

On the Cyberinet:

The Cyberinet is an electronic enhancement to the standard B-flat clarinet. By replacing the barrel with the Cyberinet, the performer and composer 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 to 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: matthewbardin.com/puzzle

The microphone should be positioned in a place where it picks up the performer with minimal feedback of the recordings.

Program Note:

A pleasant stroll through a park, built through several interconnected ideas. The whole scene can't come 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 to reveal the full image.

Performance Note:

Puzzle of a Park is performed by triggering audio recordings to begin, and then looping the playback of those recordings in order to turn a solo performance into a duet, then a trio and finally a quartet. The Max patch utilizes an automated click track on channel 3 if desired for a performance. If utilizing this click track, the duration of each loop is exactly 1 minute and 21 seconds, as the click track ignores fermats. If one loop 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. A short pause between each repetition can be done if required, but should not be an excessive pause. Approximate time stamps are given above the beginning of each loop.

When performing with the Cyberinet, the button expansion is recommended but not required. Button 1 is programmed to trigger new recordings and playback. If not utilizing the button expansion, a quick, counterclockwise rotation of the Cyberinet will achieve the same goal. Button 2 on the expansion can be used to stop the playback in the event of a catastrophic failure. All of the gesture symbols are discussed in "On Notation".

Excluding tempo changes, the quarter note pulse is constant throughout the score. Occasional courtesy reminders are present throughout the solo line.