM 3 (Sleepy)	*unconfirmed
23	Talent BGM 3 - Information	*unconfirmed
24	Talent BGM 3 - Face	*unconfirmed
25	Talent BGM 3 - Head	*unconfirmed
26	Talent BGM 3 - Body	*unconfirmed
27	Talent BGM 3 - Pattern	*unconfirmed
28	Show Time	*unconfirmed
29	Show Time - Disco	*unconfirmed
30	Show Time - Line Dance	*unconfirmed
31	Show Time - Flamenco	*unconfirmed
32	Show Time - Classic	*unconfirmed
33	Show Time - Balance Beam	*unconfirmed
34	Show Time - Monster	*unconfirmed
35	Show Time - Top Model	*unconfirmed
36	Show Time - Conductor	*unconfirmed
Notes	• Sound Composers: Kazumi Totaka, Kenta Nagata, Toru Minegishi • Sound Programmer: Yasushi Iida	
Key	Composed and Arranged by Kenta Nagata	
Source	Credits	



Doubutsu no Mori (Animal Forest)

➤ **Initial Release:** 2001.04.14

➤ **Platforms:** N64

➤ **Developer:** Nintendo EAD

➤ **Credit:** Field BGM Composer

Track #	Official Title	Remarks
01	Title	"Field Theme" motif
06	Tom Nook's Introduction	"Field Theme" motif
07	It's Decided Then	
08	First Day 1	"Field Theme" motif
09	First Day 2	"Field Theme" motif
11	12AM (Sunny)	
12	1AM (Sunny)	
13	2AM (Sunny)	"Field Theme" motif
14	3AM (Sunny)	
15	4AM (Sunny)	"Field Theme" motif
16	5AM (Sunny)	"Field Theme" motif
17	6AM (Sunny)	"Field Theme" motif
18	7AM (Sunny)	"Field Theme" motif
19	8AM (Sunny)	"Field Theme" motif
20	9AM (Sunny)	"Field Theme" motif

22	11AM (Sunny)	"Field Theme" motif
23	12PM (Sunny)	"Field Theme" motif
24	1PM (Sunny)	"Field Theme" motif
25	2PM (Sunny)	
26	3PM (Sunny)	
27	4PM (Sunny)	"Field Theme" motif
28	5PM (Sunny)	"Field Theme" motif
29	6PM (Sunny)	"Field Theme" motif
30	7PM (Sunny)	"Field Theme" motif
31	8PM (Sunny)	"Field Theme" motif
32	9PM (Sunny)	"Field Theme" motif
33	10PM (Sunny)	
	11PM (Sunny)	
	Rain	"Field Theme" motif
	12AM (Snowy)	
	1AM (Snowy)	
	2AM (Snowy)	
	3AM (Snowy)	
	4AM (Snowy)	

	5AM (Snowy)	
	6AM (Snowy)	
	7AM (Snowy)	
	8AM (Snowy)	
	9AM (Snowy)	
	10AM (Snowy)	
	11AM (Snowy)	
	12PM (Snowy)	
	1PM (Snowy)	
	2PM (Snowy)	
	3PM (Snowy)	
	4PM (Snowy)	
	5PM (Snowy)	
	6PM (Snowy)	
	7PM (Snowy)	
	8PM (Snowy)	
	9PM (Snowy)	
	10PM (Snowy)	
	11PM (Snowy)	
	12AM (Cherry Blossoms)	
	1AM (Cherry Blossoms)	
	2AM (Cherry Blossoms)	
	3AM (Cherry Blossoms)	
	4AM (Cherry Blossoms)	
	5AM (Cherry Blossoms)	
	6AM (Cherry Blossoms)	
	7AM (Cherry Blossoms)	

	8AM (Cherry Blossoms)	
	9AM (Cherry Blossoms)	
	10AM (Cherry Blossoms)	
	11AM (Cherry Blossoms)	
	12PM (Cherry Blossoms)	
	1PM (Cherry Blossoms)	
	2PM (Cherry Blossoms)	
	3PM (Cherry Blossoms)	
	4PM (Cherry Blossoms)	
	5PM (Cherry Blossoms)	
	6PM (Cherry Blossoms)	
	7PM (Cherry Blossoms)	
	8PM (Cherry Blossoms)	
	9PM (Cherry Blossoms)	
	10PM (Cherry Blossoms)	
	11PM (Cherry Blossoms)	
Comments		
Notes	• Sound Director: <i>Kazumi Totaka</i> • Field BGM Composer: Kenta Nagata • Indoor BGM Composer: <i>Toru Minegishi</i> • Event BGM Composer: <i>Shinobu Tanaka</i> • Sound Effect Programmer: <i>Taro Bando</i> • Sound Supporter: <i>Yasushi Ida</i> • JP name: どうぶつの森	

Track Notes	Tracks (Snowy) and (Cherry Blossoms) are variations on the original themes.
Key	Composed and Arranged by Kenta Nagata
Source	Credits Sound Selection Vol.1 Sound Selection Vol.3

	The Legend of Zelda: The Wind Waker Spaceworld 2001 ➤ Initial Release: 2001.08.24 ➤ Platforms: GCN ➤ Developer: Nintendo EAD ➤ Credit: Music	
Track #	Official Title	Remarks
1	Title	
Notes	Music: <i>Kenta Nagata</i>	
Track Notes	Track 1 is an arrangement of "Aboveground" from The Legend of Zelda (FC) originally composed by Koji Kondo.	
Key	Arranged by Kenta Nagata, originally composed by another artist	
Source	Credits	

	Doubutsu no Mori + (Animal Forest +) ➤ Initial Release: 2001.12.14 ➤ Platforms: N64 ➤ Developer: Nintendo EAD ➤ Credit: Field BGM	
Track #	Official Title	Remarks
	Animal Island	
Notes	- Sound Director: <i>Kazumi Totaka</i> - Field BGM Composer: <i>Kenta Nagata</i> - Indoor BGM Composer: <i>Toru Minegishi</i> - Event BGM Composer: <i>Shinobu Tanaka</i> - Sound Effect Programmer: <i>Taro Bando</i> - Sound Supporter: <i>Yasushi Ida</i>	
Key	Composed and Arranged by Kenta Nagata	
Source	Credits	

	The Legend of Zelda: Ocarina of Time Master Quest ➤ Initial Release: 2002.11.08 ➤ Platforms: GCN ➤ Developer: Nintendo EAD ➤ Credit: Music	
Track #	Official Title	Remarks
1	Title	
Notes	- Music: <i>Kenta Nagata</i> - Sound Effect Programming: <i>Yoji Inagaki</i>	
Track Notes	Track 1 is an arrangement of "Hyrule Field" from Ocarina of Time and "Aboveground" from The Legend of Zelda (FC), both composed by Koji Kondo.	
Key	Arranged by Kenta Nagata, originally composed by another artist	
Source	Credits	

	The Legend of Zelda: The Wind Waker ➤ Initial Release: 2002.12.13 ➤ Platforms: GCN ➤ Developer: Nintendo EAD ➤ Credit: Music	
Track #	Official Title	Remarks
1	Title	
2	File Select	"Fairy Fountain" from A Link to the Past
4	Outset Island	
5	Inside a House	from Ocarina of Time
6	Grandpa's House	*unconfirmed
7	Fencing Instruction	*unconfirmed
8	Beedle's Shop	
18	Pirates!	
20	Forsaken Fortress Invasion 1	
22	Forsaken Fortress	
28	Windfall Island	*unconfirmed
31	The Great Sea	
38	Dragon Roost Island	
39	Dragon Roost Cavern	*unconfirmed
41	Game Over	*unconfirmed
51	Yacht Game	*unconfirmed
52	Yacht Game Goal	*unconfirmed
53	Yacht Game Failure	*unconfirmed
56	Forest Haven	*unconfirmed
57	Inside Forest Haven	*unconfirmed
60	Forbidden Woods	*unconfirmed
64	Song of the New Year's Ceremony	*unconfirmed
66	The Great Sea is Cursed	*unconfirmed
66	Sacred Shrine	
69	Tower of the Gods	*unconfirmed
93	Earth God's Lyrlic	
94	Earth Temple	*unconfirmed
101	Wind God's Aria	
102	Wind Temple	*unconfirmed
123	Ending	
124	Staff Roll	
126	Aryll's Theme	
127	Game Demo	
Comments	On "Dragon Roost Island": "I made it by imagining the Andean region, an alpine island where the noble Rito people live, but before I knew it, it became a Spanish song. The cut bass part is back because it didn't suit the atmosphere in the game." [Sound Selection Vol. 3]	
Notes	- Music: <i>Kenta Nagata</i>, <i>Hajime Wakai</i>, <i>Toru Minegishi</i>, <i>Koji Kondo</i> - Sound Effect Programming: <i>Masaomi Kawamura</i>, <i>Tajiri Suzuki</i>, <i>Takahiro Watanabe</i> - Sound Library Programming: <i>Taro Bando</i>, <i>Yoji Inagaki</i>, <i>Hideaki Shimizu</i>, <i>Yasushi Ida</i>, <i>Mitsuhiro Hikino</i>, <i>Toru Asakawa</i>	
Track Notes	Track 28 is partially arranged from "Kakariko Village" by Koji Kondo	
Key	Composed and Arranged by Kenta Nagata Arranged by Kenta Nagata, originally composed by another artist	
Source	Credits	

	Pokemon Box: Ruby and Sapphire ➤ Initial Release: 2003.05.27 ➤ Platforms: GCN ➤ Developer: Nintendo EAD ➤ Credit: Sound Arrangement	
Notes	Sound Arrangement: <i>Kenta Nagata</i>, <i>Toru Asakawa</i>	
Source	Credits	

	Doubutsu no Mori e+ ➤ Initial Release: 2003.06.27 ➤ Platforms: GCN ➤ Developer: Nintendo EAD ➤ Credit: Event BGM	
Track #	Official Title	Remarks
1	Title	
Notes	- Sound Director: <i>Kazumi Totaka</i> - BGM: <i>Toru Minegishi</i>, <i>Kenta Nagata</i> - Sound Program: <i>Taro Bando</i>, <i>Yasushi Ida</i>	
Key	<i>Arranged from a previous Kenta Nagata composition</i>	
Source	Credits	

	Mario Kart: Double Dash!! ➤ Initial Release: 2003.11.07 ➤ Platforms: GCN ➤ Developer: Nintendo EAD ➤ Credit: Music	
Track #	Official Title	Remarks
26	Staff Credits	*unconfirmed
31	Reward	*unconfirmed
Notes	- Music by <i>Shinobu Tanaka</i>, <i>Kenta Nagata</i> - Sound Effects by <i>Taro Bando</i> - Sound Programming by <i>Yoji Inagaki</i>	
Track Notes	- Track 26 re-arranges Shinobu Tanaka's "Title" from this game. - Track 31 arranged from Super Mario Kart's "Title" by Soyo Oka	
Source	Credits	

	Mario Kart Double Dash!! PAL Version ➤ Initial Release: 2003.11.14 ➤ Platforms: GCN ➤ Developer: Nintendo EAD ➤ Credit: Music	
Track #	Official Title	Remarks
26	Staff Credits	*unconfirmed
Notes	- Music by <i>Shinobu Tanaka</i>, <i>Kenta Nagata</i> - Sound Effects by <i>Taro Bando</i> - Sound Programming by <i>Yoji Inagaki</i> - PAL VERSION DIFFERENCES: - Extended version of "Ending" theme	
Source	Credit	

	The Legend of Zelda: Collector's Edition ➤ Initial Release: 2003.11.17 ➤ Platforms: GCN ➤ Developer: Nintendo EAD; Nintendo Software Technology; SRD Co ➤ Credit: Music	
Notes	- Music: <i>Kenta Nagata</i> - Sound Effect Programming: <i>Yoji Inagaki</i>	
Track Notes	The only track is a re-used "Demo" track from the Nintendo Spaceworld 2001 Wind Waker build.	
Source	Credits	

	Nintendo Sound Selection Vol. 1 PEACH ➤ Initial Release: 2003.12.09 ➤ Platforms: CD ➤ Developer: Nintendo EAD ➤ Credit: Music	
Track #	Official Title	Remarks
12	Aryll's Theme	from Zelda: The Wind Waker
14	Title	from Doubutsu no Mori
24	Aryll's Theme	arranged
25	Title	arranged
Comments	Liner Notes for "Title": "After a long prelude, the field theme begins. This time there is a new middle part that can't be heard in the game." [Translated]	
Notes	- Track 24 credits: - Alto Saxophone: <i>Hajime Wakai</i> - Vibraphone: <i>Kazumi Totaka</i> - Guitar: <i>Kenta Nagata</i> - Track 25 credits: - Melodica: <i>Toru Minegishi</i> - Piano: <i>Shinobu Tanaka</i> - Bass: <i>Kenta Nagata</i> - Guitar: <i>Kazumi Totaka</i>	
Track Notes	- Track 12 is identical to the ingame version. - Track 14 is an updated arrangement from Doubutsu no Mori. - Track 24 release [COCX-39705], the music composers for this game are <i>Akito Nakatsuka</i>, <i>Yuichi Ozaki</i>, <i>Masami Yone</i>, and <i>Koji Kondo</i> - Track 25 arranged from "Title" from Doubutsu no Mori.	
Key	Composed and Arranged by Kenta Nagata <i>Arranged from a previous Kenta Nagata composition</i>	
Source	Credits	

	The Legend of Zelda: Navi Trackers ➤ Initial Release: 2004.03.18 ➤ Platforms: GCN ➤ Developer: Nintendo EAD ➤ Credit: Sound	
Track #	Official Title	Remarks
01	Navi Trackers Title	*unconfirmed
Notes	- Sound Manager: <i>Yuichi Ozaki</i> - Sound: <i>Masami Yone</i>, <i>Tomokazu Abe</i>, <i>Takiya Maekawa</i>, <i>Akito Nakatsuka</i>, <i>Kenta Nagata</i>, <i>Koji Kondo</i> IMPORTANT NOTE: Nagata is likely only credited here for re-used music or assistance. According to CD release [COCX-39705], the music composers for this game are <i>Akito Nakatsuka</i>, <i>Yuichi Ozaki</i>, <i>Masami Yone</i>, and <i>Koji Kondo</i>	
Track Notes	Track 1 is re-used from The Legend of Zelda: The Wind Waker (GCN).	
Key	<i>Arranged from a previous Kenta Nagata composition</i>	
Source	Credits The 30th Anniversary The Legend of Zelda Game Music Collection	

	Super Mario 64 DS ➤ Initial Release: 2004.11.20 ➤ Platforms: NDS ➤ Developer: Nintendo EAD ➤ Credit: Music	
Track #	Official Title	Remarks
05	Yoshi Wakes Up	*unconfirmed
17	Stage Boss Appears	*unconfirmed
20	Owl Flying	*unconfirmed
40	Rabbit's Message 1	*unconfirmed
41	Rabbit's Message 2	*unconfirmed
48	Rec Room	"World 1"
59	Minigame Theme 11 (Puzzle)	*unconfirmed
60	Minigame Theme 12 (Battle)	*unconfirmed
65	Happy Fanfare	*unconfirmed
66	Debut Fanfare	*unconfirmed
67	Silver Star Fanfare	*unconfirmed
Notes	- Music: <i>Kenta Nagata</i> - Sound Programming: <i>Toru Asakawa</i>, <i>Mitsuhiro Hikino</i>, <i>Atsushi Masaki</i>, <i>Sanae Uchida</i> IMPORTANT NOTE: This is an interesting soundtrack since the vast majority of the music is re-used from earlier games (Super Mario 64, Super Mario Sunshine). My guess is Nagata only helped in the small areas with new music, whereas the rest of the ports were handled by the Sound Programmers.	
Track Notes	- Track 5 is arranged from "Lakitu's Message", "Peach's Castle", and "Peach's Message" themes by Koji Kondo. - Track 17 is arranged from "Bowser's Message", "Boss" by Koji Kondo. - Track 20 is arranged from "Powerful Baby" by Koji Kondo from Yoshi's Island. - Track 59 uses the same chords as "Super Mario 64 Main Theme"	
Key	Composed and Arranged by Kenta Nagata Arranged by Kenta Nagata, originally composed by another artist	
Source	Credits	

	Nintendo Sound Selection Vol. 2 KOOPA ➤ Initial Release: 2004.12.XX ➤ Platforms: CD ➤ Developer: Nintendo EAD ➤ Credit: Music	
Notes	Re-print of "Vacant Lives", "Golden Forest", and "Grasp Power!" from 1080 Snowboarding Soundtrack (1997)	
Source	Credits	

	Big Brain Academy ➤ Initial Release: 2005.06.30 ➤ Platforms: NDS ➤ Developer: Nintendo EAD ➤ Credit: Music	
Track #	Official Title	Remarks
01	Title	
02	Select 1	
03	Select 2	
04	Option	
05	Think	
06	Memorize	
07	Analyze	
08	Compute	
09	Identify	
10	Results	
11	ST Kekka	
12	ST Review Fail	
13	VS Comm	
14	ST Fin	
15	ST Medal Platinum	
16	ST Medal Gold	
17	ST Medal Silver	
18	ST Medal Bronze	
19	ST Fin Fail	
20	YT Fin	
21	VS Fin Clear	
22	VS Winner	
23	VS Loser	
Notes	- Music: <i>Kenta Nagata</i> - Sound Programming: <i>Toru Asakawa</i>, <i>Mitsuhiro Hikino</i>, <i>Atsushi Masaki</i>, <i>Sanae Uchida</i> JP Name: やわらかあたま塾	
Key	Composed and Arranged by Kenta Nagata	
Source	Credits	

	Nintendo Sound Selection Vol. 3 LUIGI ➤ Initial Release: 2005.12.XX ➤ Platforms: CD ➤ Developer: Nintendo EAD ➤ Credit: Music	
Track #	Official Title	Remarks
11	Rainbow Road	
22	Dragon Island	
25	Epona's Song	
Comments	Liner notes for "Epona's Song": "The song was arranged for an a cappella and jazz chorus, featuring the employee chorus group "After Five" (Chiharu Kozakiyama, Fumihiko Tamiya, Satoshi Furukawa, Hirokazu Matsui)." [Liner Notes]	
Notes	Arrangers: <i>Kenta Nagata</i>, <i>Hajime Wakai</i>, <i>Toru Minegishi</i>	
Track Notes	- Track 11 from Mario Kart 64, except source quality (from SC-88, rather than N64 sequence) - Track 22 from The Legend of Zelda: The Wind Waker, but with added bass - Side note: this track with the bass originally appears on 2003's soundtrack release. - Track 25 originally composed by Koji Kondo	
Key	Arranged by Kenta Nagata, originally composed by another artist	
Source	Credits	

	Big Brain Academy: Wii Degree ➤ Initial Release: 2007.06.12 ➤ Platform: Wii ➤ Developer: Nintendo EAD ➤ Credit: Special Thanks	
Notes	- Sound Director: <i>Hajime Wakai</i> - Music: <i>Ryo Nagamatsu</i> - Sound Effects / Programming: <i>Masato Mizuta</i>, <i>Toru Asakawa</i> - Special Thanks: <i>Kenta Nagata</i>, <i>Sanae Uchida</i> - Likely credited for some kind of advisory contribution, like providing Ryo Nagamatsu with "Big Brain Academy" music data.	
Source	Credits	

	The Legend of Zelda: Phantom Hourglass ➤ Initial Release: 2007.06.23 ➤ Platforms: NDS ➤ Developer: Nintendo EAD ➤ Credit: Music	
Track #	Official Title	Remarks
01	Title	*unconfirmed
09	Pirates!	*unconfirmed
31	Mercay Island	*unconfirmed
36	The Great Sea	*unconfirmed
37	Beedle's Ship Shop	
48	Phantoms in Pursuit	*unconfirmed
55	Salvatore's Cannon Game	*unconfirmed
61	Ciela's Theme	*unconfirmed
102	Battle Mode	*unconfirmed
107	Battle Results	*unconfirmed
108	Battle Stage Select	*unconfirmed
Notes	- Music: <i>Kenta Nagata</i>, <i>Toru Minegishi</i> - Sound Effects: <i>Toru Asakawa</i>, <i>Sanae Uchida</i> - Sound Programming: <i>Toru Asakawa</i>, <i>Sanae Uchida</i> - Special Thanks: <i>Taro Bando</i>	
Track Notes	- Track 102 is "Title" from The Legend of Zelda Collector's Edition, originally arranged by Kenta Nagata originally composed by Koji Kondo. - Track 107 is a slower, arranged version of 102.	
Key	Composed and Arranged by Kenta Nagata <i>Arranged from a previous Kenta Nagata composition</i> Arranged by Kenta Nagata, originally composed by another artist	
Source	Credits	

	Link's Bowgun Training / Link's Crossbow Training ➤ Initial Release: 2007.11.19 ➤ Platform: Wii ➤ Developer: Nintendo EAD ➤ Credit: E	
Track #	Official Title	Remarks
01	Title	
02	Course Select	
03	Stage Results	
04	Name Entry	
05	Link's Crossbow Training Channel Fanfare	
Notes	- Sound Effect / Programming: <i>Takahiro Watanabe</i> - Music: <i>Kenta Nagata</i>	
Track Notes	Track 01 opening based on "Hyrule Field" from Twilight Princess by Toru Minegishi, "Dark World" from A Link to the Past.	
Key	Composed and Arranged by Kenta Nagata	
Source	Credits Copyright registration	

	Tough! Generations SOUND TRACK ➤ Initial Release: 2008.10.14 ➤ Platforms: CD ➤ Developer: Nintendo EAD ➤ Credit: Music	
Track #	Official Title	Remarks
08	Title	
Comments		

Notes	Arrangers: Kenta Nagata, Hajime Wakai, Toru Minegishi
Track Notes	Track 8 is from Big Brain Academy (NDS), except source quality.
Key	Arranged from a previous Kenta Nagata composition
Source	Credits

	09 Sleeve Created	[2]
	14 Session Finish	[2]
Notes	- Director: Kazumi Totaka - Sub-Directors: Junji Mori, Makoto Wada, Mitsuhiro Hikino - Sound Director: Hajime Wakai - Music: Kenta Nagata, Toru Minegishi, Mahito Yokota - Sound Programming: Junya Osada - Sound Effect: Takahiro Watanabe - Music Support: Koji Kondo - Sound Programming Support: Yoji Inagaki	
Key	Composed and Arranged by Kenta Nagata	
Source	Credits [2] Filenames containing "n" initial for Nagata	
	New Super Mario Bros. Wii ➤ Initial Release: 2009.11.11 ➤ Platforms: Wii ➤ Developer: Nintendo EAD ➤ Credit: Sound Director	
Track #	Official Title	Remarks
08	Peach's Castle	[2]
09	Map 1 Plains	[2]
14	Map 6 Cliff	[2]
17	Map 9 Rainbow	[2]
18	Aboveground	[3]
20	Underground	[3]
21	Athletic	* unconfirmed
27	Snow Aboveground	
28	Fortress	[2]
37	Player Down	re-used from Super Mario 64 DS
38	All in Bubbles!	
45	Vulcano	[2]
52	Castle Boss	[2]
68	Player Down (Multiplayer)	[2]

Notes	• Sound Director: Kenta Nagata • Sound Programming: Sanae Uchida • Sound Effects: Mitsuhiro Kida, Taiju Suzuki • Music: Shiho Fujii, Ryo Nagamatsu • Sound Adviser: Koji Kondo	
Track Notes	• Track 8, 18, 20, and 27 originally composed by Koji Kondo • Track 22, 28 originally composed by Koji Kondo, Asuka Hayazaki	
Key	Composed and Arranged by Kenta Nagata Arranged by Kenta Nagata, originally composed by another artist	
Source	Credits [2] Filenames marked with "n" for Nagata [3] Piano Song Book	



The Legend of Zelda: Skyward Sword

- **Initial Release:** 2011.11.18
- **Platforms:** NS
- **Developer:** Nintendo EAD
- **Credit:** Music

Track #	Official Title	Remarks
2-20	Beedle's Airship	
Notes	• Music: Hajime Wakai, Shiho Fujii, Mahito Yokota, Takeshi Hama, Koji Kondo • Sound Effect / Programming: Masato Mizuta, Sanae Uchida, Yuki Tsuji, Junya Osada, Mitsuhiro Hikino	
Track Notes	• Track 2-20 re-used from The Legend of Zelda: The Wind Waker.	
Key	Originally composed by Kenta Nagata	
Source	Credits	



Mario Kart 7

- **Initial Release:** 2011.12.01
- **Platforms:** 3DS
- **Developer:** Retro Studios; Nintendo EAD
- **Credit:** Music

Track #	Official Title	Remarks
01	Title	
02	Menu 1 (Main)	*unconfirmed
03	Menu 2 (Character)	*unconfirmed
04	Menu 3 (Course)	*unconfirmed
05	Menu 4 (Multiplayer)	*unconfirmed
06	Course In Fanfare	*unconfirmed
07	Circuit Theme	*unconfirmed
09	Cheep Cheep Lagoon	*unconfirmed
11	Wuhu Island	*unconfirmed
13	Rally Course	*unconfirmed
18	Advanced Circuit	
21	Bowser's Castle	*unconfirmed
22	Rainbow Road	*unconfirmed

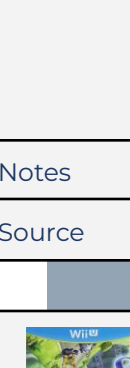
23	Rainbow Road (Moon)	*unconfirmed
24	Staff Roll	*unconfirmed
25	Start Grid 1 (GP)	*unconfirmed
26	Start Grid 2 (Time Trials)	*unconfirmed
27	Start Grid 3 (Battle)	*unconfirmed
28	N64 Raceways	from Mario Kart 64, HQ version
32	N64 Beach	from Mario Kart 64, HQ version
36	N64 Desert	from Mario Kart 64, HQ version
48	Final Lap Fanfare	*unconfirmed
46	Finish 1 (1st Place)	arranged from Mario Kart 64
47	Finish 2 (2nd-4th)	arranged from Mario Kart 64
48	Finish 3 (5th-8th)	arranged from Mario Kart 64
49	Results 1 (Win)	arranged from Mario Kart 64
50	Results 2 (Lose)	arranged from Mario Kart 64
51	Final Results 1 (Win)	(Shinobu Nagata?????)
52	Final Results 2 (Lose)	(Shinobu Nagata?????)
60	Wifi Menu (Main)	*unconfirmed

	61	Wifi Menu (Character)	
	62	Wifi Menu (Course)	
	63	Watch Race	*unconfirmed
	64	Channel Menu 1	*unconfirmed
	65	Channel Menu 2	*unconfirmed
Comments	On the new racing styles: "With regard to the new elements in the air and underwater, I wanted to do something with the sound. The atmosphere of the background music changes, so I want people to enjoy that."		
Notes	- Music: Kenta Nagata, Satomi Terui - Sound Effects: Takahiro Watanabe, Taro Bando - Sound Support: Ryoji Yoshitomi, Toru Minegishi		
Track Notes	- Tracks 2-5 incorporate Asuka Hayazaki's menu theme from Mario Kart Wii - Track 28-36, 46-50 re-arranged from Mario Kart 64. - Track 11 originally composed by Ryo Nagamatsu - Track 45, 53 originally composed by Koji Kondo		
Key	Composed and Arranged by Kenta Nagata Arranged from a previous Kenta Nagata composition Arranged by Kenta Nagata, originally composed by another artist		
Source	Credits Interview		
	New Super Mario Bros. 2 ➤ Initial Release: 2012.07.28 ➤ Platforms: 3DS ➤ Developer: Nintendo EAD ➤ Credit: Sound Director		
Track #	Official Title	Remarks	
01	3DS Fanfare	*unconfirmed	
02	Title	*unconfirmed	
03	eShop	*unconfirmed	
04	Demo Opening 1	*unconfirmed	
05	Demo Opening 2	*unconfirmed	
06	Demo Opening	*unconfirmed	
07	Aboveground	*unconfirmed	
08	Aboveground (Rainbow)	*unconfirmed	
09	Rainbow	*unconfirmed	
10	Athletic	*unconfirmed	
11	Fortress Boss	*unconfirmed	
12	Select W7	*unconfirmed	
13	Select W8	*unconfirmed	
14	Select W9	*unconfirmed	
15	Ending?	*unconfirmed	
16	Ending	*unconfirmed	
17	Staff Credits	*unconfirmed	
18	Streetpass Lose	*unconfirmed	
19	Streetpass Win	*unconfirmed	
20	Complete Demo	*unconfirmed	
Notes	- Sound Director: Kenta Nagata - Sound Engineering: Yuki Tsuji, Natsuko Yokoyama - Sound Advisers: Koji Kondo, Yoji Inagaki NOTE: More tracks technically exist for the game, but differ so insignificantly that I've left them off. Tracks like "Fortress" and "Castle" contain inserted "Baahh" sounds.		
Track Notes	- Track 9 originally composed by Shiho Fujii - Track 4, 7, 8, 10, 11, 15, 16 originally composed by Koji Kondo - Track 2, 3, 5, 17 originally composed by Ryo Nagamatsu		
Key	Composed and Arranged by Kenta Nagata Arranged by Kenta Nagata, originally composed by another artist		
Source	Credits		
	The Legend of Zelda: The Wind Waker HD ➤ Initial Release: 2013.09.20		

	New Super Mario Bros. 2 Initial Release: 2012.07.28 Platforms: WiiU Developer: Nintendo EAD Credit: Music	
Track #	Official Title	Remarks
02	Menu Selection	[2]
04	Outset Island	[2]
07	Pirates	[2]
08	Forsaken Fortress	[2]
09	Windfall Island	[2]
Notes	- Sound Engineering: Masafumi Kawamura, Koichi Kyuma - Music: Kenta Nagata, Hajime Wakai, Asuka Hayasaki, Atsuko Asahi	
Track Notes	- Tracks 2-9 re-arranged from The Legend of Zelda: The Wind Waker (GCN) - Track 2 originally composed by Koji Kondo	
Key	Arranged from a previous Kenta Nagata composition Arranged by Kenta Nagata, originally composed by another artist	
Source	Credits [2] Filenames containing "n" initial for Nagata	

	Steel Diver: Sub Wars Initial Release: 2014.02.13 Platforms: 3DS Developer: Nintendo EAD; Vitei Inc Credit: Music	
Track #	Official Title	Remarks
01	Icon Jingle	* unconfirmed
02	Title	[2]
03	Shop	[2]
07	Success	[2]
08	Fail	[2]
Notes	- Sound Effects: Taro Bando - Music: Kenta Nagata, Atsuko Asahi, Toru Minegishi	
Track Notes	Track 3 uses motif composed by Toru Minegishi	
Key	Composed and Arranged by Kenta Nagata Arranged by Kenta Nagata, originally composed by another artist	
Source	Credits [2] Filenames containing "n" initial for Nagata * shares common instruments/arrangement with a confirmed track	

Steel Diver: Sub Wars for Wii U	
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	The Legend of Zelda: The Wind Waker HD ➤ Initial Release: 2013.09.20 ➤ Platforms: WiiU ➤ Developer: Nintendo EAD; Vitei Inc. ➤ Credit: Staff	
Notes	• Canceled "Steel Diver: Sub Wars" port for Wii U.	
Source	Copyright Registration	
	Mario Kart 8 ➤ Initial Release: 2014.05.29 ➤ Platforms: WiiU ➤ Developer: Nintendo EAD ➤ Credit: Sound Director	
Track #	Official Title	Remarks
2-05	Wii Mario's Gold Mine	[2]
2-09	GCN Baby Park	[2]
2-16	3DS Neo Bowser City	[2]
2-17	GBA Ribbon Road	[2]
2-20	Big Blue	[2]
Comments		
	• Sound Director: Kenta Nagata	
	Credits [2] Filenames containing "n" initial for Nagata	

Notes	• Music: <i>Shiho Fujii, Atsuko Asahi, Ryo Nagamatsu, Yasuaki Iwata</i> • Sound Programming: <i>Sanae Uchida, Masato Mizuta</i> • Sound Effects: <i>Natsuko Yokoyama, Yohei Miyagawa, Toru Bando</i> • Sound Support: <i>Mahto Yokota, Takahiro Watanabe</i>
Track Notes	• Track 2-05 originally composed by Asuka Ohta • Track 2-09 originally composed by Shinobu Tanaka • Track 2-16 re-used from Mario Kart 7; composed by Kenta Nagata • Track 2-17 originally composed by unknown • Track 2-20 originally composed by Naoto Ishida
Key	Arranged from a previous Kenta Nagata composition Arranged by Kenta Nagata, originally composed by another artist
Source	Credits [2] Mario Kart 8 Original Sound Track



Mario Kart 8 Original Sound Track

- **Initial Release:** 2015.06.XX
- **Platforms:** 3DS
- **Developer:** Grezzo Co.; Nintendo EPD

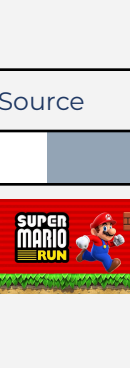
	Steel Diver: Sub Wars for Wii U Initial Release: 2014.02.13 Platforms: WiiU Developer: Nintendo EAD, Vitei Inc Credit: Staff	
Notes	➤ Credit: Sound Director: Liner Notes • Sound Lead / Music: <i>Ryo Nagamatsu</i> • Sound Effects / Sound Programming: <i>Masato Mizuta</i> • Special Thanks: Kenta Nagata, <i>Sanee Uchida</i>	
Source	Credits	



The Legend of Zelda: Triforce Heroes

	Mario Kart 8 ➤ Initial Release: 2015.10.23 ➤ Platforms: 3DS ➤ Developer: Grezzo Co; Nintendo EPD ➤ Credit: Special Thanks
Notes	• Sound Lead / Music: Ryo Nagamatsu • Sound Effects / Sound Programming: Masato Mizuta • Special Thanks: Kenta Nagata, Sanae Uchida
Source	Credits

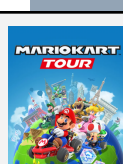
	Paper Mario: Color Splash ➤ Initial Release: 2016.10.07 ➤ Platforms: IOS; Android ➤ Developer: Velan Studios; Nintendo EPD ➤ Credit: Special Thanks
Notes	• Sound: Intelligent Systems • Music Composition: Ryo Nagamatsu • Special Thanks: Kenta Nagata, Atsuko Asahi

	• Likely credited for providing "Mario Kart 8 Title" (Atsuko Asahi) and "Rainbow Road" reference material.	
Source	Credits	
	Super Mario Run ➤ Initial Release: 2016.02.15 ➤ Platforms: iOS, Android ➤ Developer: Nintendo EAD ➤ Credit: Uncredited	
Track #	Official Title	Remarks
30	Remix 10	
31	Star (Remix 10)	*unconfirmed
Notes	• Uncredited, presumably with Shiho Fujii	
Track Notes	• "Remix 10" is an arrangement of various Mario tracks composed by Koji Kondo, Hirokazu Tanaka	

Key	Arranged by Kenta Nagata, originally composed by another artist	
Source	Nintendo Website Copyright Record	
	Mario Kart 8 Deluxe ➤ Initial Release: 2017.04.28 ➤ Platforms: NS ➤ Developer: Nintendo EPD, Nintendo EAD ➤ Credit: Sound Director	
Notes	• Sound Director: Kenta Nagata • Music: <i>Shiho Fujii, Atsuko Asahi, Ryo Nagamatsu, Yasuaki Iwata, Asuka Hayazaki, Toru Minegishi, Kazumichi Totaka, Koji Kondo</i> • Sound Scrumming: <i>Sanae Uchida, Masato Mizuta, Toru Asakawa</i> • Sound Effects: <i>Natsuko Yokoyama, Yohel Miyagawa, Taro Banda, Takahisa Yamamoto</i> • "8 Deluxe" combines credits with its original release, making it hard to distinguish who worked on this specific release. It's likely Nagata was still involved, though.	
Source	Credits	

Source

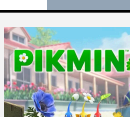
[Credits](#)

	Mario Kart Tour ➤ Initial Release: 2019.09.25 ➤ Platforms: iOS, Android ➤ Developer: Nintendo EAD ➤ Credit: Uncredited	
Track #	Official Title	Remarks
01	Main Menu	* unconfirmed
02	Tokyo Blur	* unconfirmed
25	Multiplayer Menu	* unconfirmed
26	Selection Menu	* unconfirmed
28	Entering Race	* unconfirmed
35	Final Lap Fanfare	* unconfirmed

39	Results 1	* unconfirmed
40	Results 2	* re-used from Mario Kart 7
41	Results 3	* re-used from Mario Kart 7
42	Shop	* unconfirmed
Notes	• Uncredited	
Track Notes	•	
	Cancelled and Approved by Koopa Magazine	

Key	Composed and Arranged by Kenta Nagata	
Source	Nintendo Website Copyright Record	
	Mario Kart Live: Home Circuit ➤ Initial Release: 2019.09.25 ➤ Platforms: iOS, Android ➤ Developer: Velan Studios, Nintendo EPD ➤ Credit: Audio Supervisor	
Notes	• Music Composition: <i>Ryo Nagamatsu</i> • Audio Supervisor: <i>Kenta Nagata</i>	
Source	Credits	
	Mario Kart 8 Deluxe: Booster Course Pass ➤ Initial Release: 2023 ➤ Platforms: NS	

	Mario Kart Tour Initial Release: 2019.09.25 Platforms: iOS, Android Developer: Nintendo EAD Credit: Uncredited	
Track #	Official Title	Remarks
02	3DS Tour Circuit	*unconfirmed arrangement credit
05	Tour Tokyo Blur	*unconfirmed arrangement credit
Notes	- Music by Kenta Nagata: Atsuko Asahi, Yasuaki Iwata, Ryo Nagamatsu, Asuka Hayasaki, Toshiyuki Sudo, Daibutsu Matsuyaka, Tsukasa Utsui, Haruko Tani, Takuhiro Honda, Yutaro Takakuwa, Kaiti Hamada, Chisaki Hosaka, Sayako Doi, Reika Nakai - Out of the returning Wii tracks, this one uses many of the same samples as the original, including Triton's Acoustic Piano and the same drum loop.	
Source	Credits	



Pikmin 4

- Initial Release:** 2024.02.22
- Platforms:** NS
- Developer:** Nintendo EPD
- Credit:** s9h1d

Notes	• Music Lead: Kenta Nagata • Music: Asuka Hayazaki, Soshi Abe
Source	Credits

	Mario Kart 8 Deluxe: Booster Course Pass Initial Release: 2023 Platforms: NS Developer: Nintendo EPD Credit: Music	
Track #	Official Title	Remarks
3DS	Toad Circuit	*unconfirmed arrangement credit
05	Tour Tokyo Blur	*unconfirmed arrangement credit
Notes	- Music by Kenta Nagata, Atsuko Asahi, Yasuaki Iwata, Ryo Nagamatsu, Asuka Hayazaki, Toshiyuki Sudo, Daisuke Matsuoaka, Tsukasa Usui, Haruka Torii, Takahiro Honda, Yutaro Takakura, Kairi Hamada, Chisaki Hosaka, Sayaka Doi, Reiko Nakai - Out of the returning Wii tracks, this one uses many of the same samples as the original, including Triton's Acoustic Piano and the same drum loop.	
Source	Credits	

	Pikmin 4 Initial Release: 2024.02.22 Platforms: NS Develoer: Nintendo EPD Credit: Sound	
Notes	- Music Lead: Kenta Nagata - Music: Asuka Hayazaki, Soshi Abe	
Source	Credits	