



PercussionPlay®
Outdoor Musical Instruments

Composer AR

Bring your outdoor music projects to life!



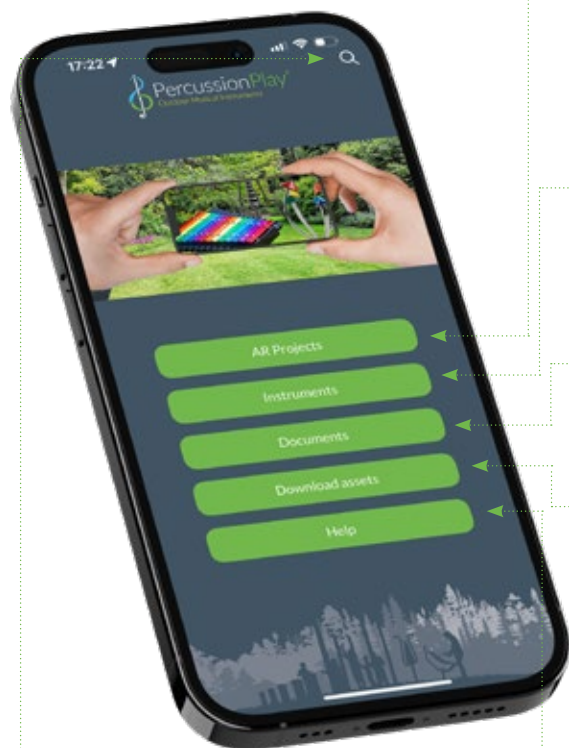
Welcome to Composer AR

This groundbreaking app is designed to allow you to play and interact with virtual outdoor instruments in the real world, build your own scenes, produce quotes and share with friends and colleagues. We hope you find it both an enjoyable and useful tool.

This guide will take you through all of it's features, step by step, to make sure you get the most out of it. If you have any comments, or want to get in touch with us about anything else, you can get hold of us at info@percussionplay.com. Or call one of the following numbers.

UK: 01730 235180
USA/CAN: 866 882 9170 (Toll Free)
RoW: +44 1730 235180

1. HOME SCREEN

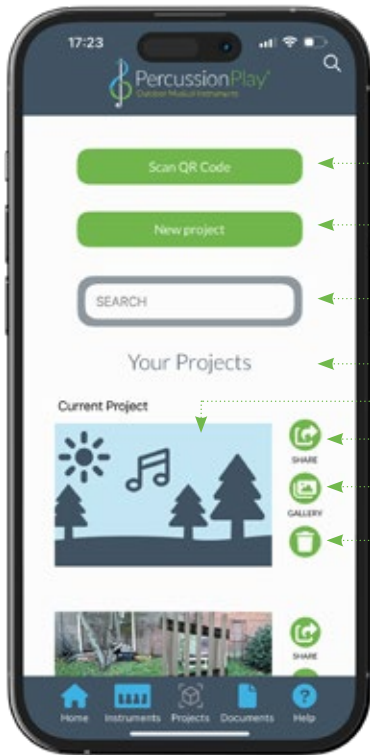


There's also a **search** function on most screens, which searches all the instruments and documents.

- **AR Projects**
Takes you to screen **2. Projects** where you can see your gallery of saved projects, and projects you've been invited to, and create new projects.
- **Instruments**
Takes you to screen **3. Instruments** where you can view a list of all our products, organised by category.
- **Documents**
Takes you to screen **4. Documents** where you can view our document library.
- **Download assets**
Allows you to download all of the images, videos and PDFs to your device. This takes up about 1Gb of storage, but does allow you to use the app in areas with poor network coverage.
- **Help**
Takes you to screen **5. Help** where you can access a number of useful resources to help you get the most from the app.

2. PROJECTS

All AR functions are created, shared and viewed in this part of the app.



- **Scan QR Code**

Allows you to scan a QR code that you have been sent to load a project into your library.

- **New project**

Takes you to screen **2a. Installation preferences** which is where you begin building your own scene.

- **SEARCH**

This filters down your library of projects to those containing the search term.

- **Your projects**

A list of all the projects you have created or been invited to view. For each project you have the following actions:

- Click on the **thumbnail** to go to screen **2e Map locator**, where you navigate to the project in the real world.
- **Share** allows you to send the project to your contacts via email, messages, WhatsApp etc.
- **Gallery** takes you to screen **2c. Image gallery** where you can view images and videos associated with the project
- Finally, you have the option to **delete** a project

2a. INSTALLATION PREFERENCES

Select surface or ground fix. Whichever you choose, you then go directly to screen **2b. Scene creation**.



2b. SCENE CREATION

This is where you position and build your project.



Step 1: Set your location

The location of your project needs to be fixed in the real world. You do this by standing directly in front of where you are going to build your scene, and placing a marker at your feet, pointing towards it. This marker will be used by anyone you share the project with to find the same spot you are standing in. There will be a few seconds delay while the app locates you, and it will let you know when you're good to go.

Step 2: Add instruments

Select and add instruments by clicking the '+' button. This will bring up a list of our instruments for you to choose from. Click on the instrument you want to add.



Step 3: Position instruments

The instrument will appear in the scene before you. You can pan the phone around to move it to the location you want, and drag your finger left or right across the screen to rotate it. Once you're happy, tap on the instrument to fix it into position. You can press and hold on an instrument to release it and reposition if required. Go back to step 2 and add and position all the instruments you want to include. Don't forget that the instruments can be played so that you can hear how they will sound. Make sure you have your phone unmuted, and the volume up.

Step 4. Keep track of the costs

Press the **shopping basket** icon to view a list of the instruments you have placed, along with the costs.

Step 5. Take some images

Press the **camera** button to take photos and shoot video of your scene. You will be prompted to turn your phone sideways if you haven't already done so.

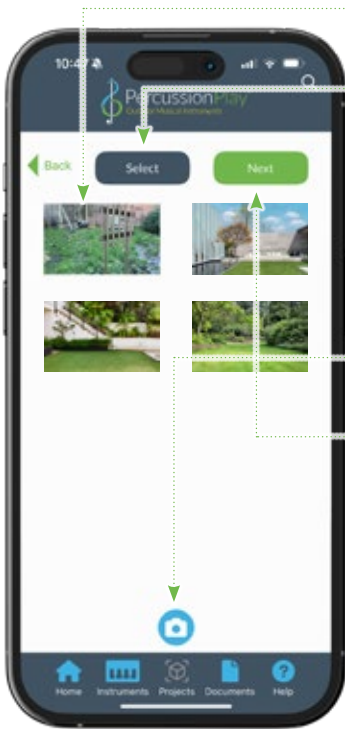
Step 6. Save your project

Save takes you to screen 2c. **Image gallery** to review the images you've taken.



2c. IMAGE GALLERY

A gallery of the photos and images associated with this project.



- You can click on a **thumbnail** to open and view a photo or video.
- You will be prompted to review the photos you have taken and delete any that you don't want to include in your proposal. Press the **select** button, then click on any images you want to get rid of (they will be ticked). Then press the **delete** button to remove them. They will still be in your iOS camera roll if you need them.
- You can press the **camera** button and take more images from here if you wish.
- From here you can either go **back** to where you've come from, or if you are going to save your proposal, press **next...**
- Here you will be asked to choose an image as your cover photograph. This image will also be used as a visual aid by anyone you have shared the project with trying to locate the scene in the real world, so it's a good idea to make it an image of the entire scene rather than an individual instrument. As with deleting above, use the **select** button to choose the image you want to use. Then press **next.** to go to screen **2d. Project details.**

Back to scene

Project name
NAME

Organisation (if applicable)
ORGANISATION

Your name
FIRSTNAME & SURNAME

Email
EMAIL

Reseller code
SPR1234

Read/Write

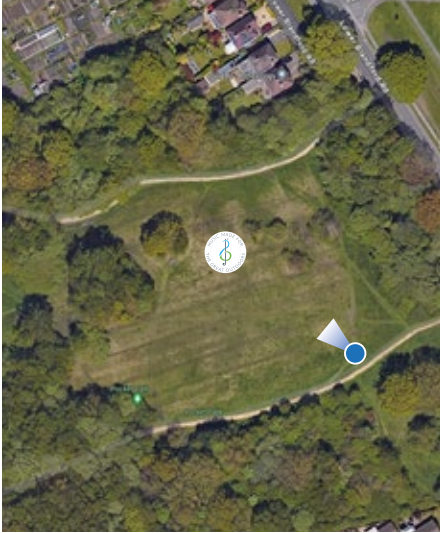
Save

2d. PROJECT DETAILS

Enter your details in the form (your re-seller code will be pre-populated). Then **save** it, which takes you back to screen **2. Projects** where it will be in your library.

2e. MAP LOCATOR

Navigate to an existing project in the real world:



Step 1: Go to where the scene is located

Make your way to the approximate location of the scene then open this screen. You will see a map of the area you are in, showing your location (and the direction you are facing) along with the location of the project marker (shown as a pin on the map).

Step 2: Find the project marker

Walk towards the marker. There will be a guide image you can view from a tab on the right hand side to help you find exactly the right place. You're aiming to position yourself directly on top of the pin.

Step 3: When you get there

Press **I'm in position** and go to screen 2f. The scene.

2f. THE SCENE

Explore and interact with the instruments:



Step 1: Position yourself

Place your own marker on the floor at your feet, facing the direction of the arrow. You're aiming for this to be as close to the originator's marker as possible for the most accurate placement of the original scene.

Step 2: Go and explore!

The location marker will shrink when we have pinpointed your location. Hold your phone up and look around - you should see the scene arranged before you. Feel free to walk around it and play the instruments.



3. INSTRUMENTS

View our full range of products, listed in categories for ease of browsing.



Once you have selected an instrument you will be able to view a 3D model of it, along with images of the item in situ. There are also buttons to:

Add to project

Adds the item into the project you are currently working on.

Go to screen **2b. Scene creation**.

Experience in AR

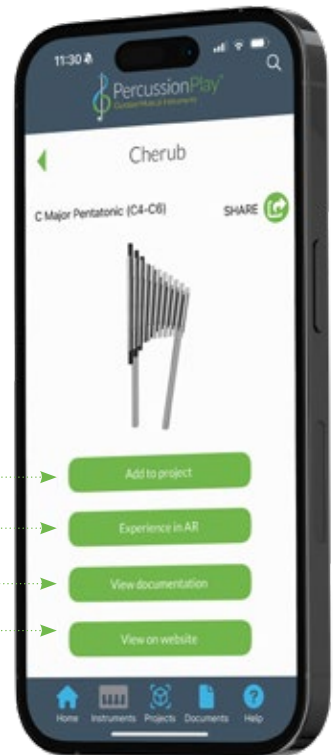
Adds the item to your current location. Go to screen **2b. Scene creation**.

View documentation

Goes to screen **4. Documents** with the appropriate documentation shown

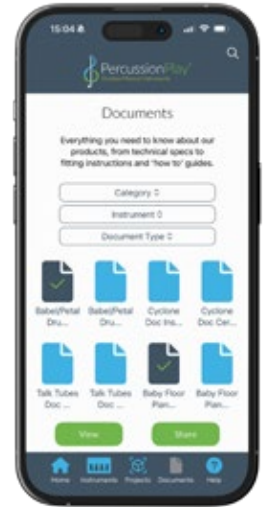
View on website

Takes you to the appropriate product page on www.percussionplay.com



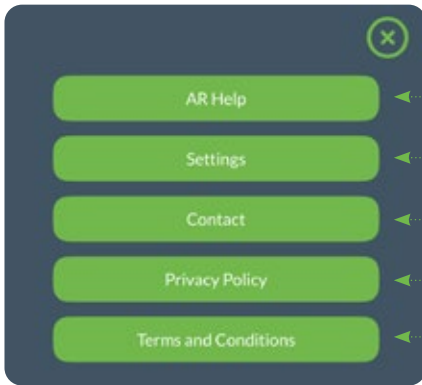
4. DOCUMENTS

Library of all our documentation, from technical specs, to fitting instructions and 'how to' guides. Filter the list of documents by category, instrument and document type. Documents can be selected, then either **view** as an online PDF, or **share** with your contacts.



5. HELP

Access a number of support features:



- **AR Help**

A truncated version of section 2 above, to access on the fly.

- **Settings**

Switch on or off the screen tips, and the option to save images to your camera roll. Enter your reseller details to save having to type them every time.

- **Contact**

Phone, email and website contact details

- **Privacy Policy**

- **Terms and Conditions**



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