



Scottish Chamber Orchestra

Media Release

20 July 2009

ONLINE SOUNDTRACK COMPETITION DRAWS INTERNATIONAL INTEREST

The Scottish Chamber Orchestra's soundtrack competition, part of the interactive online animated whodunit, *The Lost Book*, **drew entries from aspiring composers from all over the world.**

Judged by *Belle and Sebastian* band member Mick Cooke and professional composer Alexis Bennett, the competition, which required entrants of all ages to submit their own soundtrack for episode one of the six-part animation, included submissions from the UK, Spain, the Netherlands, Iran and the USA.

Two American composers came out on top, identified by their online usernames. mike_bohn won the adult category, with cobra151 winning in the 16 to 18-year-old section.

Alexis Bennett, who composed the music for Episodes 1 and 6 of *The Lost Book* said: "Mick and I were very impressed with all the entries to the competition. There was an amazing range of approaches and all the composers clearly put a lot of work in. Well done to everyone - it was really hard to choose from such a great collection of pieces.

"In the adult category, we decided to give first prize to mike_bohn, whose fun, jazzy style really worked for us. We would also like to give a Highly Commended mention to SPegg's entry, which was entirely different but showed great care and thought in its composition and production.

“We absolutely loved cobra151’s entry in the 16-18 category. It has energy, character and a rhythmic momentum that really carries the film.”

The two winning compositions will now appear alongside the original soundtrack for Episode One on *The Lost Book* website, www.thelostbook.net .

The original soundtrack for *The Lost Book*, the brainchild of Edinburgh-based animators Binary Fable, was commissioned by the Scottish Chamber Orchestra and performed by SCO musicians.

As part of the competition, and an ongoing resource for budding composers, there are plenty of tips for writing the perfect soundtrack from Alexis and sound designer Stephen Gilmour on *The Lost Book* website. Advice includes everything from what music notation software to download to how to approach writing music for film.

Helen Jackson of Binary Fable, co-director of *The Lost Book*, said: “We have enjoyed listening to all the new soundtracks for *The Lost Book* - it’s been fascinating to see how the different approaches change the atmosphere of the animation. Music is crucial to animation and all the entrants have clearly appreciated this.”

The first episode of the *The Lost Book* was written and animated by Binary Fable in January. Since then, the ongoing story has been written by the public through comments and polls on the website. Each month the animators have pulled these suggested storylines together to create a new episode. The final instalment goes live this Friday (24 July).

***The Lost Book* encourages people to read and tell stories.** It is a partner project to the Edinburgh UNESCO City of Literature Trust’s 2009 reading campaign, The Lost World Read 2009, which has been using free books, online resources and events to get people reading *The Lost World* by Arthur Conan Doyle. The Lost World Read is the largest collaborative reading project ever seen in the UK.

For more information, and to watch the winning entries, visit <http://thelostbook.net>

-ENDS-

For further information please contact Sheena Macrae on 0131 478 8340, or email sheena.macrae@sco.org.uk

NOTES TO EDITORS

The Lost Book is sponsored by Front Page Design, Henzteeth, Canongate and Toad News International. The project is supported by the Scottish Government in conjunction with Arts & Business Scotland via a New Arts Sponsorship Grant.

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What is The Lost Book?

The Lost Book is a collaborative adventure in storytelling. It's taking place online and it's open to anyone. At its heart is an animated web series that people can get involved with: becoming part of the storywriting team.

The Lost Book web series

The web series follows the adventures of investigative journalist Aileen Adler and her dog Watson. A priceless book has been stolen and... and what?! We don't yet know - it will be up to the audience to decide where the story goes. Each episode is jam-packed with clues to help people join Aileen and Watson's investigation.

The Lost Book microstory competition

"The most interesting collaborative book-writing experiment of the decade"
Jasper Fforde

We've also asked the audience to create the book that has been stolen, week by week. Top novelist Jasper Fforde wrote a prologue that introduces "a tale of ancient legend, modern greed and good old-fashioned adventure." Each week, entrants were invited to contribute the next 100 words and tell the story of a perilous expedition into the Interior of Southern Venezuela. The final instalment will be posted online today!

Why?

The Lost Book is a part of The Lost World Read 2009, a UK-wide reading campaign celebrating Arthur Conan Doyle's 150th birthday and Charles Darwin's bicentenary. The Lost World Read is bringing people together to read a classic adventure tale of a lost plateau, discovery and dinosaurs – *The Lost World*.

The Lost Book gives both reluctant and enthusiastic readers a different way of engaging with the themes of *The Lost World*. It uses animation and the internet's capacity for discussion to encourage people to get involved with telling stories as well as reading and watching stories.

Binary Fable

The Lost Book was developed by animators Binary Fable. Binary Fable Limited is an award-winning young company founded by Helen Jackson and Adam Brewster in 2007 and based in Edinburgh.

Binary Fable's last project, About Here, is an animated series for mobile phone telling place-based stories, funded by Scottish Enterprise, Scottish Screen and NESTA. Each film is humorous and accessible, providing stories and characters that people can engage with. Episode 1, About Culross Abbey, was selected as "Best Animation" at the Mobifest Toronto 08 film festival.

Scottish Chamber Orchestra

A particularly exciting part of The Lost Book is the partnership with the Scottish Chamber Orchestra (SCO). The SCO commissioned three composers to score the web series: each wrote the music for two episodes. Players from the SCO participated in six recording sessions to produce an original soundtrack for every episode.

The Lost World Read

The Lost World Read 2009 is the largest ever UK collaborative reading campaign. It brings together existing initiatives such as the Glasgow City Read, One Book - One Edinburgh and the Bristol Great Reading Adventure. At least 250,000 people are expected to participate in the cities and regions, by reading books, participating in debates and using the project website.

How?

The web series will be produced by Binary Fable, with a story developed from audience suggestions and original music commissioned and recorded by the Scottish Chamber Orchestra.

The Lost Book website allows all the interaction between the audience and the project team:

- Anyone can make suggestions for the web series, simply by leaving a comment on the website.
- People can vote on others' suggestions in the sidebar polls.
- The microstory competition and soundtrack competition can be entered online.
- Schools resources allowing classes to create their own animation and soundtrack can be downloaded.
- "Making of..." information keeps everyone up-to-date during production of the web series.
- "One Minute Interviews" introduce the project team to the audience.

When?

Episode one - 30 January 2009.

Episode two - 06 March 2009.

Episode three - 09 April 2009.

Episode four - 15 May 2009.

Episode five - 19 June 2009.

Episode six - 24 July 2009.

Where: www.thelostbook.net