

Marco De Boni

Hyperflute

for flute and live electronics

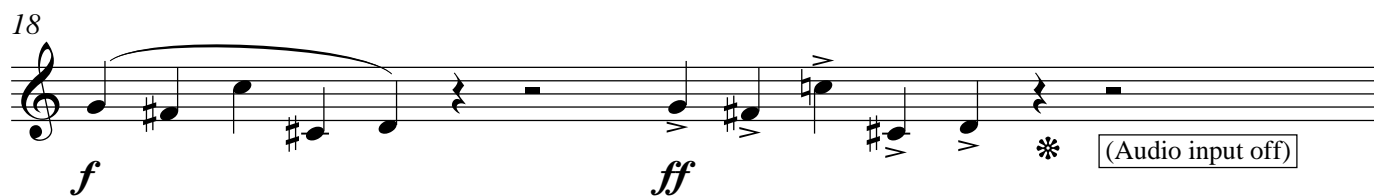
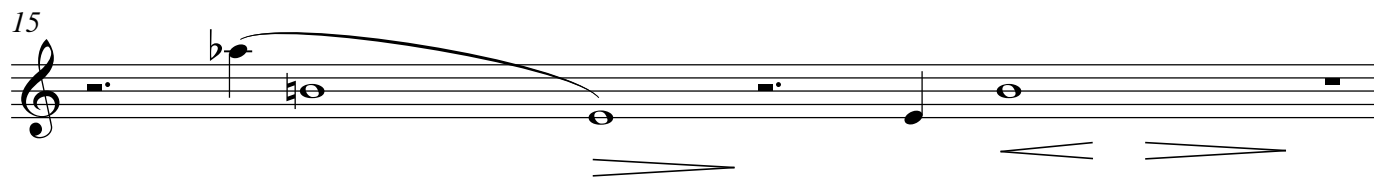
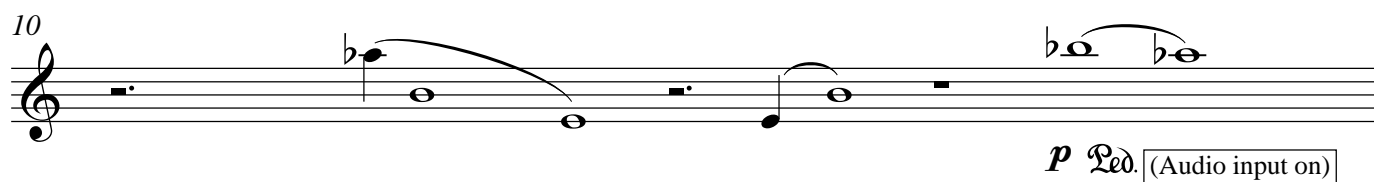
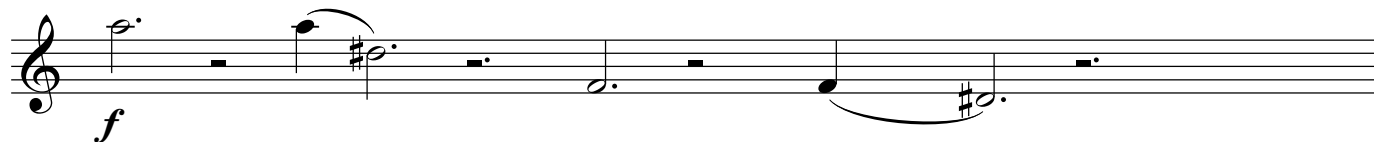
Performance note: a Pure Data patch is given with this piece. The patch should be running before the start of the piece but with audio input "off". A foot pedal should be used with this piece to send an "on/off" message to the pure data patch. An easy way to implement this is by assigning the keyboard 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



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)