

Dance Choreography – A short introduction

No matter whether you're a dancer or a dance instructor, this app lets you take your choreographies with you wherever you go. It's flexible, too: you can use the figures we've supplied, or you can create new ones. You'll see timing, rhythm and duration at a glance. You can check the phrases for groups of figures, and you can check the entire choreography.

Basic Concepts

A choreography is made up of sequences and sequences are created by chaining figures selected from your catalogue. A figure can have more than one timing. In this case you can select the one you want. Sequences do not contain the figures themselves, but only links to them. All changes to figures are immediately reflected in the sequences that contain them.

A very first choreography

Start the app and select "Choreo" on the black tab. Select "Standard" as dancing style. That brings you to the selection of dances. Select "Waltz". To create a new choreography touch the EDIT button, then select the New Entry row. Touch the text field and change the name to something you like. Now press SAVE and then select the newly added entry. This brings you to the sequences level. These sequences are the parts that your choreography consists of. Press the EDIT button once again, create a new entry, and then save it with the SAVE button. Touching the entry leads you to the figure level. If there were any figures in the current sequence, you would see them here. Let's start adding figures. Touch EDIT. Now you can touch your way down through the existing figures. Select any figure you want. A detail view shows the figures name, available timings, possible predecessors and successors. Select the timing you want. That brings you back to the sequence view. Add more figures, then save the sequence by touching the SAVE button

Play a choreography

Just drill down to your choreography and select it. You will see the selected choreography displayed on a time line. You can see the sequences with their figures. The first beat of a bar is printed in bold. The start of a phrase is marked by a small blue triangle. Hint: You can refresh the data by pulling down the table and then releasing it. You can use the arrow buttons to change the speed of the dance.

Add an own figure

Select "Figures" on the black button bar, then select dance style and dance. Use the predefined group or add a new one. Select the group, touch EDIT and add a new figure. Press SAVE and select the new figure entry. That brings you to a detail view, where you can see that the figure doesn't yet have a timing. It's now up to you to add one. A figure must have at least one timing, but you can, of course, add more than one. Go into the edit mode and touch the plus sign to add a new timing for your figure. Please define the timing of the selected figure in the upper field. The number of beats will

be calculated and displayed in the lower area of the view. The lower input field will not be evaluated at all. You can use it to store an alternate description (SQQ instead of 1234). Save the entry. You can add possible predecessors and successors if you want. At this point you can go to your choreography and add a new figure of your very own.

There are some more interesting features. You can add a comment or a draft for several objects like figures or sequence by pressing the pencil icon. Try it! In the graphic mode you can use a small "painting tool" with various tools to create a draft. Use the arrows in the area below to switch between the levels (up/down), or select an element within the current level (left/right). The current level is displayed in the upper part. You can add or edit a draft for the currently selected figure only. For your convenience, the drafts of the adjacent figures are displayed faded. If you are on any level above the figures, the draft is displayed animated.