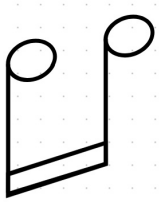
Puzzle of a Park

for the Cyberinet

Matthew A. Bardin
(2023)



MaB Music

Program Note:
A pleasant stroll through a park, built through several interconnected ideas. The whole scene can'tcome together until it has been built up from its various smaller pieces. Ideas often take on a different context when observed in a vacuum instead of as a whole, much like putting a large puzzle together.

Performance Note:
While intended to be performed with the Cyberinet, this piece can be performed without it. To do this, a microphone and loop pedal are required. When using this setup, the Max patch (link given below) is not required. If one section of the music is performed out of sync, continue as if this was intended. Thematically, this represents trying to fit a piece of the puzzle where it doesn't actually go. At the beginning of the next section, pressing button 1 should resync the recordings. A short pause between each repetitsion can be done, but should not be an excessive pause.

When performing with the Cyberinet, the button expansion is required. Button 1 is programmed to trigger new recordings and playback, while button 2 can be used to stop the playback in the event of a chatastrophic failure. All of the electronic

On the Cyberinet:
The Cyberinet is an electronic enhancement to the standard B-flat clarinet. By replacing the mouthpiece and barrel with the Cyberinet, the performer and compsoer gain access to an integrated collection of sensors that collect various performance data. This data can be wirelessly transmitted to a computer for electronic processing and software control. An ever-growing list of optional expansions is also available to be connected to the Cyberinet to allow for the performer to customize the instrument ot their performance needs.

The complete list of hardware needed for this composition is:

- The Cyberinet
- Button Expansion
- Microphone
- Audio Interface
- Computer running the Max patch available here:

On Notation:
This version of the score is intended to show the intended allignment of the previously recorded loops along with the voice currently being played by the soloist. If the solost only wants to look at their line without the playback indicated, that score is available at matthewbardin.com.
In this score, the performer should perform their line (the top of each system) from beginning to end without stopping. A short pause between each repetitsion can be done, but should not be an excessive pause.
Notes shown with a cross notehead indicate when a button should be pressed. These button presses, when performed in sync, will cause the current recording to stop, start the new recording, and playback all previous recordings in sync.

Puzzle of a Park

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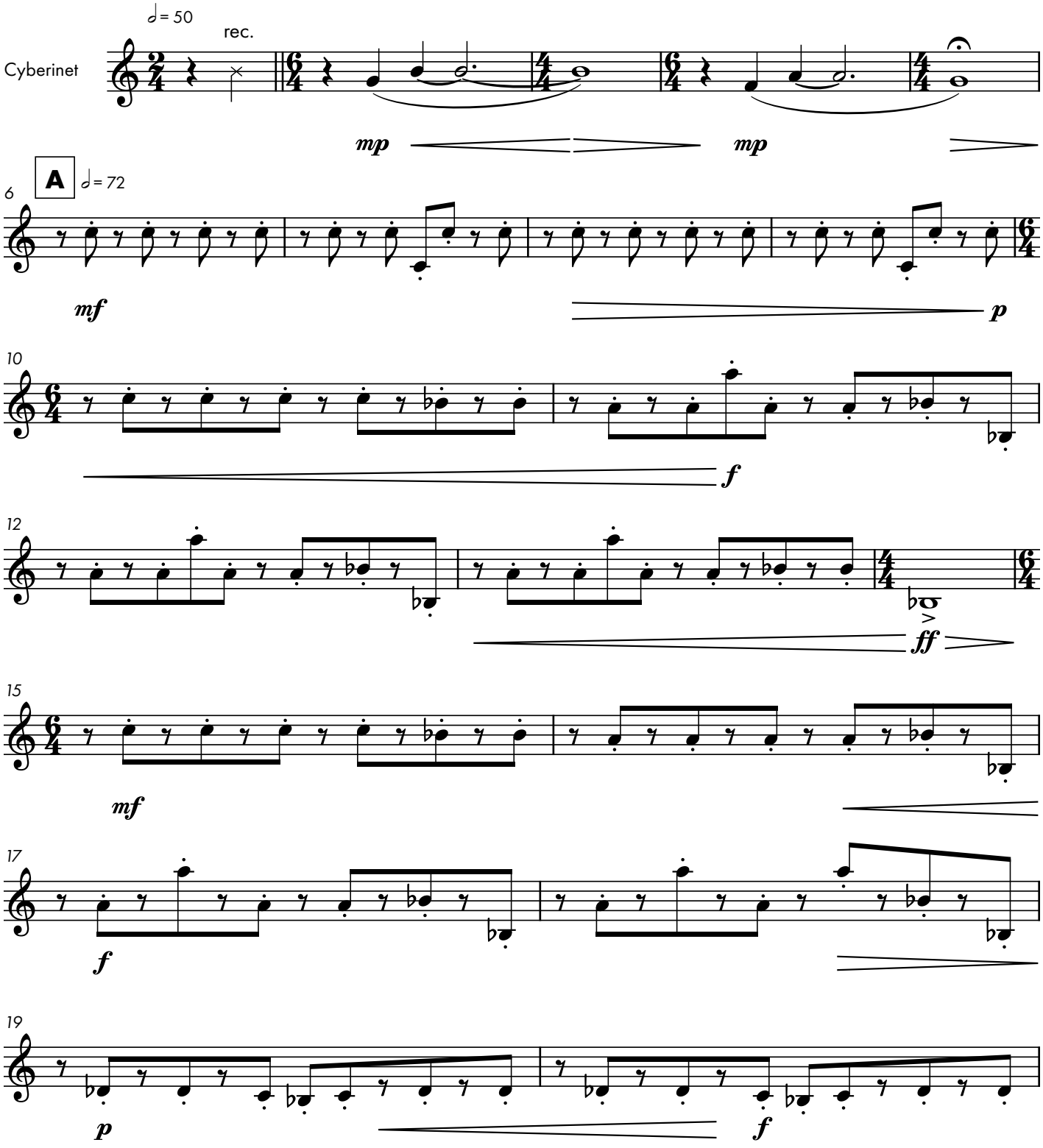
For the Cyberinet



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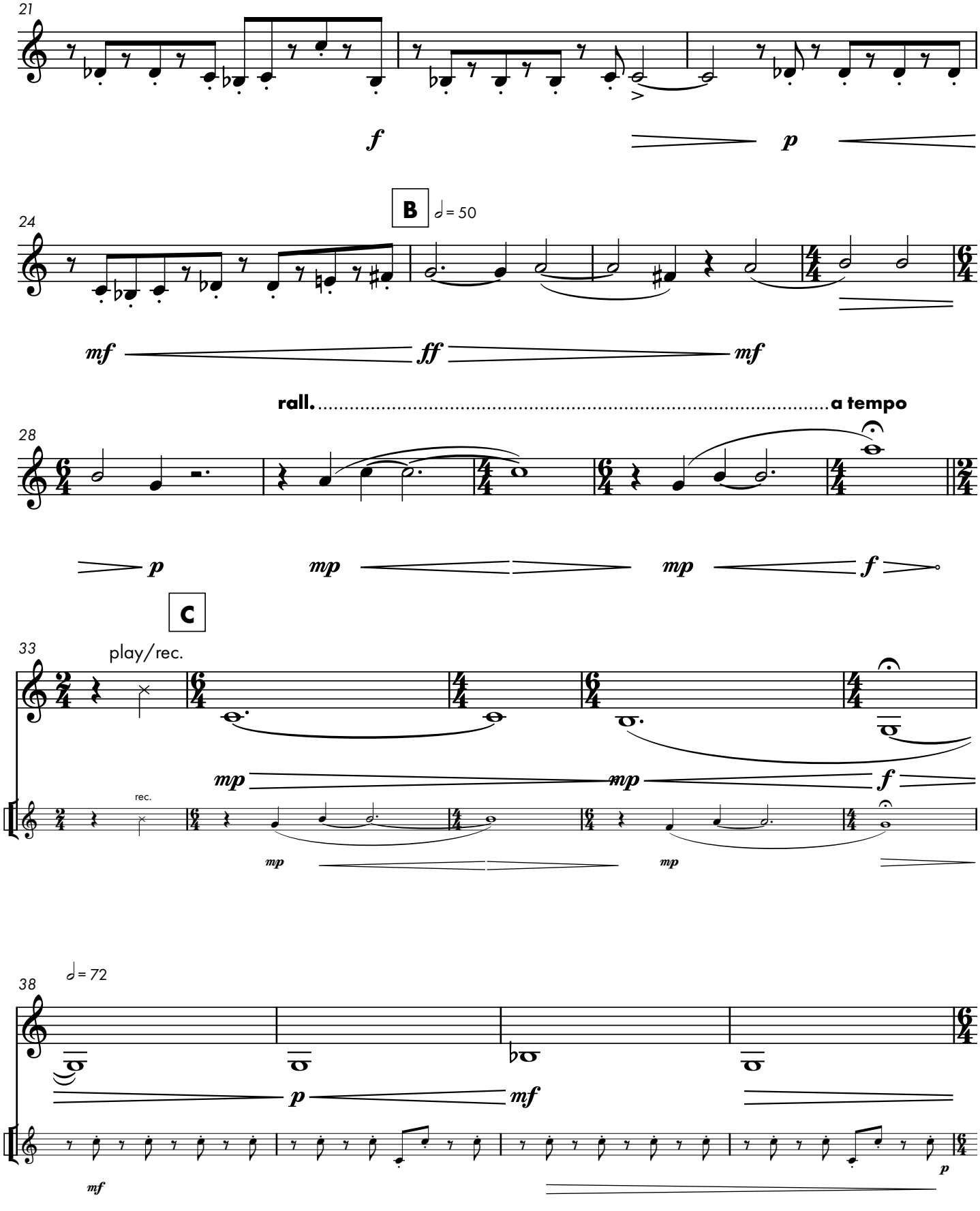
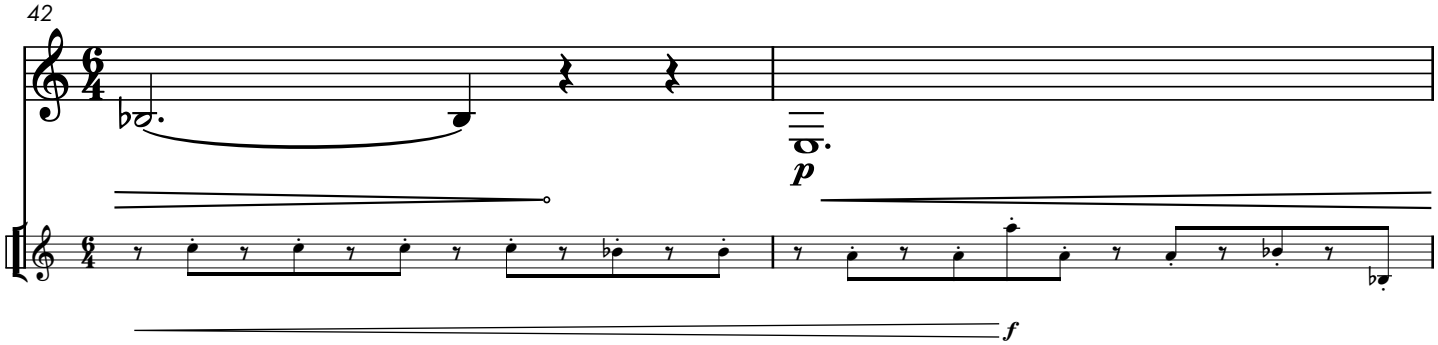

21
f
p
B
♩ = 50
24
mf
ff
mf
rall.
a tempo
28
p
mp
mp
f
C
33
play/rec.
rec.
mp
mp
f
mp
mp
38
♩ = 72
p
mf
mf
p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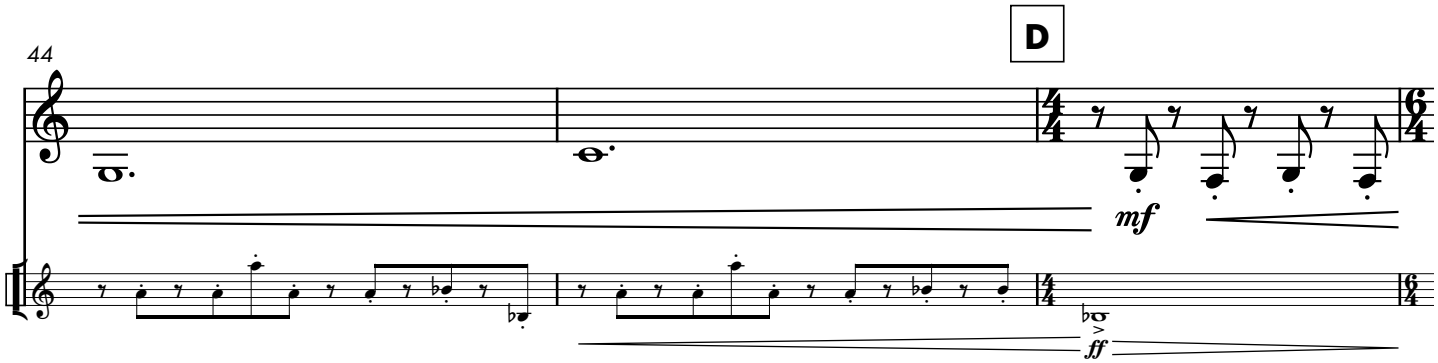
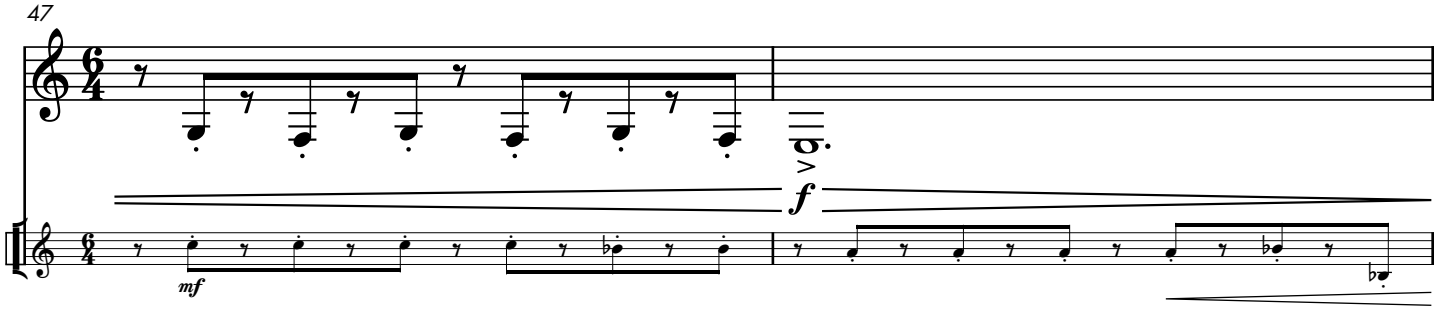
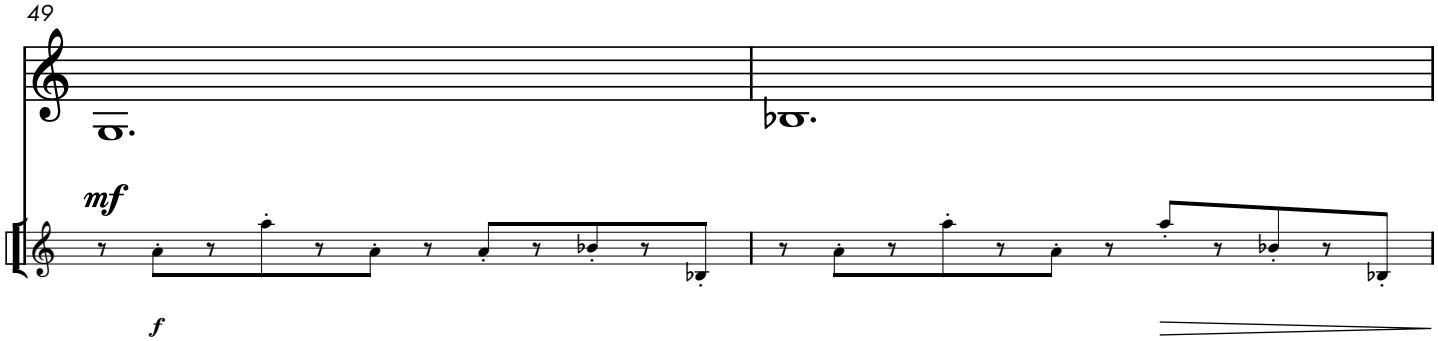
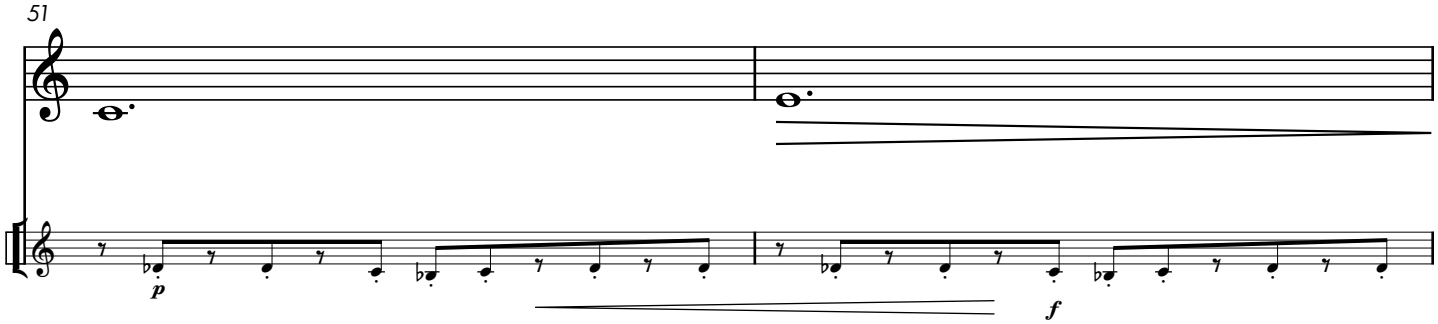
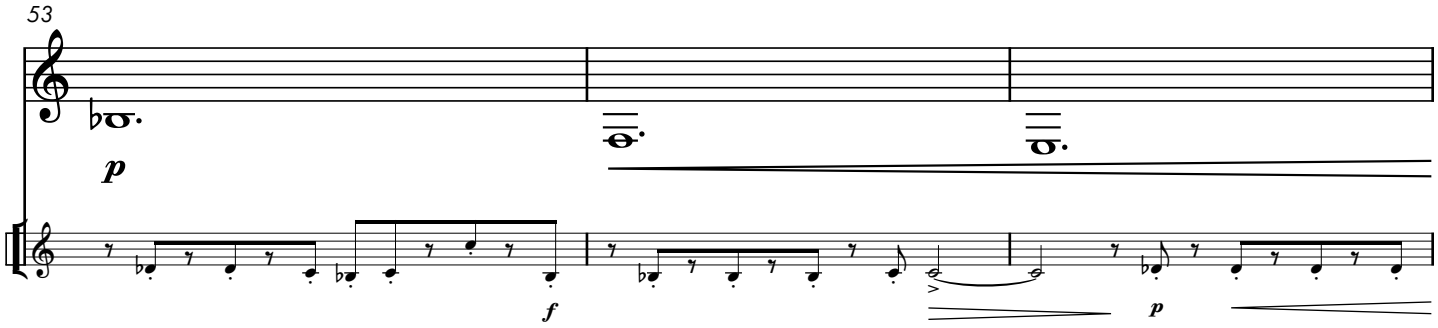
p
f

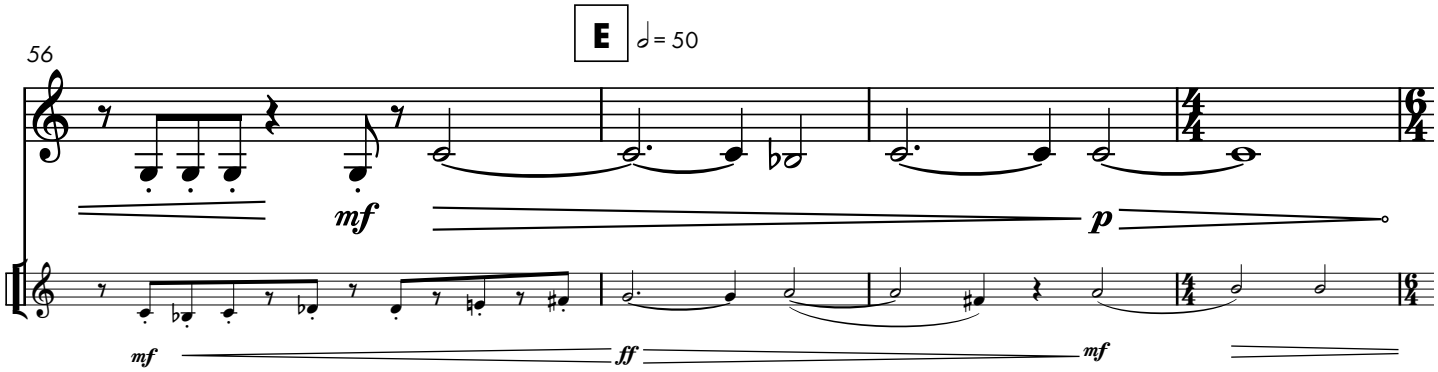

44
D
mf
ff


47
f
mf


49
mf
f


51
p
f


53
p
f
p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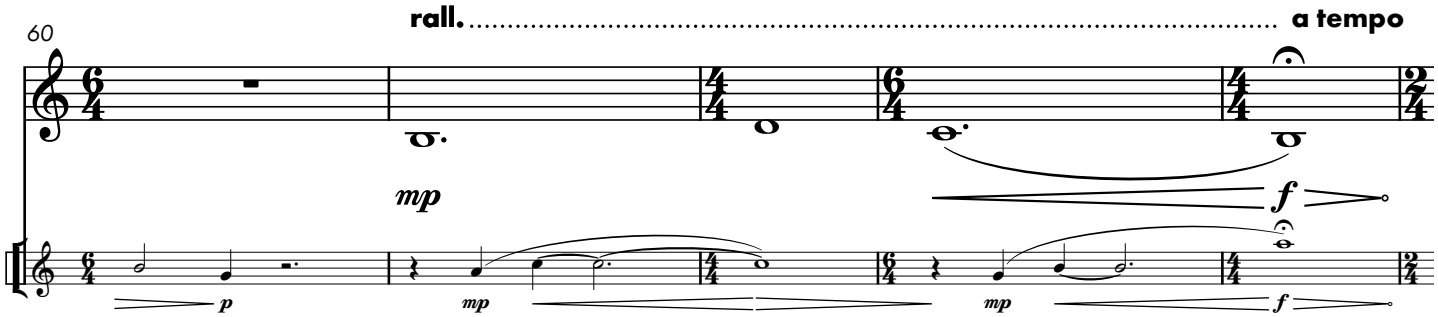
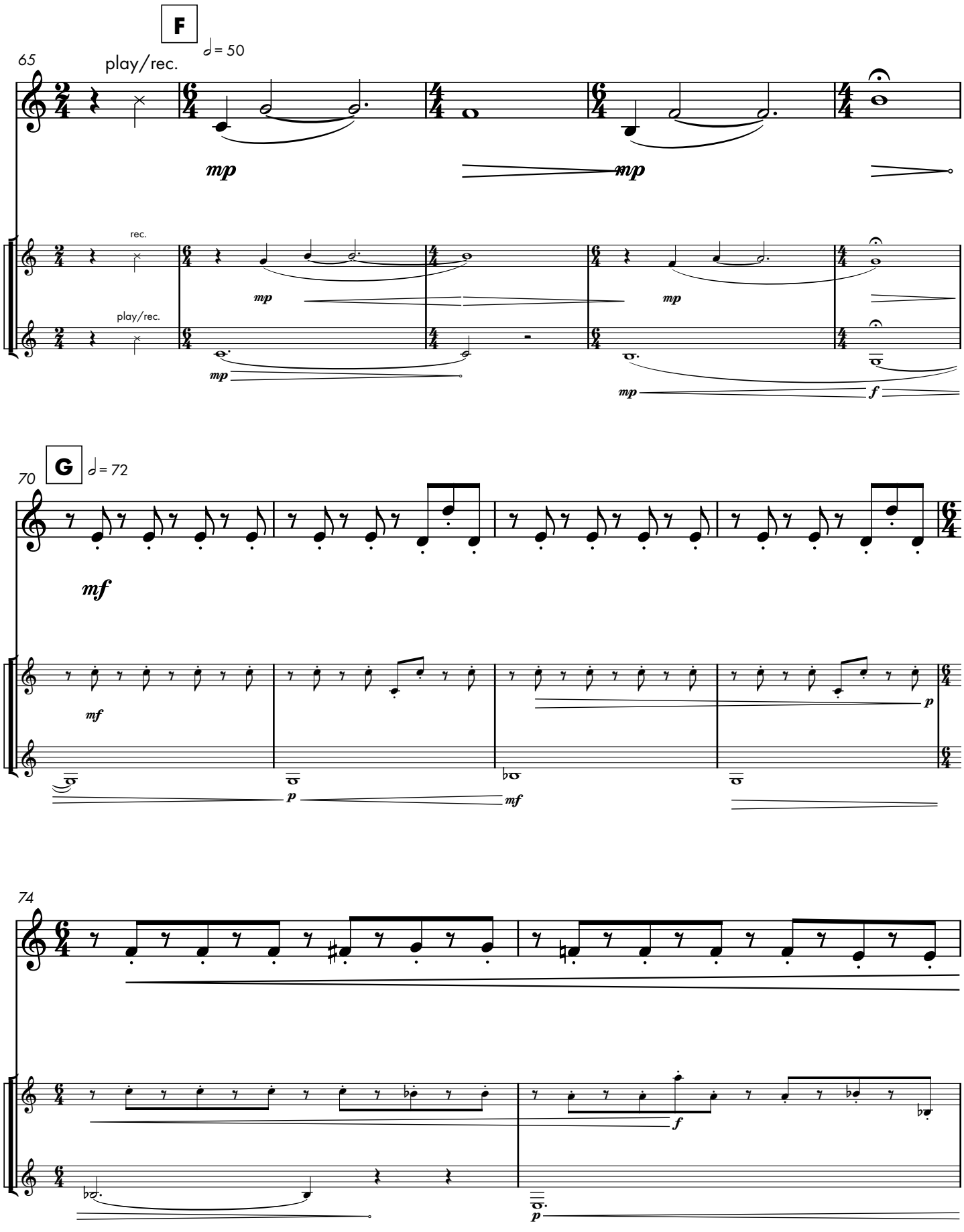
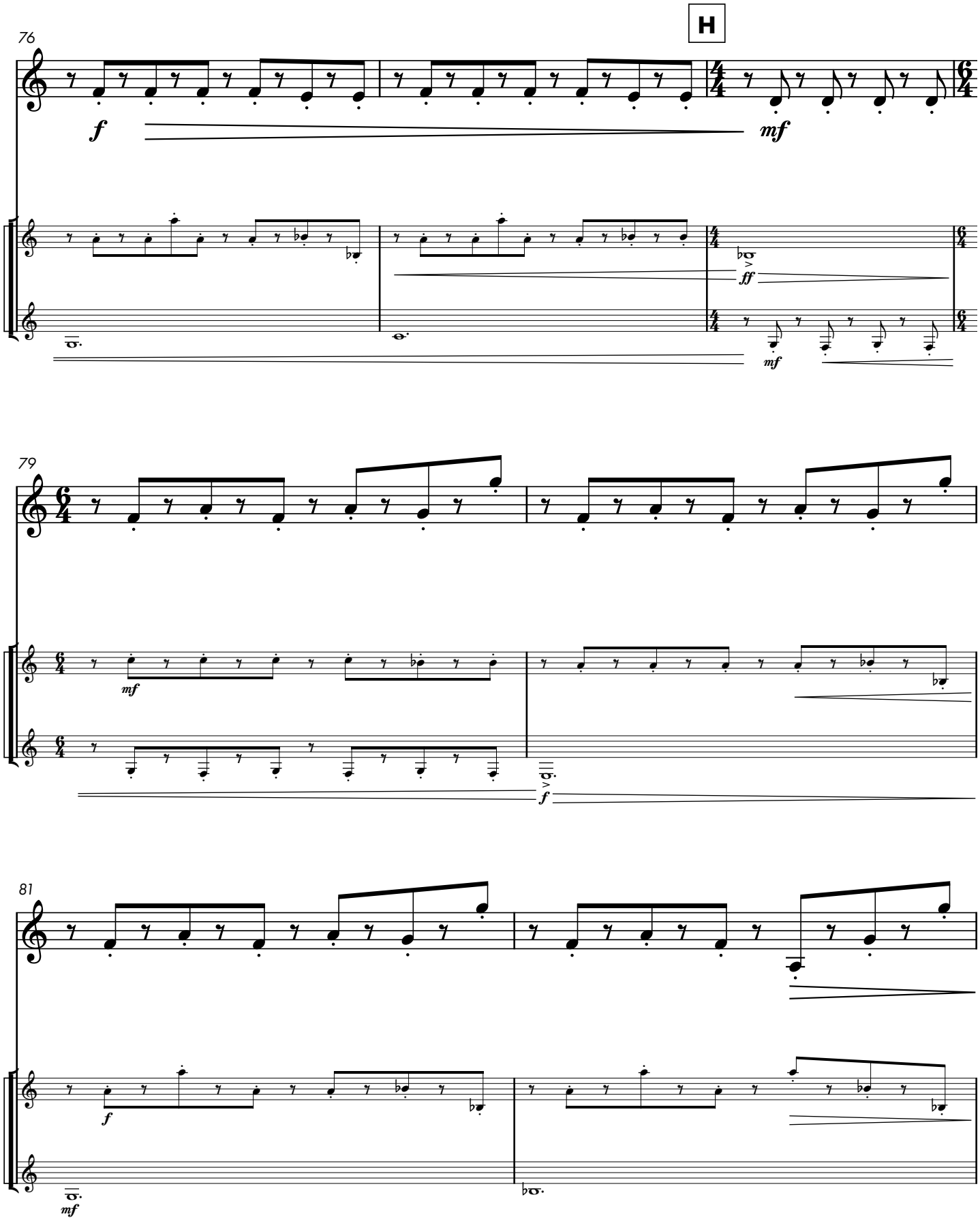
♩= 50
56
mf
p
mf
ff
mf


rall.
a tempo
60
mp
f
p
mp
mp
f


F
♩= 50
65
play/rec.
mp
mp
rec.
play/rec.
mp
mp
mp
f
G
♩= 72
70
mf
mf
p
p
mf
74
f
p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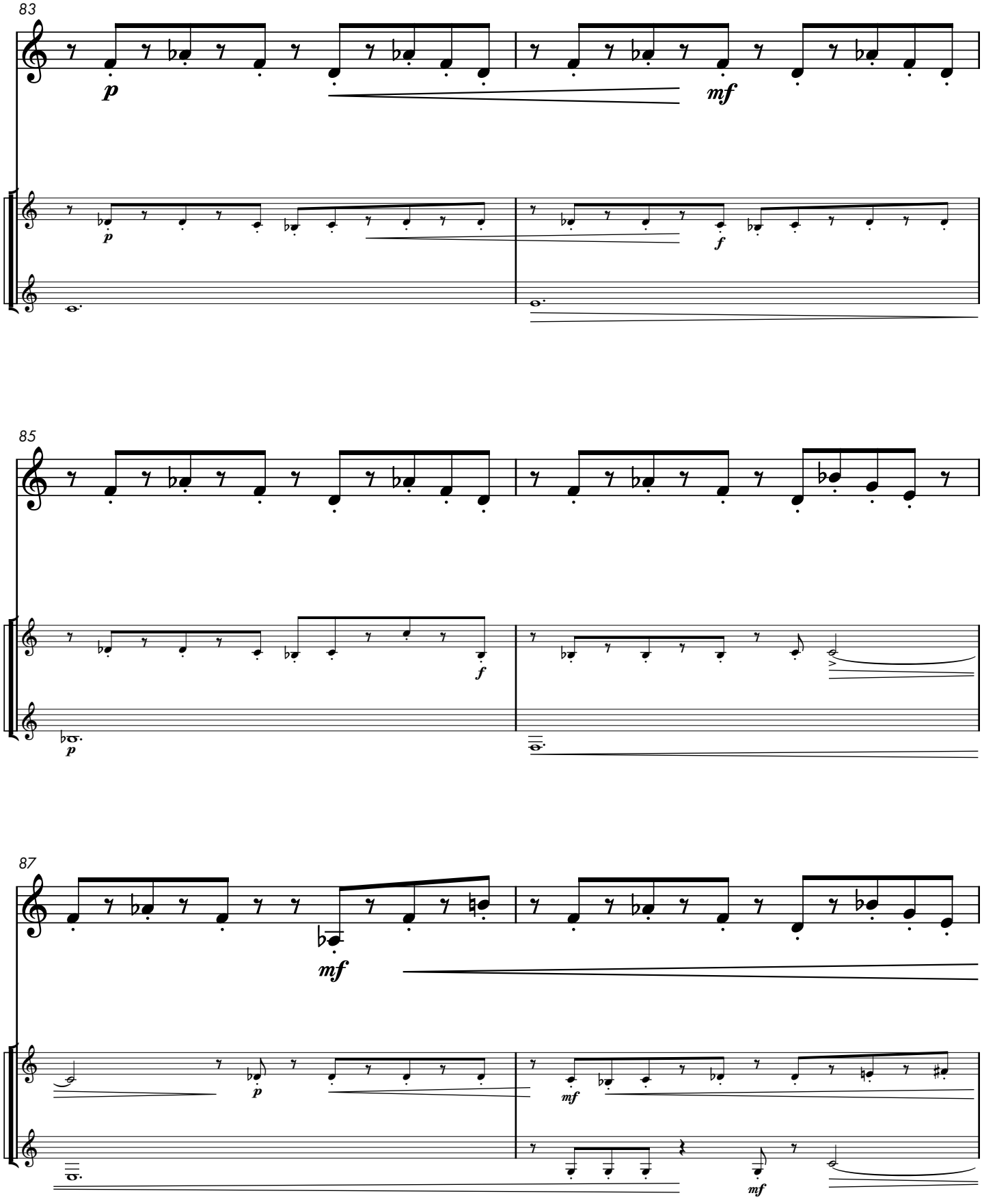
76
f
mf
ff
mf
79
mf
f
81
f
mf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85
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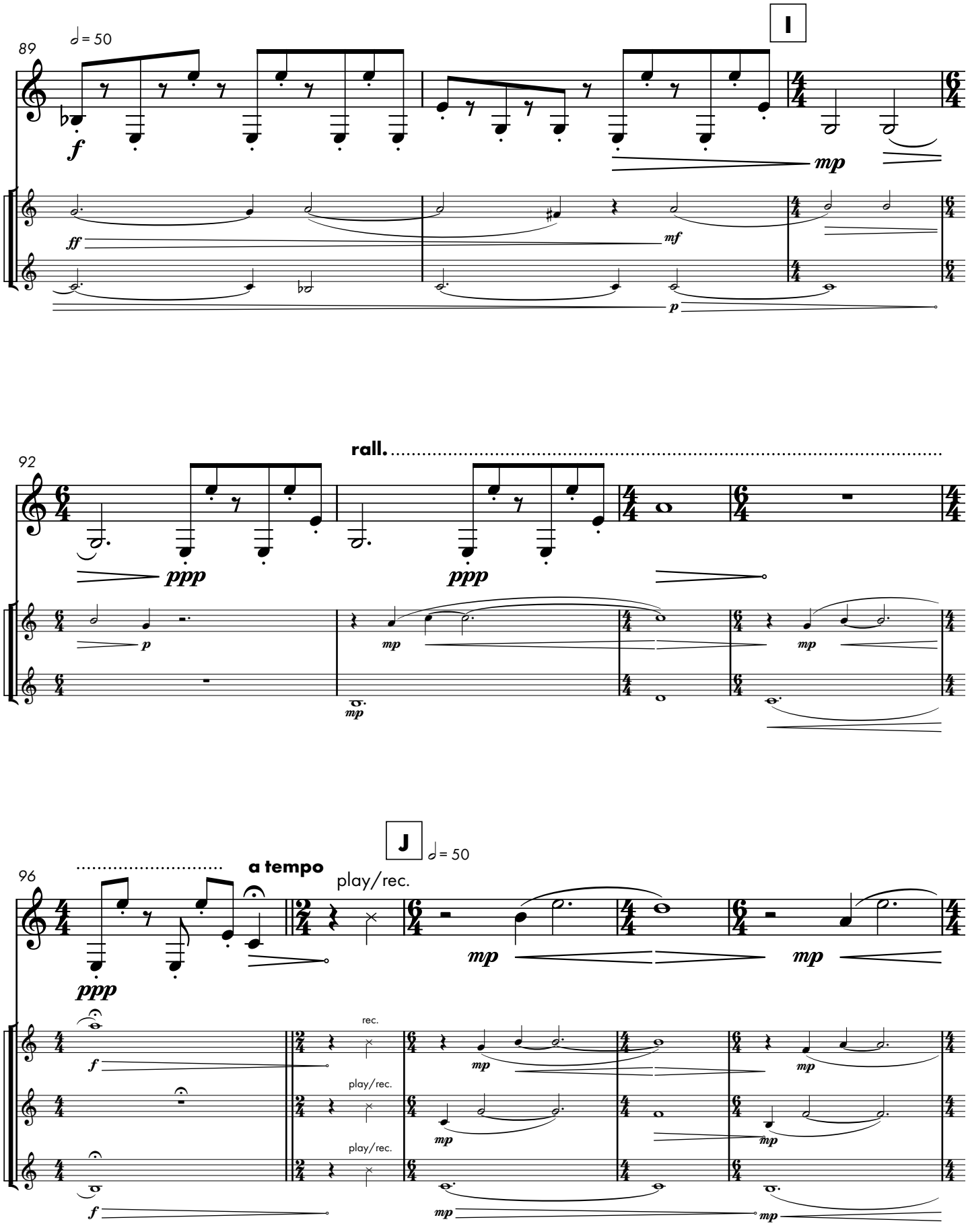
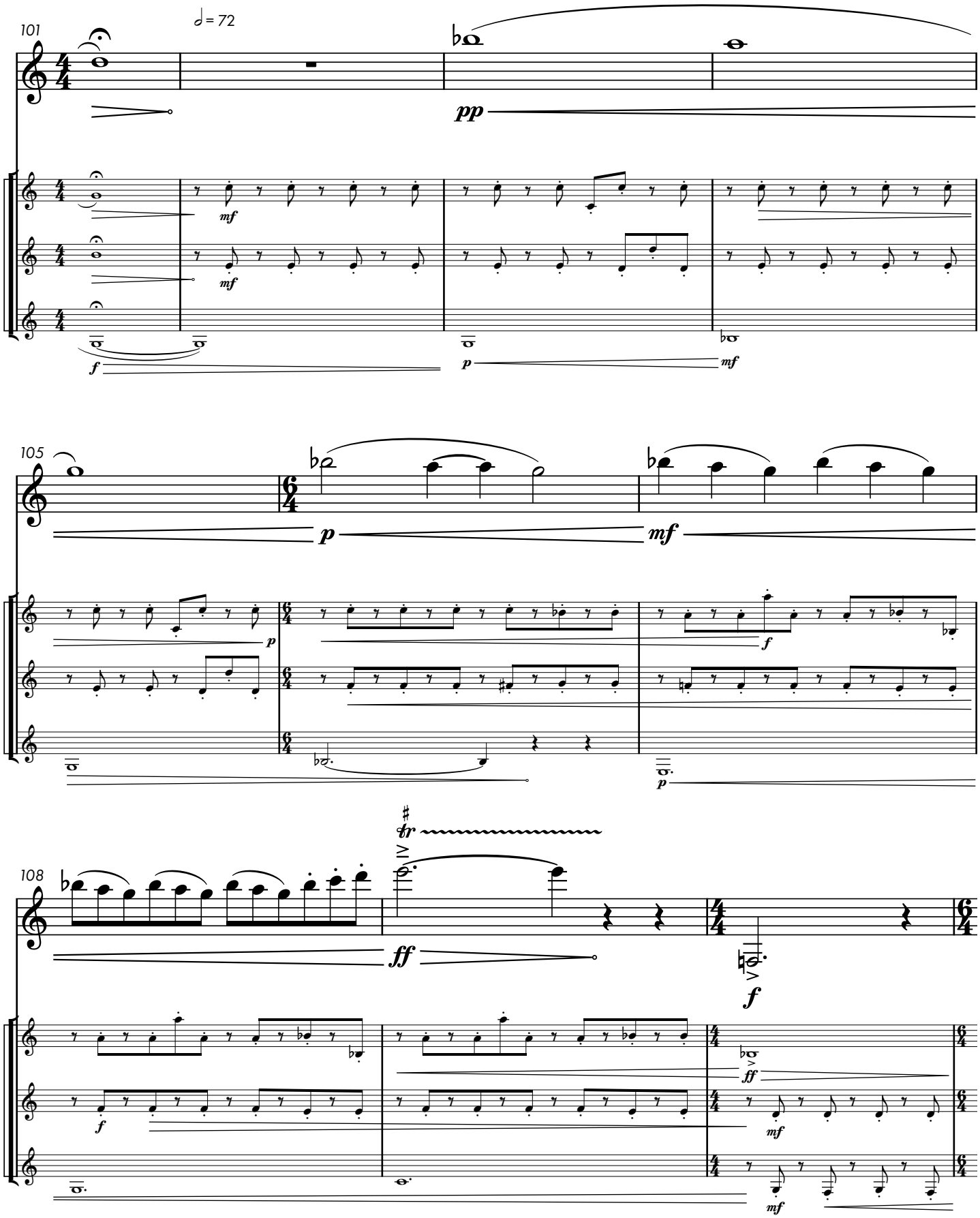
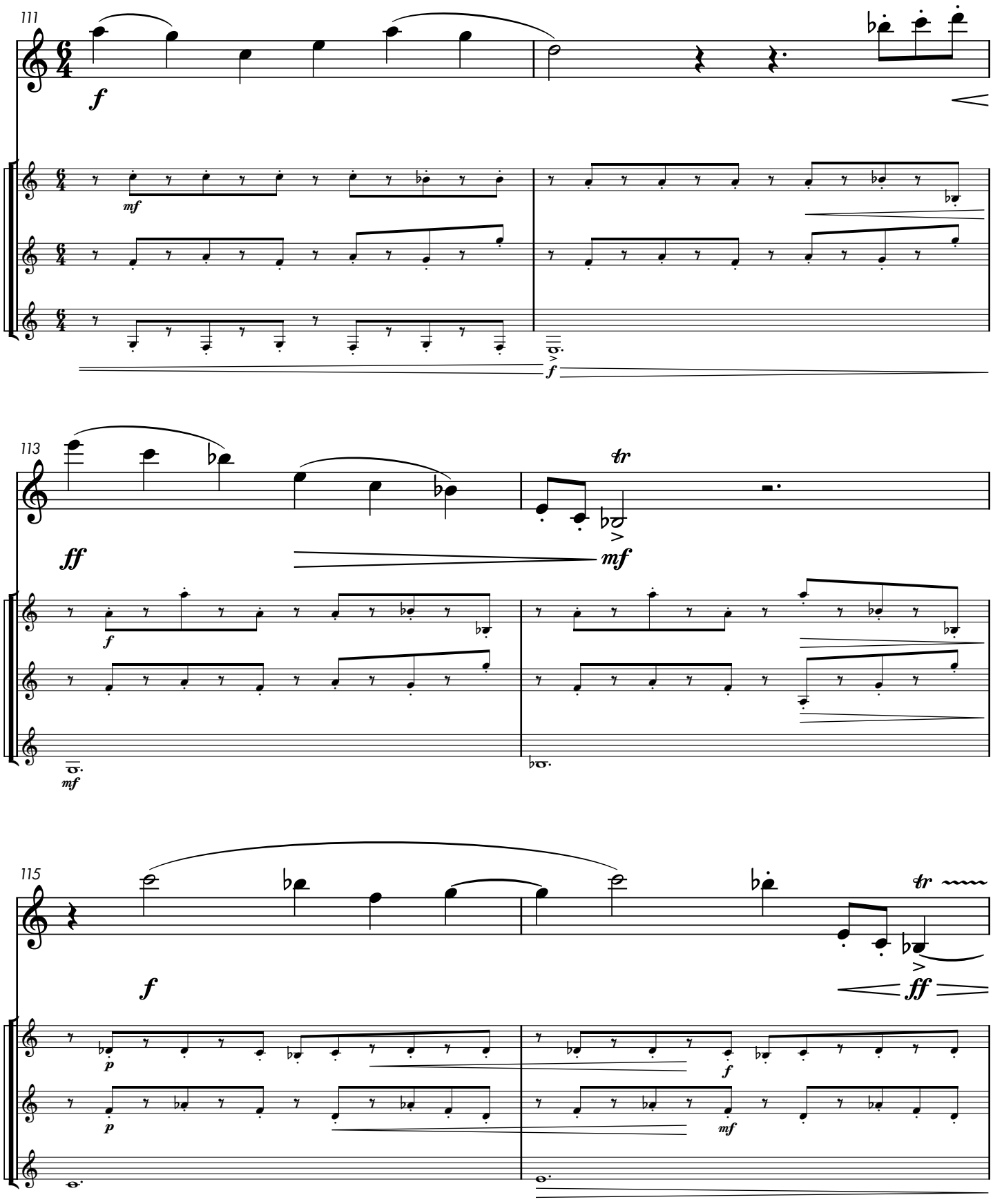

89
𝅗𝅥 = 50
I
f
mp
ff
mf
p
92
rall.
ppp
ppp
p
mp
mp
mp
96
a tempo
J
𝅗𝅥 = 50
play/rec.
ppp
mp
mp
rec.
play/rec.
play/rec.
f
mp
mp
mp
mp
f
mp
mp


101
𝅗𝅥 = 72
pp
mf
mf
f
p
mf
105
p
mf
p
f
p
108
tr
ff
f
f
ff
mf
mf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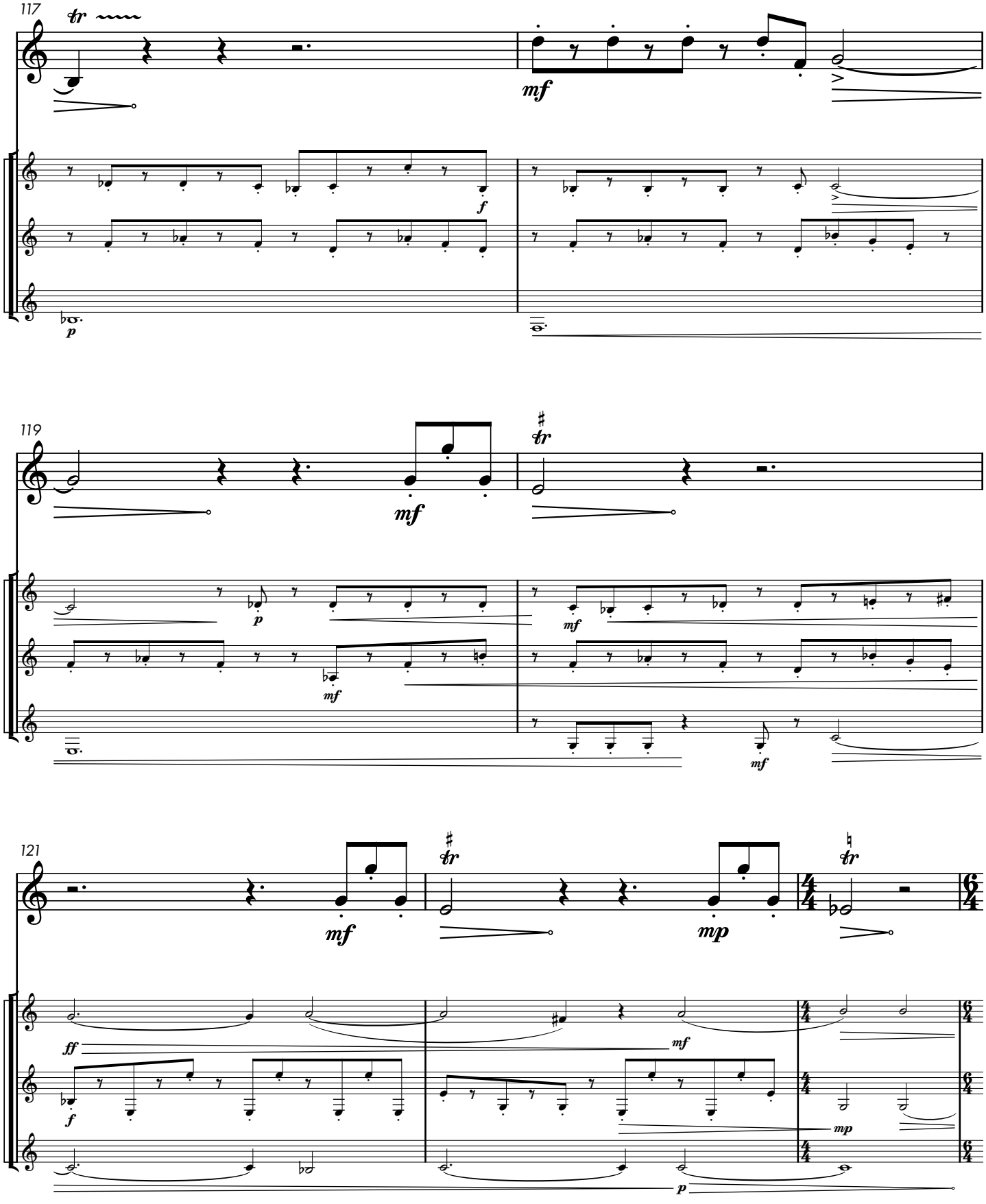
mf
f
113
ff
tr
mf
f
mf
115
f
tr
ff
p
p
f
mf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tr
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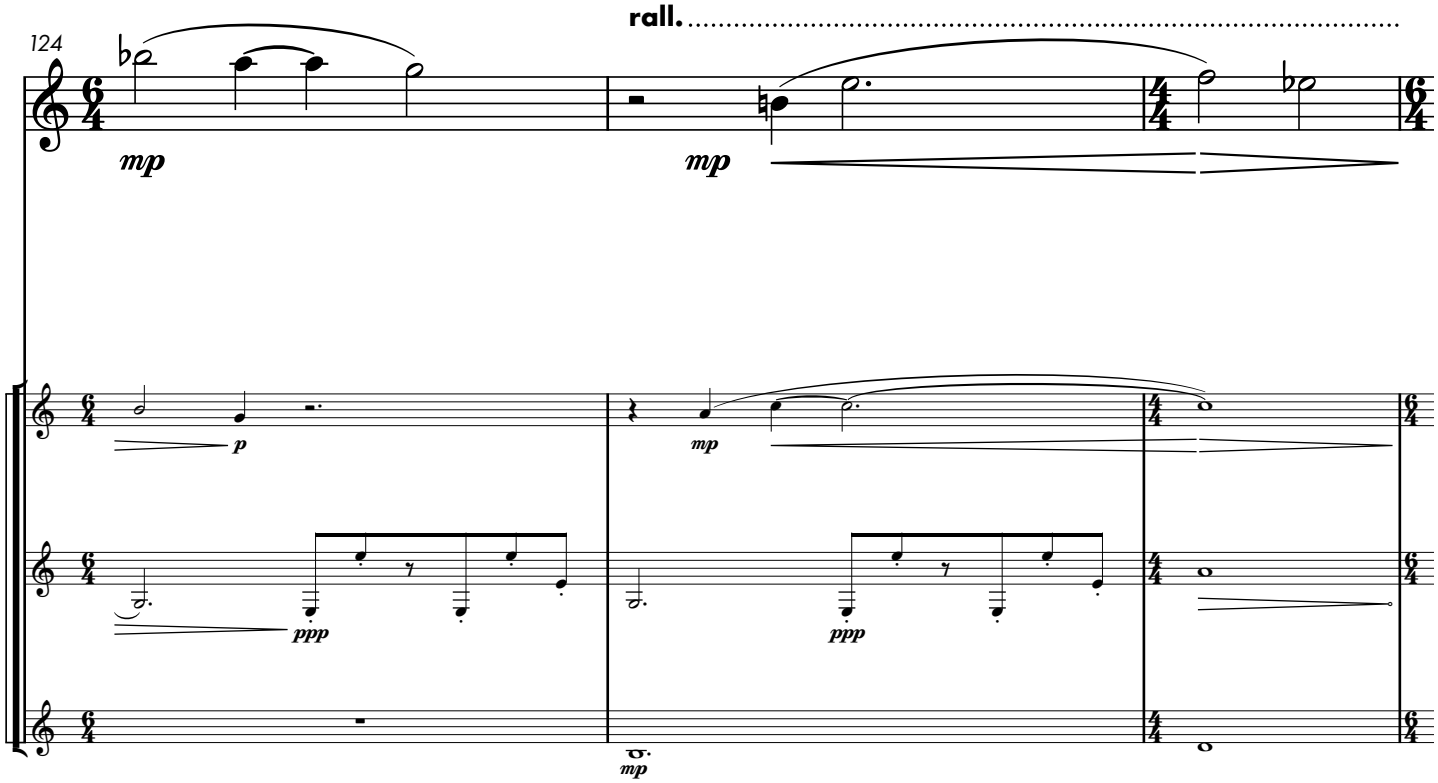
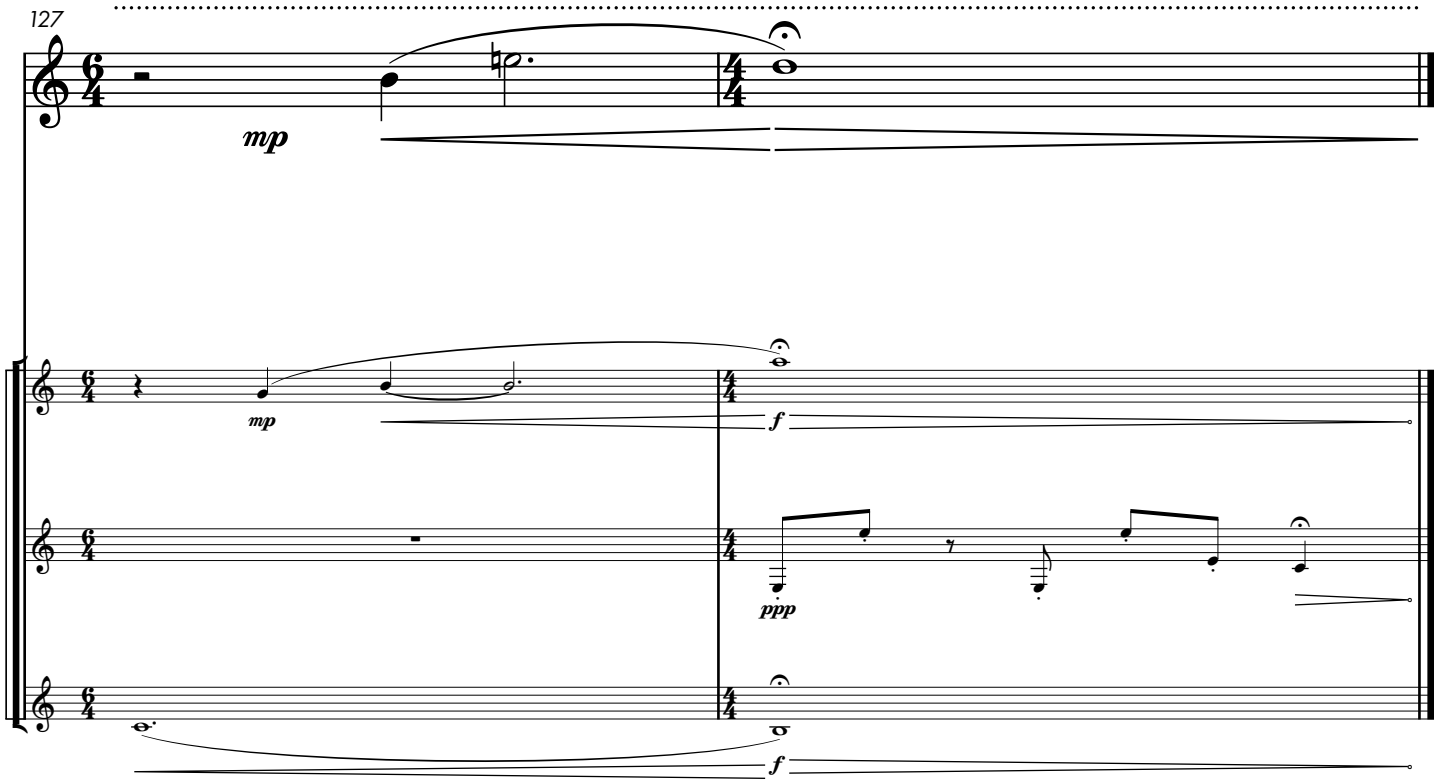
mf
mf
mf
121
mf
tr
mp
tr
ff
f
mf
mp
p


rall.
124
mp
mp
p
mp
ppp
ppp
mp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