

BLOOM Instructions

Movement 1 (Bud)

- Using the **RIGHT** GameTrak (GAIN control)
 - Follow the **Right-Hand Directions** by the conductor
 - (Conductor's left hand is controlling the solo pitch)
 - Move up and down **GENTLY** like a flower petal
- **LEFT** GAMETRAK **NOT** USED
- Feeling: the energy of life forms a flower bud



Movement 2 (Blossom)

- Using the **LEFT** GameTrak
 - **Arpeggiator** control by
 - Do the **MOVE** when the conductor's hand passes you (**WAVE**):
 - 3 seconds up - 3 seconds down (**Gently**)
 - Repeated **SIX Times** (main theme D-A-F#-G-A-D)
- **RIGHT** GameTrak : move it with the left-hand (bass note)
- Feeling: a half-bloomed flower petals gently move



Movement 3 (**Rainstorm** and **Megabloom**)

Rainstorm (starts with a thunder)

- **LEFT** GameTrak (Clockwise-inwards circular motion: Wind)
- **RIGHT** GameTrak (Z-axis - Rain)
 - Hold at a similar height as the LEFT.
- Start **slow & low** at just above **knee level** just above deadzone
- Go (**gradually**) **faster & higher** to **shoulder-level**
 - **10** note changes (main theme * 2)

Megabloom

- Hold **BOTH** GameTraks **HIGH** and **WAIT** for the wind and rain to die out and bell sounds to come in.
- Small **Left-Right Motions** (**4 times**, L-R-L-R, NO sound change)
- Larger (still gentle) Left-Right motion (**5 times**, L-R-L-R-Up main theme)
- END (Go **HIGH UP** and gently **COME DOWN**)

