



Activities Book

Choose
your music environment

Welcome!

Classical instruments from piano to harp: compose your own melodies!

Nature and animal sounds: most are familiar, some less so...

4 sets of drums from rock to hip-hop: the jam sessions are open!

Discover
inclusive use

Here is where all the gestures are explained.

Some step-by-step scenarios of use and some tips.

Tell a story to stimulate movement and imagination.

Brief overview of tablet controls.



© Copyright 2022

All content contained in this book is protected by copyright. All rights, including reproduction, publication, editing and translation, are reserved.

MotionComposer GmbH
Annaberger Str. 240
09125 Chemnitz
Germany

www.motioncomposer.com

For questions concerning this book, please do not hesitate to contact us.
support@motioncomposer.com or +49 3643 877 5455.

Edition July 2022

Let's start!

Let's start!

Welcome to the MotionComposer.

Music and dance naturally bring people together, and of course, anyone can join in. We want you as practitioner, to focus on the *motion composers*, music and dance, not the technology. That is why we designed the MotionComposer to be as simple and intuitive as possible.

It is controlled by the tablet that came with it. The symbols used in the tablet are explained in this book. Along with informative content, you will find suggestions to help you organise your activities with the MotionComposer and make the experience fun for everyone. This book is made for participatory activities and to give you creative input and stimulate movement for all participants.

In the last chapter, you will find an overview of the basic control buttons. The controls are described in detail in the user manual.



Where you see this symbol, you will find additional hints on how to get the best out of your MotionComposer.



And because a video is worth a thousand words, we have created a series of video tutorials. This symbol shows you the available tutorial on a particular topic.



Scanning the QR code with your smartphone will quickly take you to the right video.

Instruments

Tonality offers a range of instruments and styles that can be varied at will. The Sound World menu opens a choice of instruments which you can play solo or in groups.



None

None is useful if, for example, you only want to play with overhead hits or if you want to hear only one player in 2-Player or in Zone Mode.



Piano

The classical piano has 88 notes. When you play the chromatic scale, you hear them all. Other scales like pentatonic, have far fewer notes (see Music Styles).



Celesta

The celesta is known for its sweet sound. It is similar to the glockenspiel, but has a softer timbre.



Bass

The bass is also called "double bass" and is the largest and lowest-pitched string instrument in the symphony orchestra.



Harp

In Europe, the harp was enormously popular in the Middle Age and Renaissance. It is still the favourite instrument of the angels in heaven :)

Move standing or sitting, on the spot or in space. Are you playing music or letting yourself be carried away in dance? Even the smallest movements are part of the composition. You can play single notes by blinking your eyes (see Discrete in the Gestures section).



Guitar

The modern guitar was invented in 1860 by the Spanish violin maker Antonio Torres. There are many types of guitars. Ours is a classic 6-string nylon guitar.



Synthesizer

Robert Moog pioneered the field of synthesizers in the 1960s. Our synthesiser is inspired by his.



Cello

Our cello is played in a style called staccato, which means "detached" in Italian. The bow detaches itself from the strings, so that each note is played for only a short time.



Flute

The flute is perhaps the oldest musical instrument. There is a fragment that is 43,000 years old - long before we could even speak! Music and dance are our original language.



Choir

The human voice is the most difficult musical instrument to digitise. It tends to sound artificial. Nevertheless, we added this one because everyone loves a choir :)

Styles and Songs

Each style of music is based on a different scale, giving each a unique character. Can you hear the difference?

Let's start!

Tonality



Classic

Here, anyone can sound like Mozart or Beethoven. Bring classical music back to life! This style plays on the E minor scale which contains 7 notes per octave.



Blues

The blues has a 6-note scale containing 5 notes from the major or minor pentatonic scales plus a chromatic note. Blues is not only for melancholic moments ;)



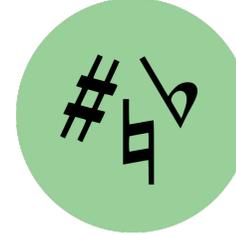
Japanese

The Japanese scale is pentatonic and has the intervals major second, minor second, major third, minor second and major third. Let the sun rise !



Flamenco

Flamenco is both a dance and a musical style. The scale is called Phrygian and is especially suitable for the guitar. Let the sounds of Andalusia echo through the room, olé!



Chroma

The word chromatic comes from the Greek chroma or color because it contains all the colors of music at once! An expressive style for avant-gardists.

Songs represent a different kind of experience with the MotionComposer. They can require practice! While horizontal and vertical player modes are relatively challenging, Zone Mode is quite easy. *Songs* not only offers the joy of a rehearsed performance. It also offers the opportunity to make music together with other instrumentalists or singers.



Amélie

When Jean-Pierre Jeunet was working on his film "Amélie", a production assistant played him a CD with music by Yann Tiersen. Jeunet was so taken with this music that he commissioned Tiersen to set the entire film to his music. The piece "Comptine d'un autre été - l'après-midi", which is now synonymous with the film, won a César Award for Best Film Score in 2002.



Pachelbel

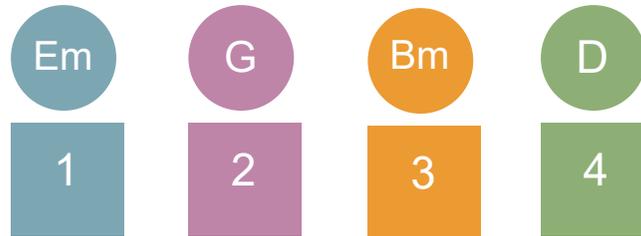
Johann Pachelbel composed his Canon in D major around 1680. Historians assume that it was written for the wedding of Johann Christoph Bach, which Pachelbel attended. Whatever its origins, experts agree that it is a Baroque masterpiece. During this period, musical performances were often improvised, so don't hesitate to play your own variations.

Playing the songs



Playing Amélie in 1 Player Mode - Vertical

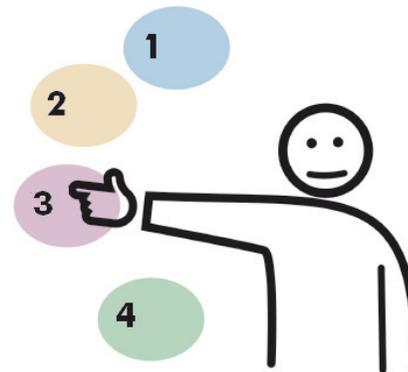
In Western music, most songs consist of chords and a melody. Amélie is based on 4 chords:



Step 1: Playing the chords

The height of the right arm determines the chord.
The pattern you need to play the song is: 1, 2, 3, 4, 1, 2, 3, 4, ... Each chord contains 4 notes played through twice.

Now raise your right arm to 4 different heights, one after the other.



Step 2: Adding the melody



After you have practiced the chords, it is time to add the melody with the left arm. The good news is: no special movement is needed for this. Your left arm just needs to move up and down.



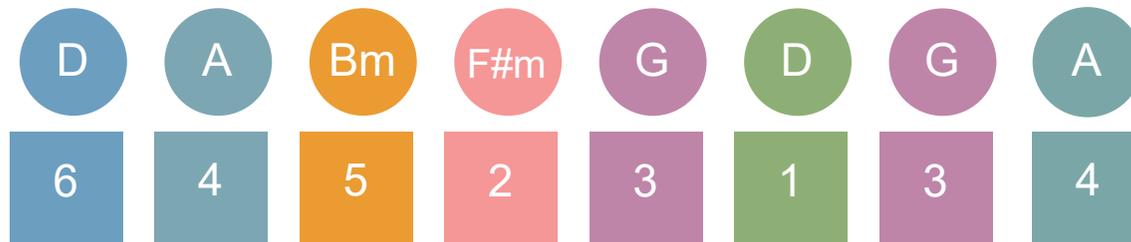
You can find help playing Amélie at:
www.motioncomposer.de/tutorial7_e

Playing the songs



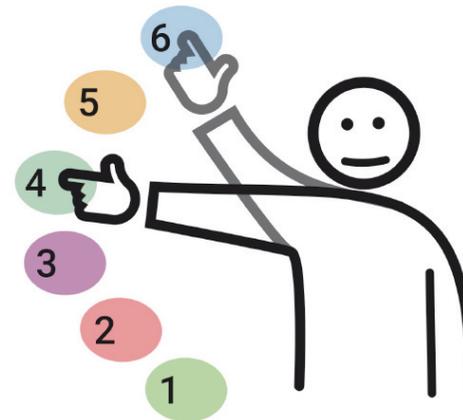
Playing Pachelbel in 1 Player Mode - Vertical

Pachelbel's canon contains 8 chords. If we represent each chord with a number, we get the following sequence of numbers:



Each chord contains 4 notes which are played through once. Just like Amélie, the chords are chosen by the height of your right arm.

The melody can now be added with your left arm. Breathe deep - this requires coordination! Just like Amélie, there is no special movement required to play the melody. The left arm just needs to be stretched out and moving.



Let's start!

Tonality



Be sure to read the notes on playing songs in Player Mode on the next page before attempting to play the Songs!



Help with playing Pachelbel can be found at:
www.motioncomposer.de/tutorial8_e

Playing the songs

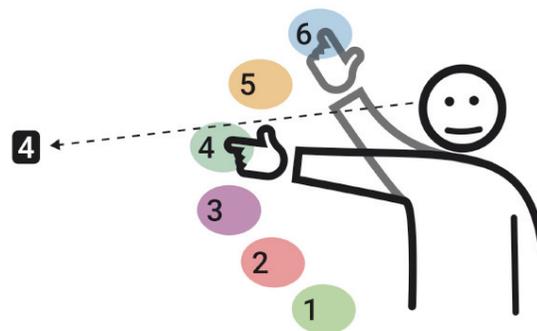
Notes on playing Songs in 1 Player Mode - Vertical

The chords change

The MotionComposer prevents chord changes during a chord. This means that as long as you change the arm position before the end of a chord, the chord sequence and the song will sound correct. In other words, it is better to change the arm too early than too late!

Finding the right hand position for chords

Since there is nothing to touch in the air, it is difficult to raise your hand to exactly the right height. A good way is to focus on something that is in the distance in the space behind your hand. You can also use the numbered cards provided to mark the position of each chord.



Standing up and sitting down - watch your body height

If you change your body height, e.g. by standing up or sitting down, you have to tap twice on your image in the tablet for MotionComposer to recognise your movements correctly.

Starting a *Song* from the beginning

Since each song is structured in such a way that one verse follows the other, if you want to start the song over again from the beginning, you need to do a "restart". Hold still for about 5 seconds. Then the song will start from the beginning.

Performing a *Song*

When you play the MotionComposer you are performing both a dance and a song. Your movements influence both the tempo and the volume of the music. Your dancing movements give life to your performance. Instead of simply extending your arm, we recommend keeping your arm moving, such as in a gentle up and down motion. If there is one note, make one movement; if there are two notes, make two movements, and so on.

Playing the ending

To give your song a nice ending, keep completely still. The music will slow down and a final chord will close the song. This also applies to Zone Mode.

Playing the songs

Playing Songs in other modes



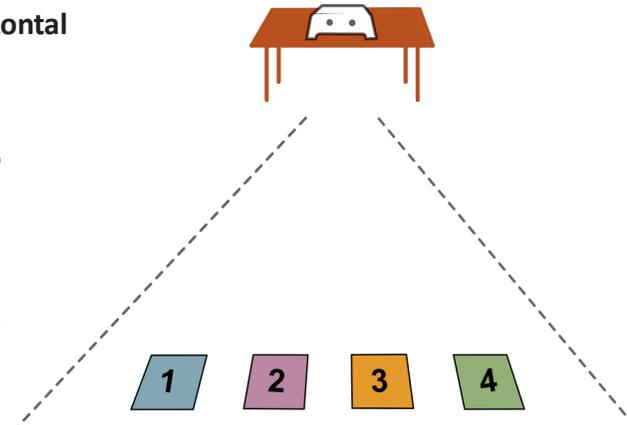
Playing Songs in Player Mode - Horizontal

Playing the chords

Here, your position in space selects the chord. So, get ready to run! Here it helps to mark the floor, for example with the numbered cards provided.

Adding the melody

To add the melody, all you need to do is raise your hand above your head.



Playing Songs in 1- and 2-Zone Mode

Playing *Songs* in Zone Mode is easy. It is based on the amount of movement. The melody automatically accompanies the 1-Zone Mode. You can also use the sensitivity slider to make it easier or harder to play: If you slide the sensitivity slider up, small movements will sound like bigger ones.

In 2-Zone Mode, the right zone plays the chords and the left zone plays the melody. Players can simply move around in their zone to play the song together.



Playing Songs with 2 players in Player Mode - Vertical

With the vertical Player Mode you can also play in pairs. Each player plays with only one arm. While the left player plays the melody with his left arm, the right player plays the chords with his right arm.



Playing songs using 2-Player Mode, it is important to keep a minimum distance of about half a meter between the players in order for the MotionComposer to recognize both players.

Let's start!

Tonality

Sounds of the fields

With *Fields* you can tell stories with sounds, noises and voices. Each sound can be explored alone or in pairs. Through gestures in Player Mode or bursts in Zone Mode, you can add accents, different for each sound world. Do not forget to try small movements with fingers and eyes (see *Discrete* in *the Gestures* chapter). Below you will find some creative input for your stories.



None

Available in 2-Player and 2-Zone Mode. *None* is helpful when you only want to hear one of the two players.



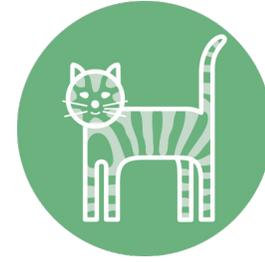
Bird

Free as a bird! Sing in the morning, celebrate Spring or hide in the evening. Guess with gestures which birds are hiding there?



Bee

Bzzzzz! There is only one way to chase them away... unless you enjoy being a bee and collecting flower pollen?



Cat

The more you move the more cats come! If you pet the cat for more than 3 seconds (be gentle), it will purr. When you play *Overhead* gesture (or *Burst 1* in Zone Mode), you can play our special birthday cat song.



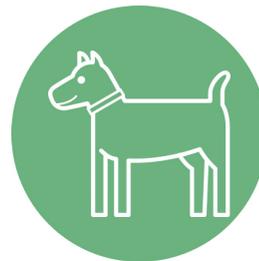
Chicken

These chickens walk, but not only that! They also strut and sing. That pleases the rooster well :)



Cow

A story for cows, cowboys and cowgirls. Try to open your arms as wide as possible and then close them quickly (in Player Mode). Watch out with the *Overhead* gesture!



Dog

From little doggies to big dogs. Like for the cat, if you pet the dog it will show you its happiness. With *Overhead*, you can play a birthday dog song with the dog-toy. Dog and cat can celebrate their birthdays together.



Duck

The ducks are loose! Make them dance! The goose can join too with a *Overhead* gesture!

Sounds of the fields

Whether it is theater, music, dance or just being silly, use your fantasy to bring those worlds to life!
Discovery is the key. Play alone or in duets..or even as a group!

Let's start!

Tonality

Fields



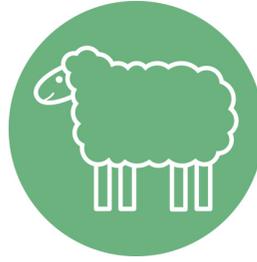
Frog

The life of a frog is simple. Sit, croak and splash.... jump into the water!



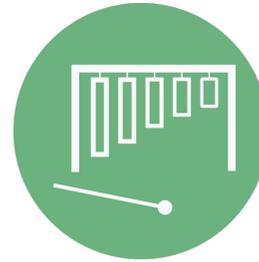
Lion

The king of animals is coming over...use gestures or bursts to find out who his friends are.



Sheep

1, 2, 3... no, these sheep will not let you fall asleep! They run and graze greedily in the meadow, nothing seems to bother them. And yet...



Celesta

The celesta is known for its soft, sweet sound.



Alien

These gentle aliens can speak some very interesting language.... What do you think they say? You can even make them laugh (open your arms wide in Player Mode).



Motorcycle

Do you love riding a motorcycle? Take it for a ride around town! Open your arms wide to hear the police siren or stretch your arms above your head to honk (in Player Mode).



Percussion

A traditional Arabic drumming for a perpetual dance. Combined with an animal in 2-Zone Mode, the party will be a lot of fun!



Rain

Drops, Drops with discrete movements....here comes the rain when you run or roll ! And you can even bring the storm by hitting your arm above your head (in Player Mode)!

Sounds of the fields

With *Fields* you can tell stories with sounds, noises and voices. Each sound can be explored alone or in pairs (2-Player Mode or 2-Zone Mode). Through movements and gestures in Player Mode or bursts in Zone Mode, one can experience even more of each sound world...Do not forget small movements with fingers and eyes (see *Discrete in Gestures* chapter). Below you will find creative input to stimulate your imagination and movement.



Water

Water has two levels in the Player Mode: above water and below. If you bend low, you will discover an underwater world. If you open your arms wide at the beach a dolphin will come visit you, and underwater a giant whale will pass by.



Spaceship

The more you move, the faster the spaceship flies. If you stretch your finger to the side, you can press the control buttons. Let's go Captain!



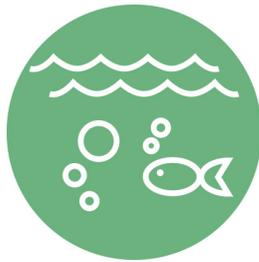
Male voice

The audible melody is from the Spanish "Siete Canciones Populares Españolas" by Manuel de Falla. If you open your arms very wide, the audience will applaud you (in Player Mode).



Female voice

"Please draw me a sheep". The spoken text is French and comes from "Le Petit Prince" by Antoine de Saint-Exupéry. In Player Mode, try to open your arms very wide and close them quickly.



Underwater

In Zone Mode you can explore the underwater world. A submarine is hidden behind the Discrete gestures.



Beach

In Zone Mode, you can stay at the beach and enjoy swimming for as long as you like.



Cricket

The sound of Provence in the south of France. Close your eyes and immerse yourself in the scent of lavender.



For help with *Fields*, see the video tutorial at:
www.motioncomposer.de/tutorial9_e

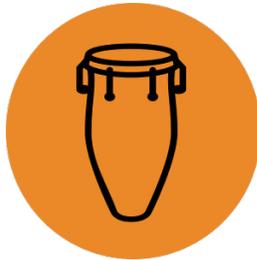
Drums Sets

Drums offers four sets of instruments. In Player mode you can hit left and right with the hand and kick left and right with the foot. Above your head, you can always add an accent. When played in pairs (2-Player or 2-Zone Modes), both players get different instruments from the same drum set. Which one is your favorite drum set?



Rock

The basic rock drum set consists of a snare, kick or bass drum, a hi-hat and a cymbal. To add timbres, wooden blocks, cowbells and electronic sounds are often used. Keep on rocking!



Conga

Congas and bongos from Cuba, taikos from Japan, djembes from Africa. The world of percussion is within reach!



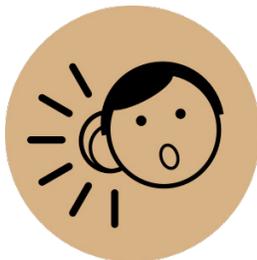
Hip-Hop

From the New York Bronx of the 70s for you - here now! A revolutionary street art movement from music to dance. Feel the revolution in your hands!



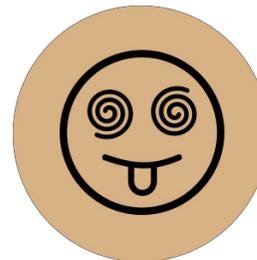
Funny

Here it goes wild! 50 crazy sounds. With this you are ready for the best performance ever!



Background

When background is enabled, the set *Funny* additionally plays the song 'Popcorn' by Gershon Kingsley. This recording is a cover of Hot Butter. Background is also available in *Fields*. *Background* plays continuously when it is "on".



Crazy

When you activate *Crazy* in Zone Mode, all sounds are distorted. This audio effect is called granular synthesis and is also available in *Fields*.

Let's start!

Tonality

Fields

Drums



For help with *Drums*, check out the video tutorial at: www.motioncomposer.de/tutorial10_e

Movement and gestures in Player Mode

"Motioncomposing" is not just about playing music, it is also about the moves you make. In Player Mode, you can expand your experience of the sound of music with some choreography! Trying the following gestures and movements can bring some unexpected surprises and the joy to control them. You can change the gesture options by checking or unchecking the small box next to the symbol. Each gesture triggers a special sound or effect.



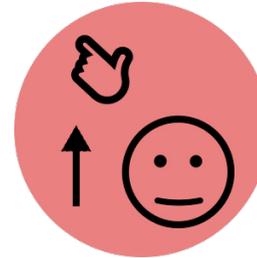
Main

Every movement of any body part produces a sound. If you deactivate this setting, you can concentrate on playing only with gestures.



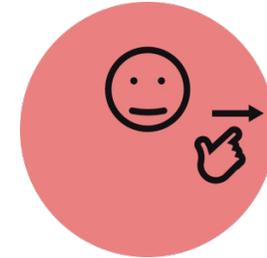
Double Arm Side

You strike both arms to the side of the body at the same time. In *Tonality* this gesture plays the chord, in *Fields* it triggers an accent.



Overhead

A hand activates a tone by striking upwards above the head.



Arm to the Side

You strike with one hand sideways away from the body. It is important that you perform the movement quickly and that your hand is clearly away from the centre of the body.



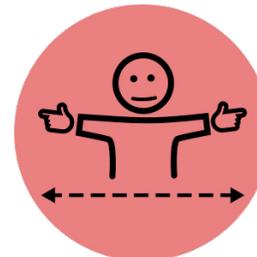
Kick

To produce a sound, the kicks must be performed away from the body to the side.



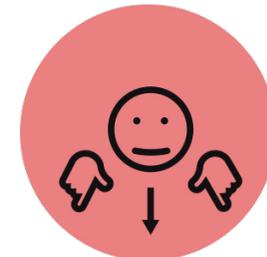
Discrete

First remain completely still. The next movement produces a sound. A blink of the eye is enough!



Arms Open Wide

Open your arms as if you want to hug someone.



Going Down

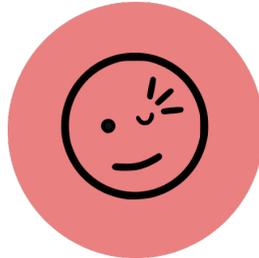
If you go all the way down to the floor, you can experience various digital effects.

Movement and gestures in Zone Mode

Zone Mode has fewer gestures, but is also much easier to play. As before, you have Main and Discrete gestures available. In addition, you can control sounds via Bursts: Burst 1 corresponds to the Overhead gesture in Player Mode and Burst 2 to Double Arm Side.



Main



Discrete

Both Player Mode and Zone Mode contain Main movement and Discrete gesture described in the previous page.

The difference is that Zone Mode has bursts as gestures. A burst is any sudden action with any part of the body. With the sensitivity slider in the music environment menu, you can adjust how big the burst has to be to trigger the sound.



Burst 1



Burst 2

The sounds you hear vary depending on the musical environment. For example, in *Tonality*, Burst 1 plays the second musical instrument, while Burst 2 plays chords. In *Fields* and *Drums*, the bursts play additional sounds or animals.



Help with movement and gestures can be found at:
www.motioncomposer.de/tutorials11_e

Let's start!

Tonality

Fields

Drums

Gestures

Examples of use

A first session with the MotionComposer

Just as there is no wrong way to dance or make music, there is no wrong way to play the MotionComposer. However, you may want to start with one of the following ideas. Whatever you do, we recommend that you start slowly. Moving slowly, or even stopping in place, make everyone listen more attentively. This is the key to perceiving our body as the place where the sound originates.

Guidance for a first try-out. For groups or individuals:

Step 1: Open *Tonality*. It shows 1 Player Mode, Horizontal, Piano:



This is an excellent starting point. Have each person individually cross the room so that everyone plays all the notes on the piano scale at least once. If someone needs help, you can also cross the room as a pair.

Step 2: Each player tries again, adding some nuances. How fast or slow can they play the notes? How does the music change when you change direction? Where are the high notes and low notes?

Step 3: With the gesture Double Arm Side, the player can add chords. Stretch with a quick upward reach of the hand (Overhead), one can play a second musical instrument. You can vary this instrument on the Sound World menu in the Overhead column.

Step 4: For variety, try changing the instruments or the styles in the Sound World menu.

Step 5: Select Vertical:



Now you can let your imagination guide you. Every expressive movement and gesture becomes music. You can use your arms, legs, head and everything else! When you stay in place, you can play up to two instruments positioned at the side of your body. The high notes are at the top and the low notes are at the bottom. To create variety, try changing the instruments and styles in the Sound World menu.

Examples of use

A session with soft and gentle sounds

Not everyone reacts to sounds in the same way. The experience of triggering sounds through movement can be surprising. A sound or song that one person finds beautiful and attractive can be irritating for another. For people who are sensitive to changes in their environment, we recommend starting slowly and gently.

Step-by-step instructions

Step 1: Turn off the sound with the mute button in the main menu :



Step 2: Select a pleasant sound world, e.g. in *Fields* the sound *Celesta*:



Step 3: Turn down the volume a little.

Step 4: Accompany the person into the play area. You may wish to stay and play with her.

Step 5: Press the mute button again to turn on the sound.

Step 6: Move alternately. First you move, then the other person moves. And sometimes you move together.



When it is the other person's turn, keep very still so you know who is making the sound! You may also want to hold the other person's hands to guide the movements.

You can always press the mute button to stop all sounds immediately.

In addition to *Celesta*, there are *Cat* and *Sheep* as "soft" animals or other classical musical instruments in *Tonality*. And do not forget: small movements also produce small sounds.

Let's start!

Tonality

Fields

Drums

Gestures

Examples

Examples of use

A session with people who do not like to move

One way to encourage someone to move is to dance with them. Because dancing is contagious!

Choose *Tonality* in Zone Mode or Player Mode in Vertical.



You may want to physically guide the person in movement, for example by raising their hands to move with the music. With the MotionComposer, you will of course both make sounds with your movements, but that doesn't matter. Repeat the movements several times, always with a short pause in between. You might be surprised when your partner starts making movements all by herself!

Would your partner rather imitate animals? Choose *Fields*



and discover his or her favourite animals together.



The sensitivity slider can help when the player needs assistance with the sounds. Slide the sensitivity slider up to make small movements sound like larger ones.

Supporting self-determination

For some people, the causality effect plays a decisive role. To awaken and address the feeling "I did that!", the player can repeat the same movement several times. It is helpful that there are little pauses between the movements. Then the perception, "I did that!", will be tangible and clear.

You can achieve this with all music environments, however *Drums* in Player Mode is especially causal. With *Drums*, hitting is associated with distinct sounds. The experience of making music with your own movements is also very intuitive. It is not only about having full control of playing a musical instrument, but also about creating exploratory and creative movement. Sometimes one is a musician, sometimes a dancer!

Using the Movement World menu, you can deactivate the main movement button. This allow you to focus on specific gestures and is extremely useful in making a causal relationship.

Examples of use

A session with groups

The MotionComposer was designed for one or two players. You might ask yourself why we didn't design it for 3, 4 or even 10 players? The answer has to do with causality: the relationship between cause and effect. When three or more people are moving and making music at the same time, it is hard to tell who made what sound and the causality is lost.

However, it is possible to get around the problem of causality so that groups can also participate. But the emphasis must be on *being together* and *doing something together*. Here the group makes the music, no matter who is moving. It's fun on its own, but in a group, playing becomes a party!

Step-by-step instructions

Step 1: Turn off the sound with the mute button in the main menu :



Step 2: Select a musical environment, for example *Drums*:



Step 3: Select the 2-Zone Mode:

The room is now divided into 2 zones. The group distributes itself between the two zones. Each zone receives its selected sound. Switch the sound on again.



Step 4: Now move alternately. First it is the left zone's turn. Then the left zone keeps still and it's the right zone's turn. Then everyone stands still together and enjoys the silence. The music stops. You can conduct your group like an orchestra!

Step 5: Now you can add singularity: When the group is completely still, one person can play a solo with her movements. By switching back and forth between stillness, solos and group, it is possible to give a whole group the feeling of making music. More?

Step 6: Keep very still all together...and now move very small all together and begin to build up for your finalé!

Zone Mode offers many games, interaction and sharing. Whether you choose *Drums*, *Tonality* or *Fields*, you can use it to get the group making music and telling stories together. The group experience is an intense feeling in the experience of music and dance.



You can find help on the Zone Mode in the Video tutorial at:
www.motioncomposer.de/tutorial14_e

Let's start!

Tonality

Fields

Drums

Gestures

Examples

Storytelling

STORY 1: At a concert



All the artists are already on stage. There is a man sitting at a piano. Next to him sits a woman playing the guitar. There are also four musicians, each playing a string instrument, standing in the second row on a low platform. They can stroke the bow over the strings or let it bounce over their strings. A small man in the third row stands up a little higher and plays a flute. Next to him is a young woman at a synthesiser. She has prepared two musical interludes for the piece. First she plays one and then the other. Each of them can play very well on their own, but when the real concert begins they harmonise with each other and it sounds doubly beautiful.

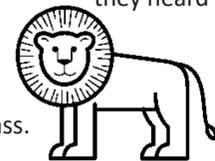


STORY 2: About the sheep that didn't want any more



A little sheep was tired of walking around the meadow all day with all the other sheep just eating. Sometimes the little sheep saw some very tasty blades of grass a little further away and the dog came and barked and pinched the little sheep's leg. One day it got fed up and ran away. Far away from the other sheep. All it could hear were the crickets chirping and the wind whispering. How beautiful, thought the little sheep, and it ate such lush greenery as it had never eaten before.

Suddenly he heard a lion. He was standing right behind the little sheep, breathing heavily. The lion was very hungry and said: "Little sheep, what are you doing here all alone? Come with me into the forest and I'll show you a dark cave between the rocks. And the ravenous strong lion had already grabbed the tender weak little sheep by the scruff of the neck and wanted to carry it away. Then the little sheep screamed as loud as it could and kicked and cried. The shepherd and his watchful dogs had already been looking for the little sheep and at last it calling loudly. The four strong and nimble dogs fought bitterly for the little sheep until the lion let it go and disappeared alone into the forest. All together, the four dogs, the shepherd and the little sheep, which the shepherd had gently put around his shoulder, went back to the big flock of sheep. Never again would the little sheep complain about the watchful dogs and the supposedly juicier grass.



they heard

STORY 3: In the city

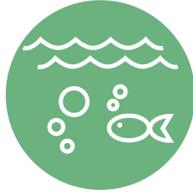


It is very noisy in a city. You can hear a lot of noises. Especially the many cars. They honk and drive with squealing tyres all the time. In the middle of it all, you can hear the murmur of people. They talk so much that you can't really understand what they are saying. Listen. Meanwhile, the cars are really speeding up and you can also hear the sounds of a construction site. It rattles and clatters so that your ears almost hurt. Now you can enjoy a little peace and quiet in a city park. The cars are no longer quite so loud. And there! Even a chirping bird... And another one. Actually, they've been chirping all along. Then there! A panting dog running past you. Now he meets another dog and they both play and bark. They race and romp around. Soon it's as if the cars can hardly be heard. You can hear the wind blowing through the leaves. Sometimes it blows hard and sometimes very gently. Fiercely and then gently again. And again the dogs running past you. The birds, too, sing their merry songs unperturbed. Yes, nature is everywhere. And if you listen carefully, you can hear it even in the noisy city.

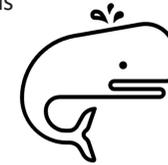


Storytelling

STORY 4: The adventurous dive



With the heavy diving equipment you walk like a very old man. Step by step by step. How happy you are when you can finally sit down in the small boat. When you have gone far enough out, you drop the anchor and jump backwards overboard. And suddenly you are as light as a feather. Under water you feel weightless and let yourself drift with the warm underwater currents. You move your arms and legs slowly to get closer to the large reef directly in front of you. You breathe in and out slowly and evenly. Each time, thousands of bubbles rise to the surface. Deeper and deeper you dive. And there! What is that? Do you hear that? Now you are one with a completely alien world, far away from any civilisation. You move your arms and legs and meet huge peaceful whales and an exciting underwater boat. But see for yourself when you meet who...



STORY 5: At the farm



On a beautiful Sunday morning on the farm, all the animals are sleeping in. The cows and the sheep. No, you all know that: the cows and the sheep don't sleep in, of course. For example, the cows call out at four in the morning: "Moo hoo, we're hungry! And the sheep bleat: Määäh, give us something to eat! The cows and the sheep really make a noise. The farmer can hardly keep up. At around nine o'clock, when the sheep and the cows - yes, you heard right, the cows and the sheep - are lying on their bellies and purring away, the farmer breaks for breakfast. Yes, that's how it is on the farm.

STORY 6: At the Frog Pond



A frog was sitting by the pond. And the frog was very hungry. He had an appetite for a juicy, fat fly. But no fly came. And so the frog had to wait even longer. There were lots of flies in the sky, but not a single fly dared to come to the frog. This made the frog very sad. A very small, thin fly saw this and sat down next to the frog on a stone. O beautiful, said the frog to the little fly and was already licking his lips. Oh no, said the fly to the frog. There is nothing wrong with me. Dear frog, just imagine, said the fly, just imagine eating me little fly. Then the frog thought about it and said: Right fly, thank you fly. Then I would be alone again. Dear fly, it is so nice that you are here. Then all the flies came and joined the frog and the fly. And all the flies laughed together with the frog and had a big party because the frog was now a vegetarian.



Let's start!

Tonality

Fields

Drums

Gestures

Examples

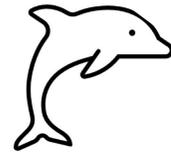
Storytelling

Storytelling

STORY 7: A day at the beach



You close your eyes. You are lying on a beautiful beach. In front of you, the turquoise blue water. Behind the dunes at the edge of the beach, a green grove. The sound of the sea. Wave after wave reaches the beach. You lie on your back and enjoy the air. The sun is shining. The birds are singing their songs in the trees behind you and their sweet song reaches your ears. Now you consciously pay attention to the waves, to the sound of them. The birds become quieter. Then you hear the birds again more clearly and the waves seem to become a little quieter. You could do this all day long if the sea didn't attract you so much. Slowly you open your eyes, stretch and begin to sit up. Carefully you move towards the water. The waves are now rolling so loudly against the shore that you can no longer hear the birds. Feet first, you feel the temperature of the sea. It is wonderfully warm. Almost like a bathtub. Further and further you go in. You stretch out your arms, let yourself fall forward and begin to swim leisurely. Wonderful. The water is so clear that you can see little fish. And there! A dolphin sticks its curious head out of the water right in front of you and smiles at you as if to say: "Swim with me! And that's when you get the idea to try it next time with your diving equipment and follow it into its kingdom. Now the dolphin swims in circles around you on your way back to the beach. He seems to be laughing loudly and really enjoying the day with you. There is solid ground under your feet again and you walk ponderously out of the water. You turn around once more and wave goodbye to the dolphin. It laughs back and swims back out into the open sea. Meanwhile, you lie down contentedly on your blanket. In front of you, the waves rush soothingly and you hear the birds softly chirping their songs again. You close your eyes and enjoy this sunny, warm day by the sea.



STORY 8: A fantasy journey



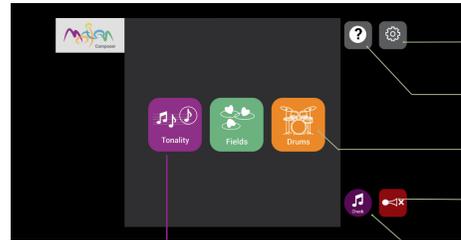
A stately lion with a huge mane once lived in Africa. The lion was so strong that no other animal dared to approach him. If the lion went to the bees to buy honey, the bees fled and hid from him. If the lion came to the people to watch football, they fled on their motorbikes as fast as they could. If it was too warm for the lion and he wanted some rain, first a few raindrops came to see if it was the lion, but then the clouds stopped dripping raindrops on the lion because the rain was so afraid of him. So the lion had no bee honey to snack on, no motorcyclists to watch football with and not even raindrops to cool off. This made the lion very very sad. Yes, the lion cried so much and the lion's tears became so many that the clouds also became sad. And so it didn't just rain in little raindrops, but there was a real storm with heavy rain and lightning and thunderclaps. The bees also noticed that the lion was depressed. So they flew over and gave him some honey. Now the lion calmed down and realised that he was no longer afraid. Just because the lion looked big and dangerous didn't mean he was evil. He dried his tears, cut his lion's mane and combed it neatly. The motorcyclists also noticed the change and came roaring up to the lion and the bees. They apologised and had a TV with them to watch football. The rain receded and watched from a distance and the sun was laughing up to its ears. Now the motorcyclists thought the beer tasted very sour and they asked the bees if they would donate some honey. Of course, said the bees. And so it happened that the bees, the motorcyclists, the rain and the sun all watched the Cardiff City F.C.vs Man United match together.



Basic Controls

The MotionComposer is controlled by menus. The menus differ slightly depending on the music environment. In this example, *Tonality* is selected.

Main menu



- Settings
- Help
- The music environments
- Mute button
- Sound check button

Music environment menu

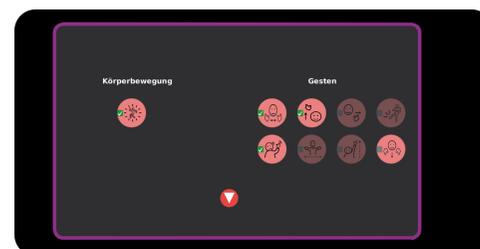


- Back to main menu
- 1 or 2 players
- Play with horizontal or vertical
- 1 or 2 Zones
- Volume slider
- Sensitivity slider
- Save your settings



Sound World menu

The sound world menu is used to select the musical instruments and all other sound elements that you will use in your composition.



Movement World menu

On the movement world menu, you will find all the gestures that are available (different depending on the music environment). The individual options are explained in the Gestures section.

Let's start!

Tonality

Fields

Drums

Gestures

Examples

Storytelling

Controls

As more and more people use the MotionComposer we are learning about how persons of different abilities can play it. This is where you come in: By sharing your experiences and ideas with us you can help us to improve the MotionComposer. These changes will then be available to you in software updates. So please, stay in touch!

Until then, happy MotionComposing!

