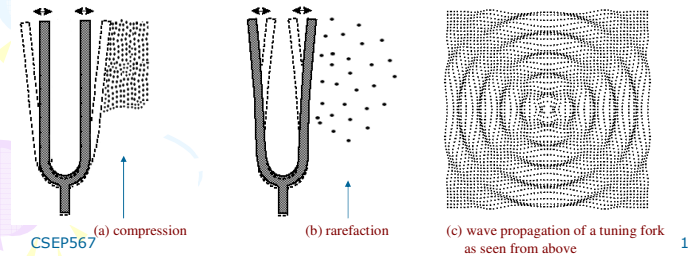


What is Sound?

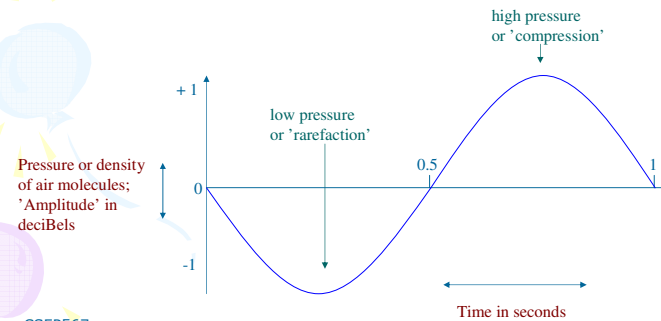
As the tines move back and forth they exert pressure on the air around them.

- The first displacement of the tine compresses the air molecules causing high pressure.
- Equal displacement of the tine in the opposite direction forces the molecules to widely disperse themselves and so, causes low pressure.
- These rapid variations in pressure over time form a pattern which propagates itself through the air as a wave. Points of high and low pressure are sometimes referred to as '**compression**' and '**rarefaction**' respectively.



Sine Waves

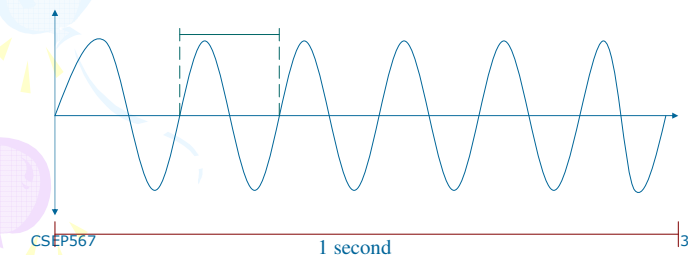
The **sine wave** or **sinusoid** or **sinusoidal signal** is probably the most commonly used graphic representation of sound waves.



Sine Waves

The specific properties of a sine wave are described as follows.

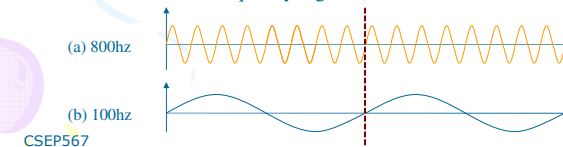
- Frequency** = the number of cycles per second (this wave has a frequency of 6 hertz)
- Amplitude** = variations in air pressure (measured in decibels)
- Wavelength** = physical length of 1 period of a wave (measured in metres per second)
- Phase** = The starting point of a wave along the y-axis (measured in degrees)



Frequency

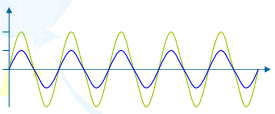
Frequency refers to the number of cycles of a wave per second. This is measured in **Hertz**. So if a sinusoid has a frequency of 100hz then one period of that wave repeats itself every 1/100th of a second. Humans can hear frequencies between 20hz and 20,000hz (20Khz).

- Frequency is closely related to, *but not the same as!!!*, pitch.
- Frequency does not determine the speed a wave travels at. Sound waves travel at approximately 340metres/second regardless of frequency.
- Frequency is inherent to, and determined by the vibrating body – not the amount of energy used to set that body vibrating. For example, the tuning fork emits the same frequency regardless of how hard we strike it.

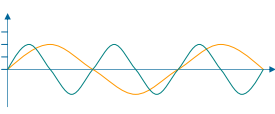


Amplitude

- **Amplitude** describes the size of the pressure variations.
- **Amplitude** is measured along the vertical y-axis.
- **Amplitude** is closely related to *but not the same as!!!*, loudness.



(a) Two signals of equal frequency and varying amplitude



(b) Two signals of varying frequency and equal amplitude

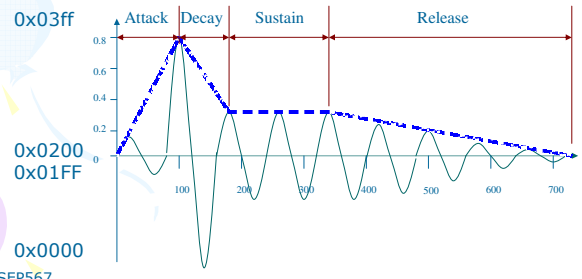
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Amplitude Envelope

The amplitude of a wave changes or 'decays' over time as it loses energy.

These changes are normally broken down into four stages;
Attack, **Decay**, **Sustain** and **Release**.

Collectively, the four stages are described as the **amplitude envelope**.



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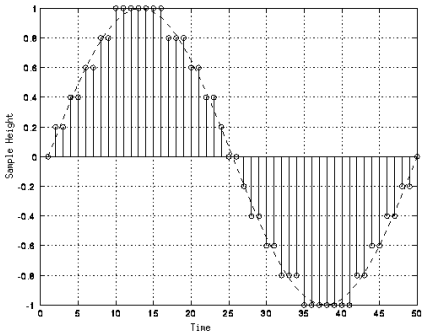
Quantization

0x01ff 0x03ff

0x0000 0x0200

 0x01FF

0x0000



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