

Marco De Boni

Hyperflute

for flute and live electronics

Performance note: a Pure Data patch is given with this piece. The patch should be running before the start of the piece but with audio input "off". A foot pedal should be used with this piece to send an "on/off" message to the pure data patch. An easy way to implement this is by assigning the keyboard letter "a" to the pedal. The patch will normally start with all volume turned down to zero. You should change the volumes in the patch depending on the environment, so there is an equal balance between the parts. The microphone should be able to pick up the sound of the flute, but also a certain amount of the surrounding sound.

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♩ = about 60 but...

Freely

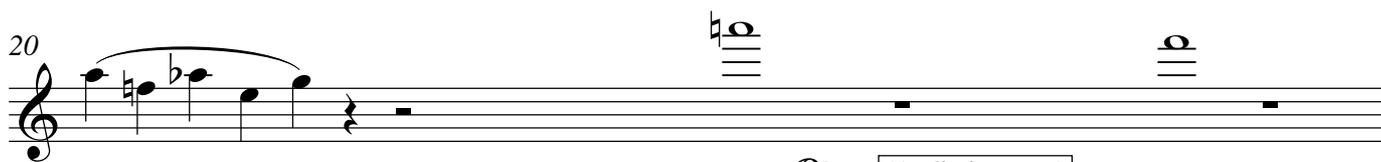
Musical staff 1: Treble clef, starting with a forte (*f*) dynamic. The melody consists of dotted quarter notes and eighth notes, with a slur over the final two notes.

Musical staff 2: Treble clef, starting with a piano (*pp*) dynamic. The melody continues with dotted quarter notes and eighth notes. A slur covers the final two notes. Performance instructions include "Ped. (Audio input on)" and "* (Audio input off)".

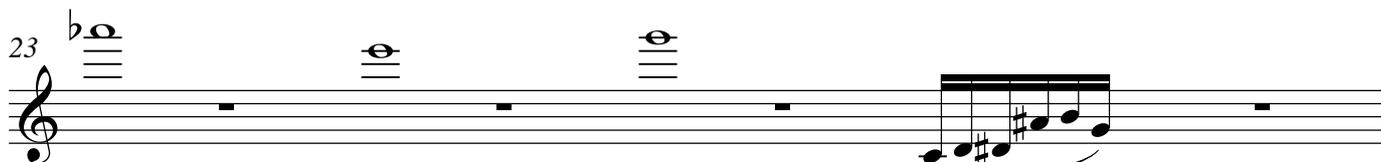
Musical staff 3: Treble clef, starting with a piano (*p*) dynamic. The melody features a long slur over several notes. Performance instructions include "Ped. (Audio input on)".

Musical staff 4: Treble clef, continuing the melody with a long slur. The staff ends with three fermatas.

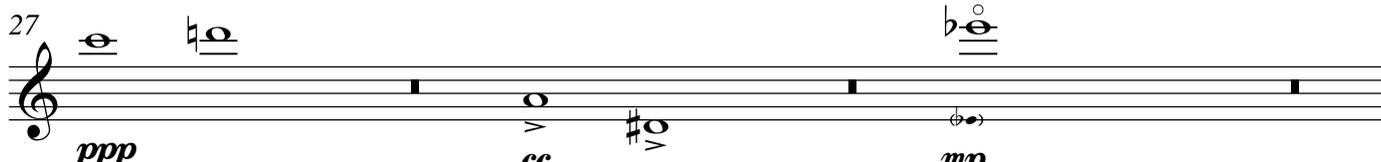
Musical staff 5: Treble clef, starting with a forte (*f*) dynamic and moving to fortissimo (*ff*). The melody is more rhythmic with eighth notes and slurs. Performance instructions include "* (Audio input off)".

20 

pp *Red.* (Audio input on)

23 

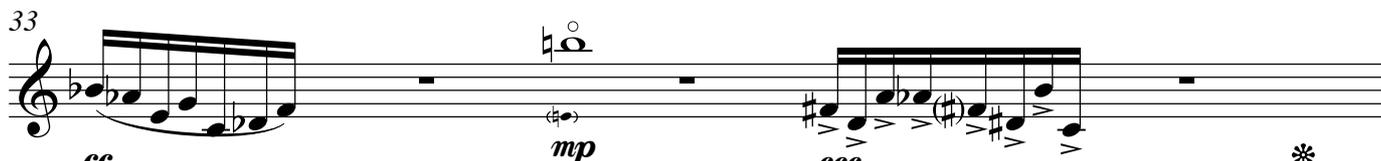
ff

27 

ppp

ff

mp

33 

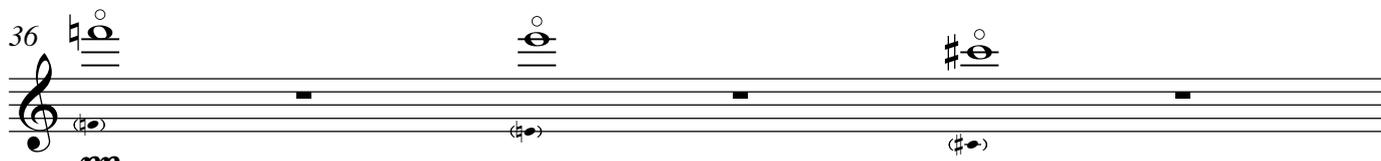
ff

mp

fff

*

(Audio input off)

36 

pp

Red. (Audio input on)

39 

mf

mp

mf

*

(Audio input off)