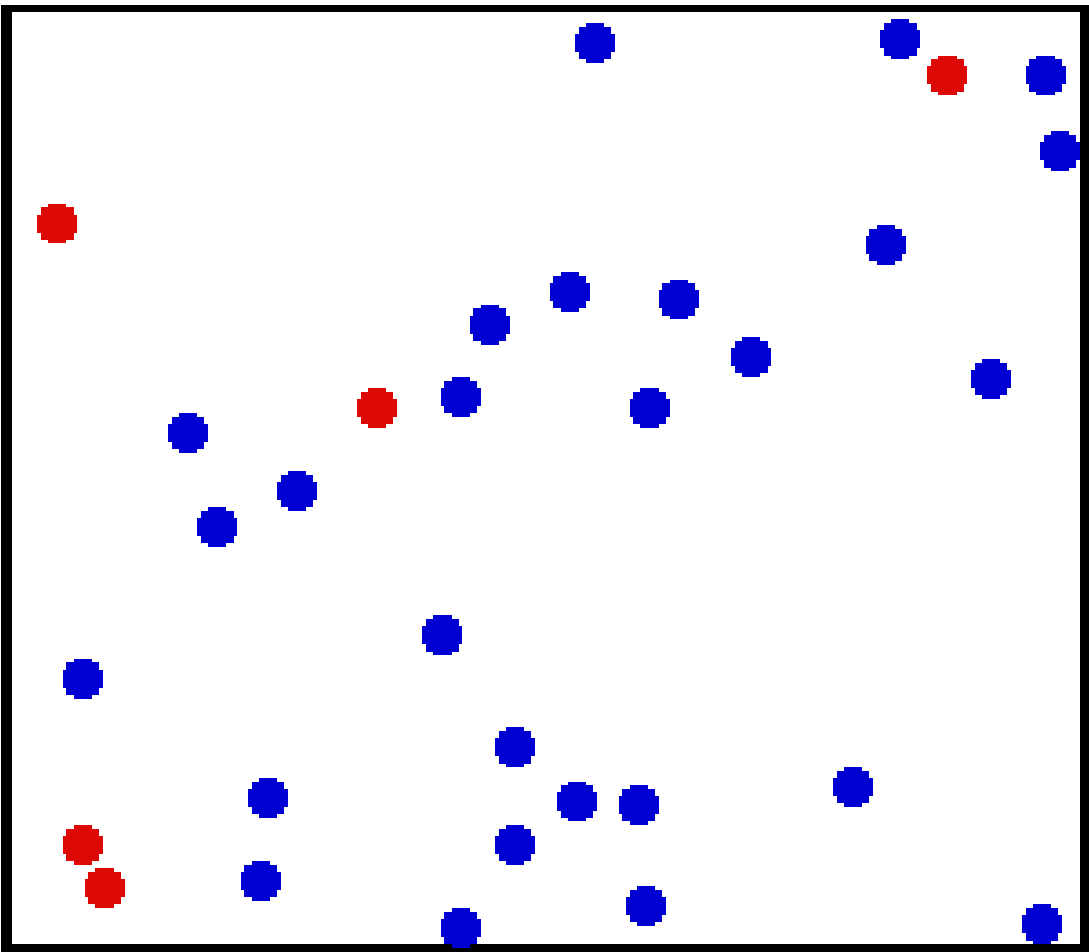


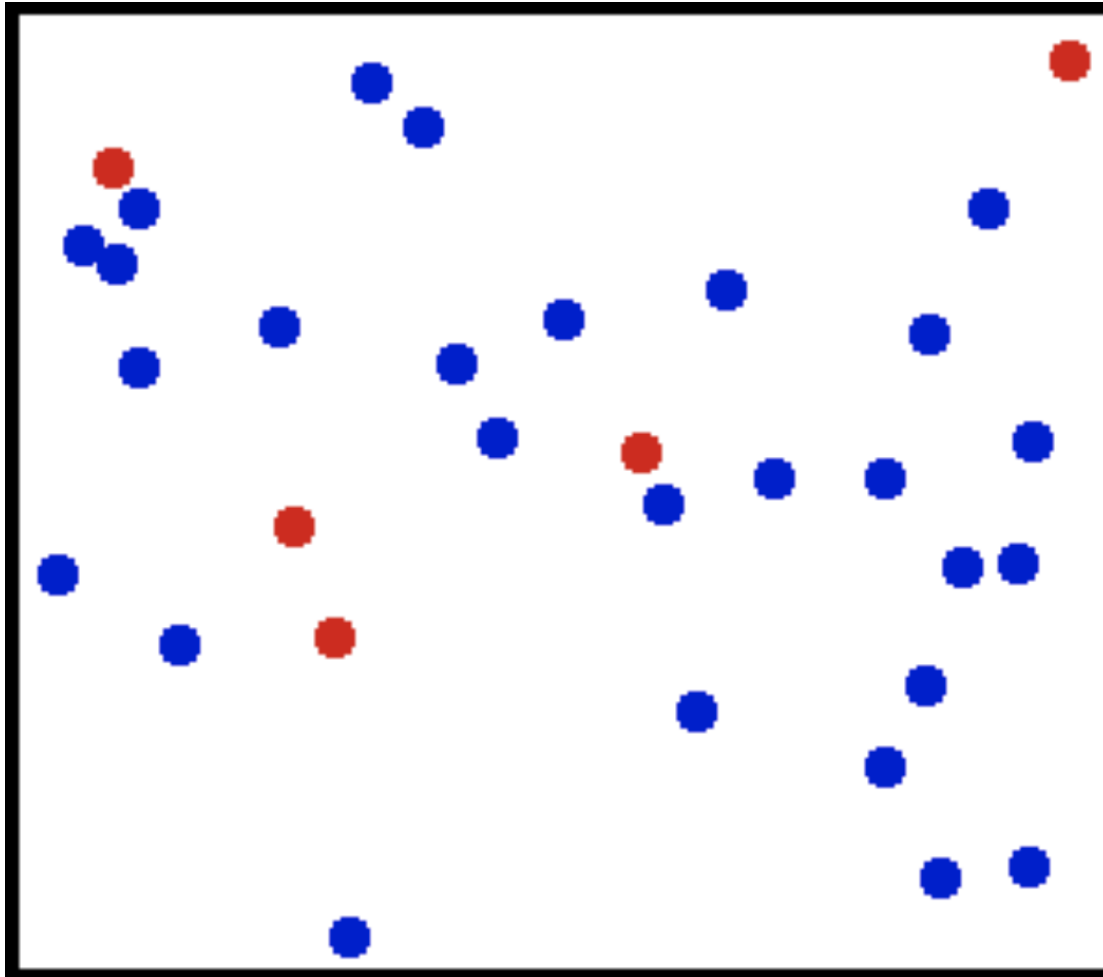
# Science of Sound and Music

Robin Rehagen

# Visualizing a Gas



# Visualizing a Gas

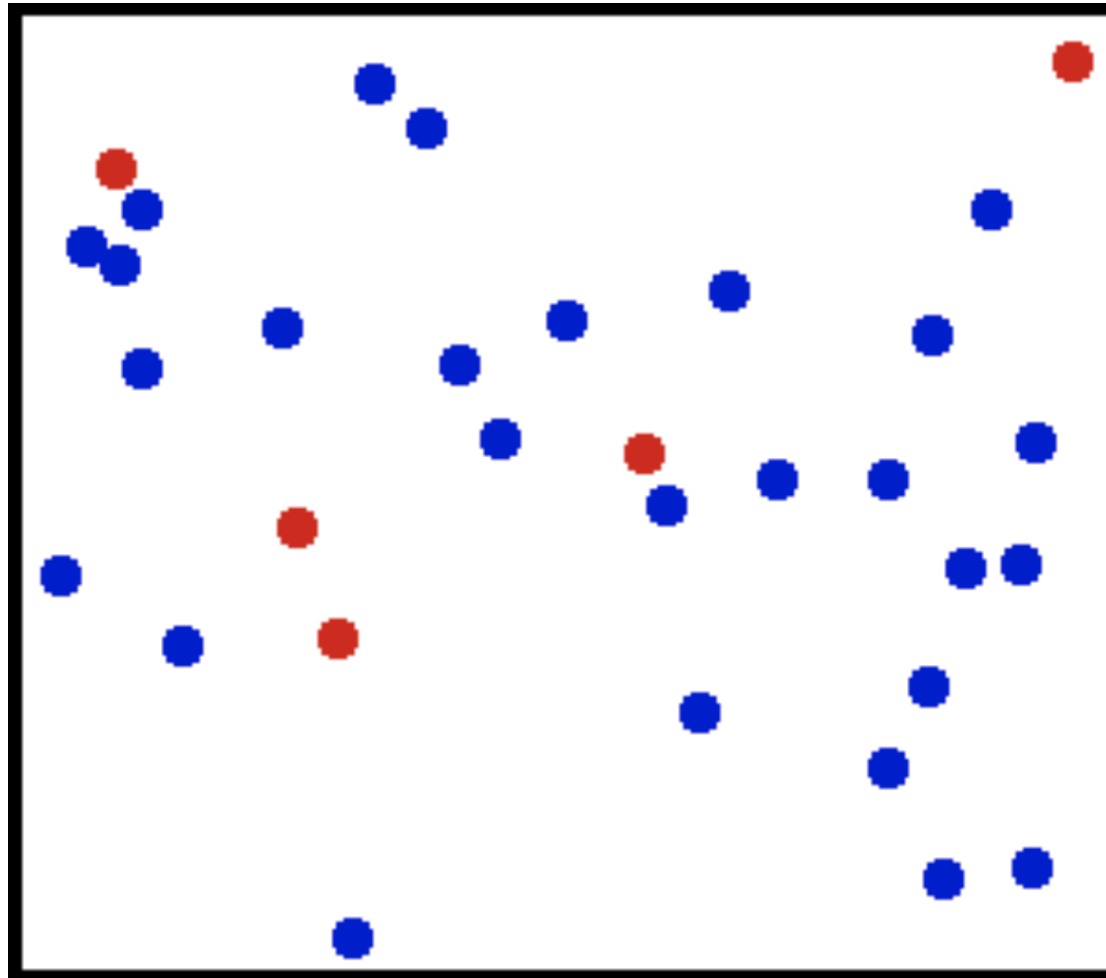


$$\text{Pressure} = \frac{\text{Force}}{\text{Area}}$$

Air Pressure =  
average force exerted by the  
collisions of billions of air  
molecules

**How can we change  
the air pressure?**

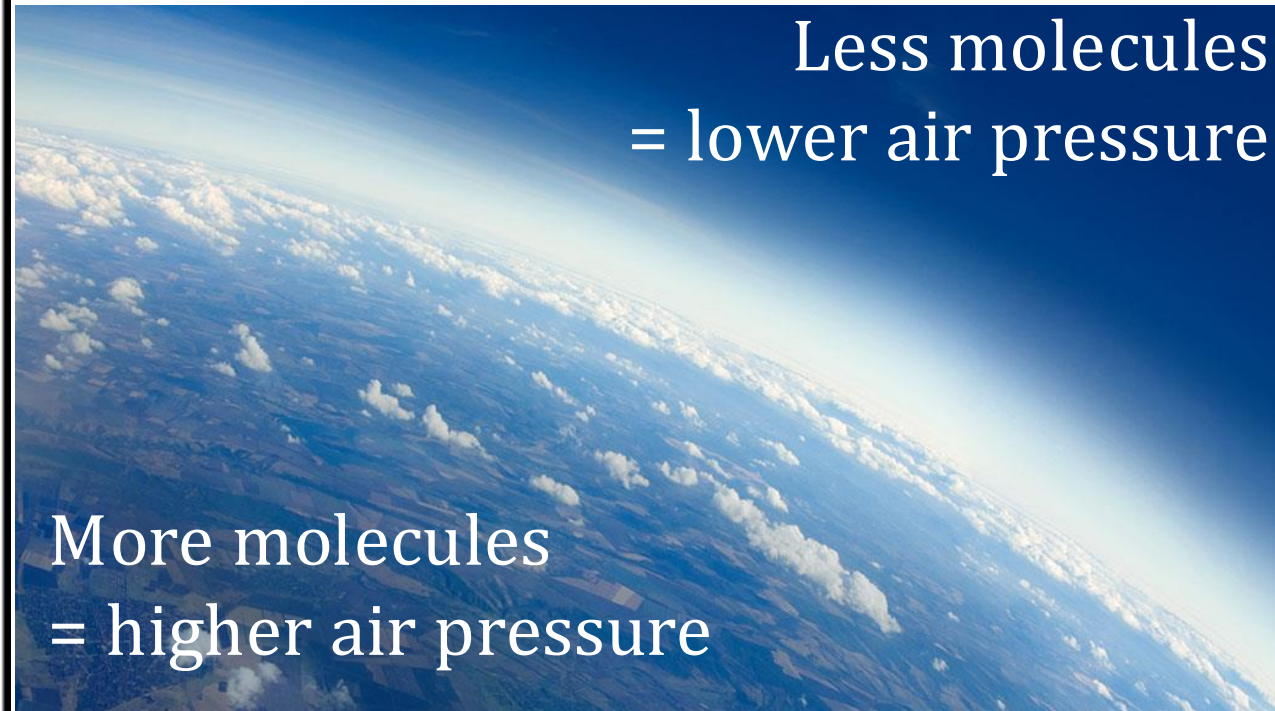
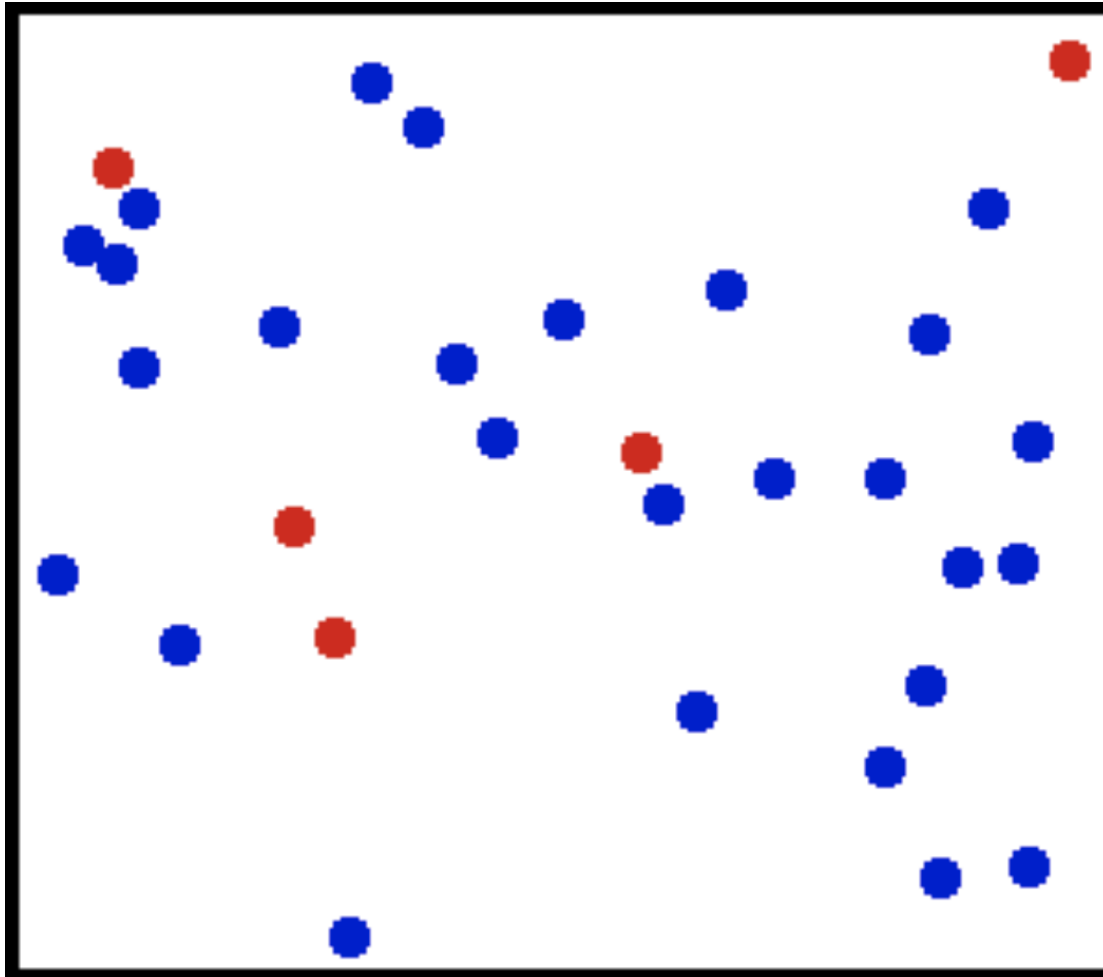
# Visualizing a Gas



Pressure  
Cooker

Hotter air =  
= Faster molecules  
= more collision force  
= higher pressure

# Visualizing a Gas



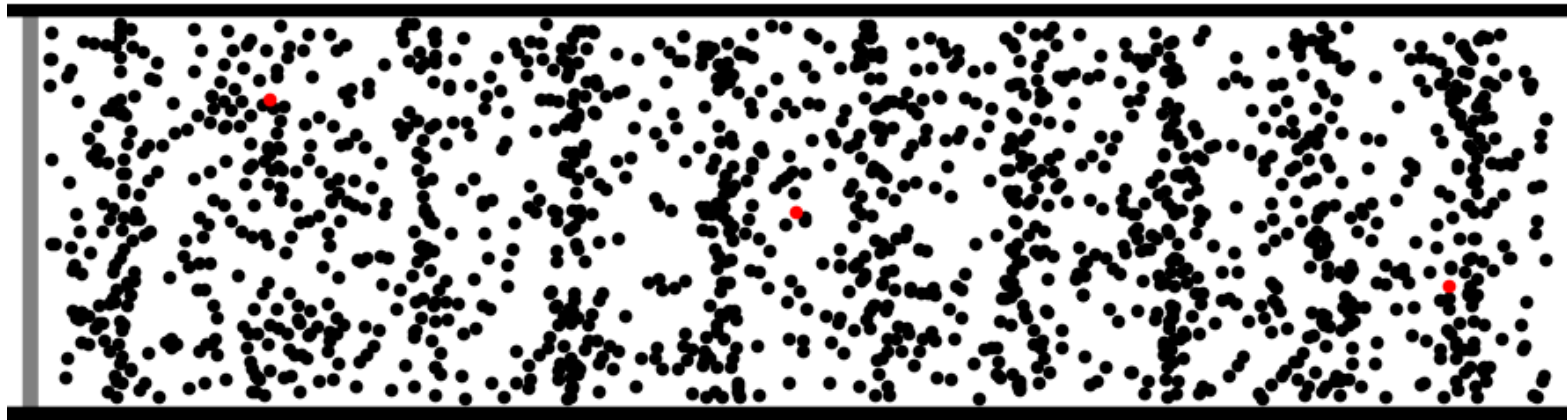
Less molecules  
= lower air pressure

More molecules  
= higher air pressure

# What is a Sound Wave?

A periodic compression of air molecules.

<https://www.acs.psu.edu/drussell/Demos/waves/wavemotion.html>

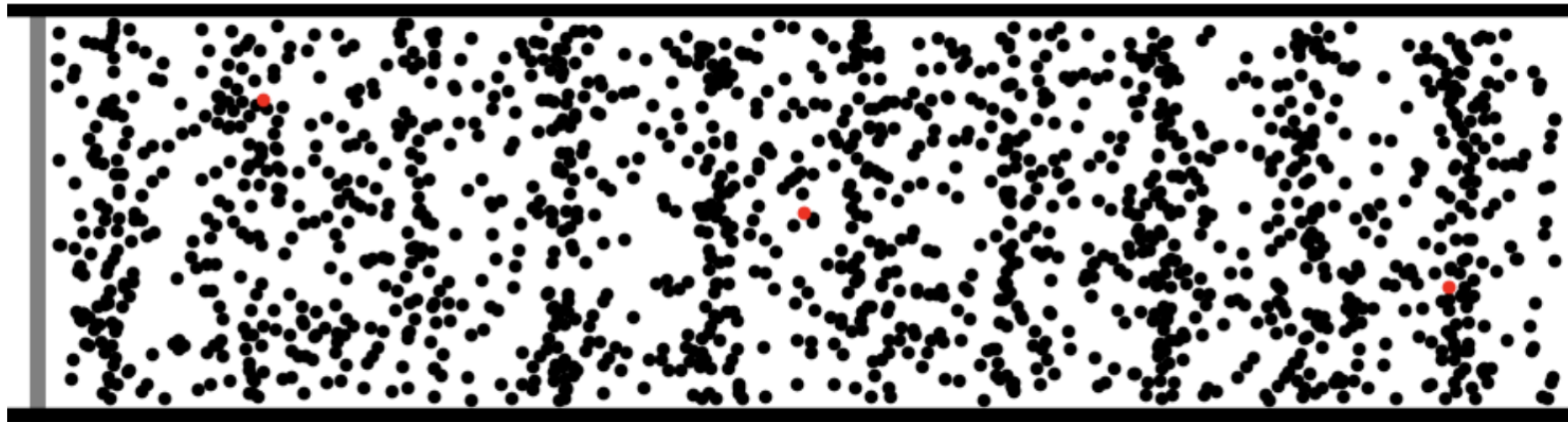


©2011. Dan Russell

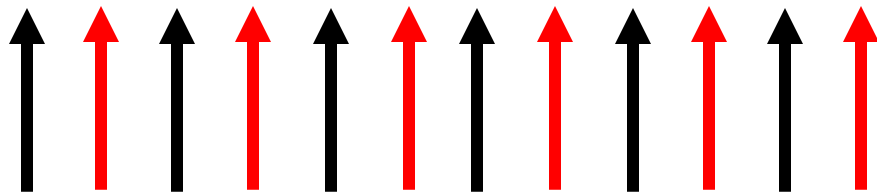
# What is a Sound Wave?

A periodic compression of air molecules.

<https://www.acs.psu.edu/drussell/Demos/waves/wavemotion.html>



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**Compression**

**Rarefaction**

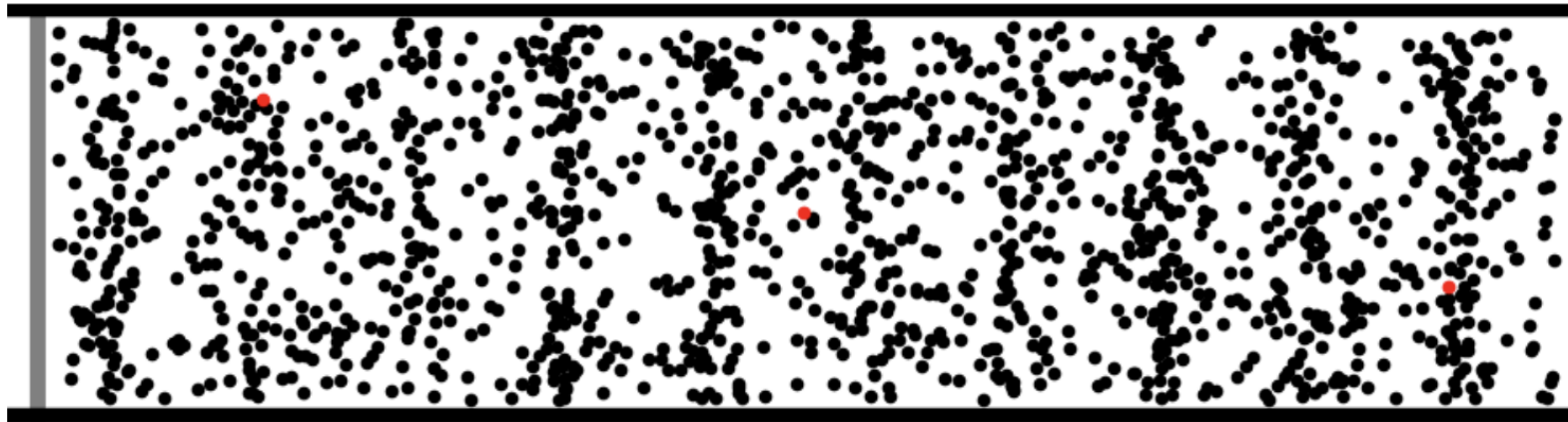
(more molecules, higher air pressure)

(fewer molecules, less air pressure)

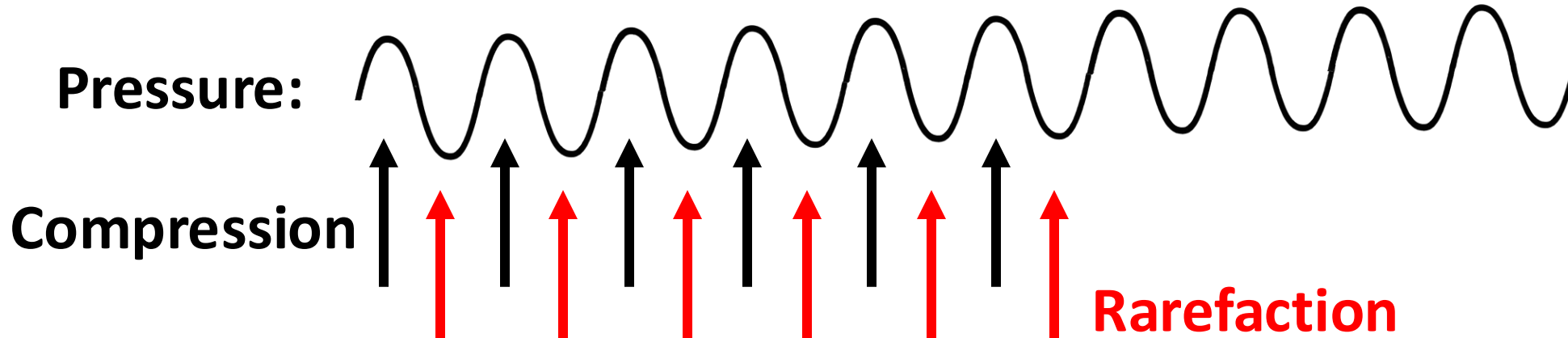
# What is a Sound Wave?

A periodic compression of air molecules.

<https://www.acs.psu.edu/drussell/Demos/waves/wavemotion.html>



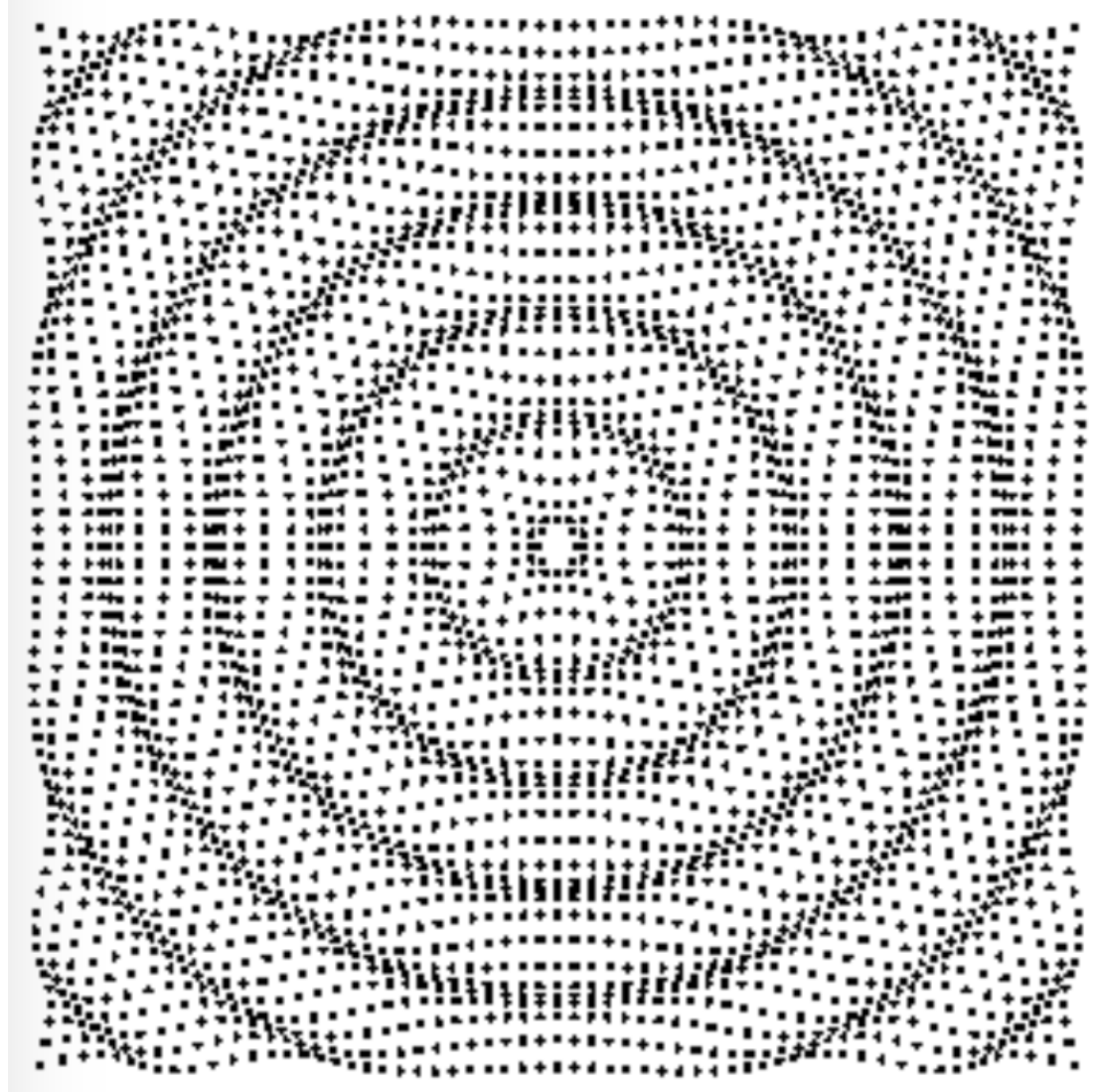
©2011. Dan Russell





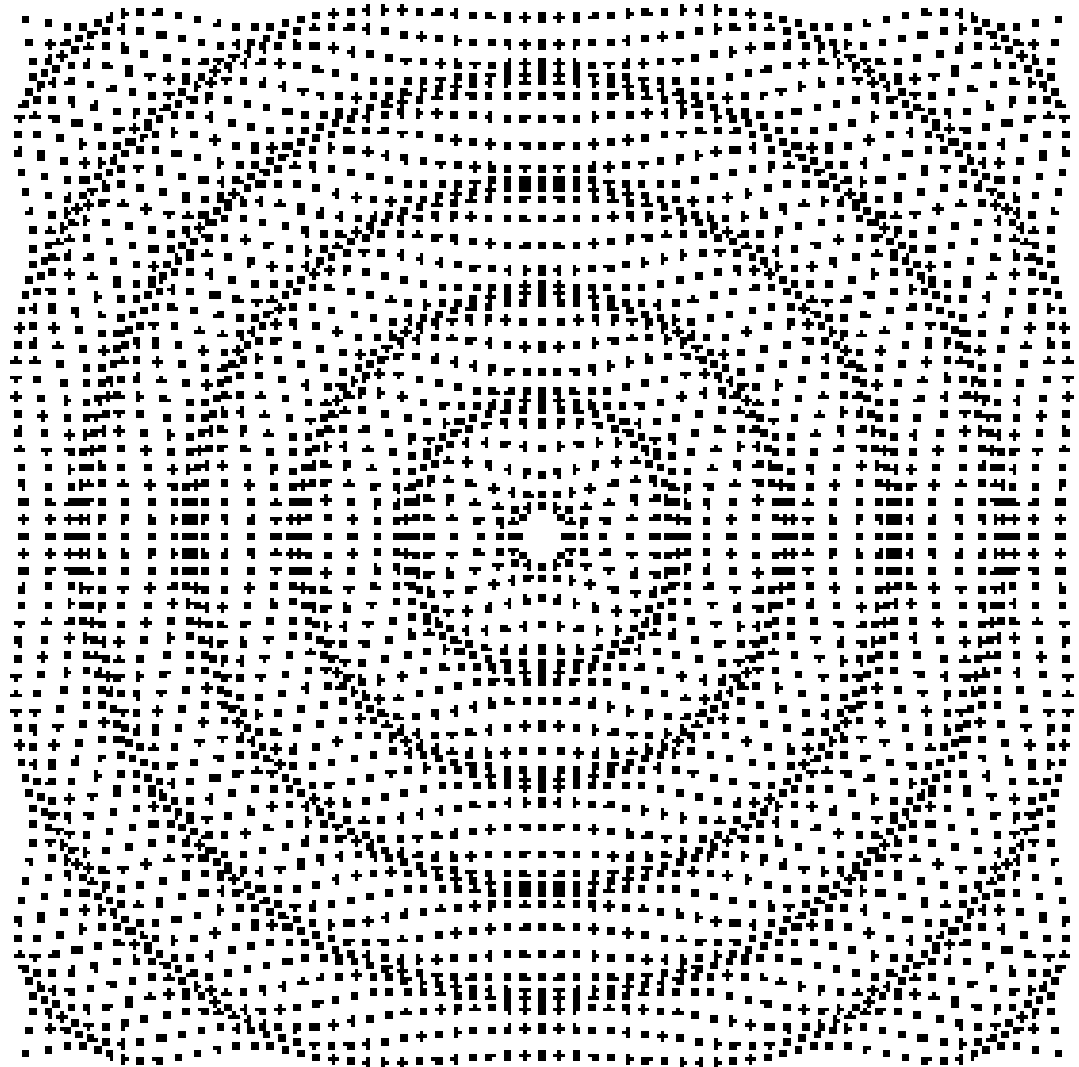
# Sound waves in 2D and 3D

What if the air is not contained in a tube, but the sound wave can spread everywhere?



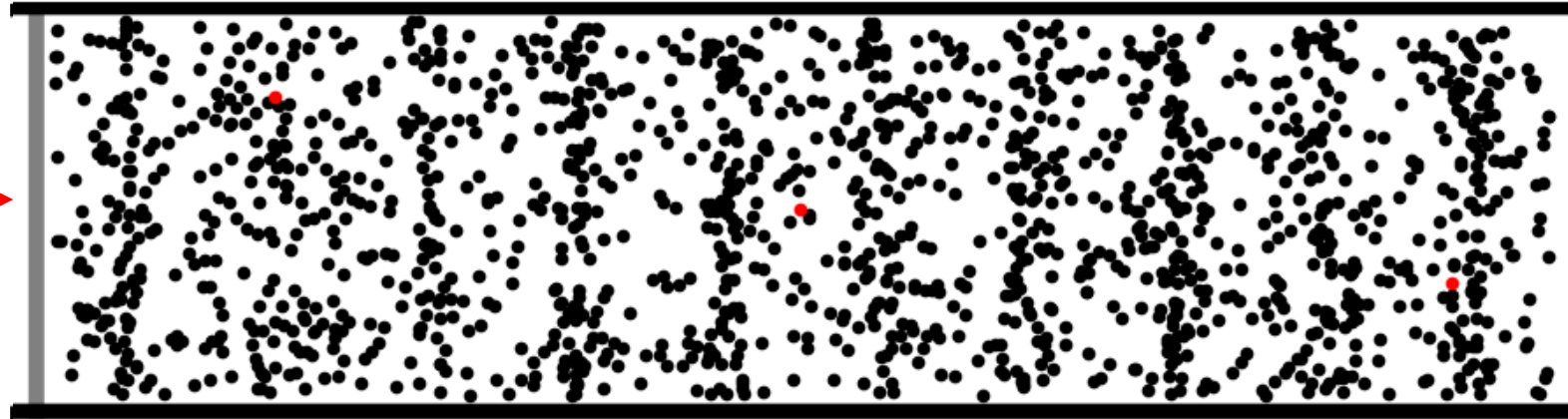
# Sound waves in 2D and 3D

What if the air is not contained in a tube, but the sound wave can spread everywhere?



# Sound Waves are created by Vibrations

**Vibrating  
Object** →

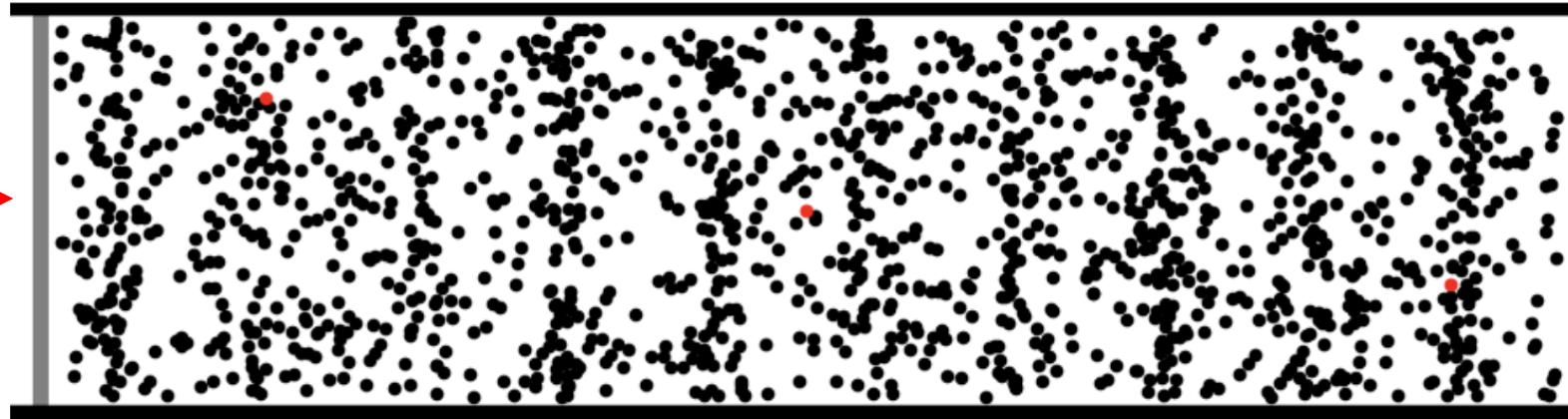


©2011. Dan Russell

Animation: <https://www.acs.psu.edu/drussell/Demos/waves/wavemotion.html>

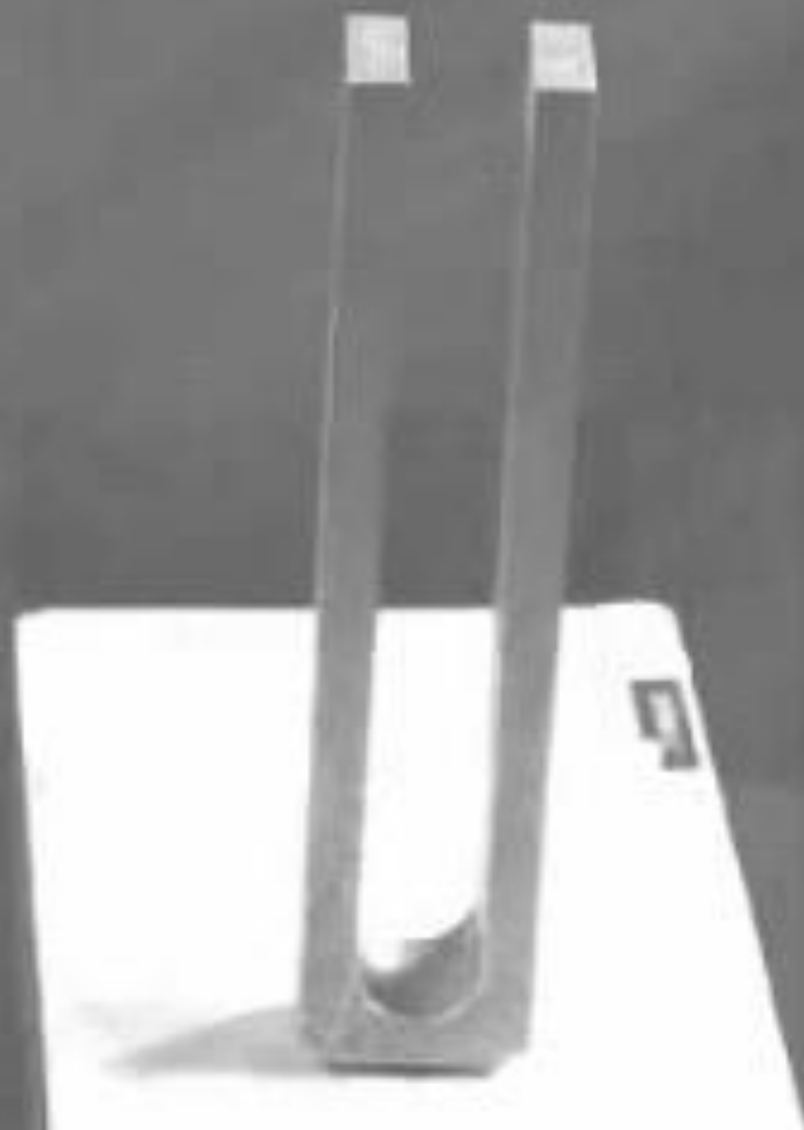
# Sound Waves are created by Vibrations

**Vibrating  
Object** →



©2011. Dan Russell

Animation: <https://www.acs.psu.edu/drussell/Demos/waves/wavemotion.html>





Vibrating  
Oboe Reed









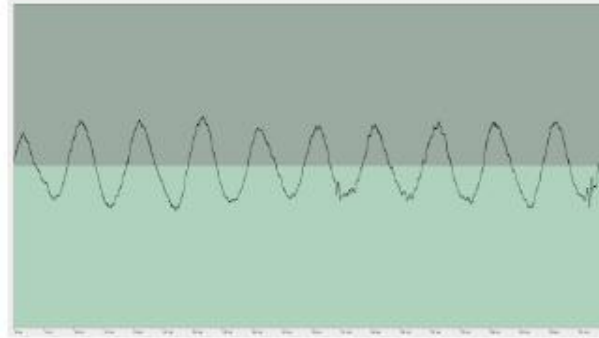
# Vibrations on a 2D surface



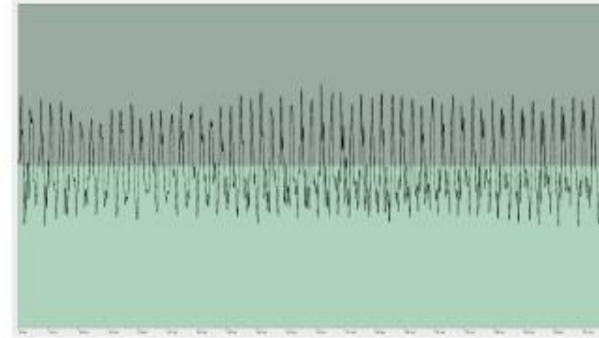
# Vibrations on a String

*Demo!*

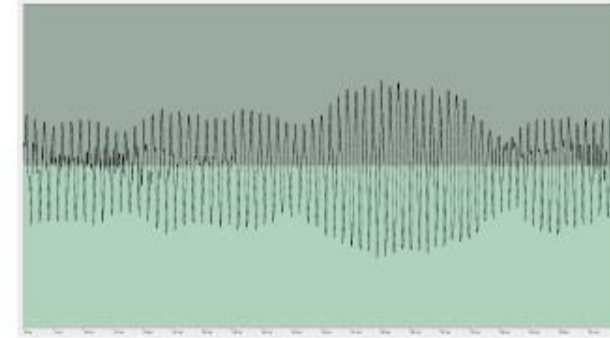
## Oscilloscope traces for various instruments



Bass voice singing



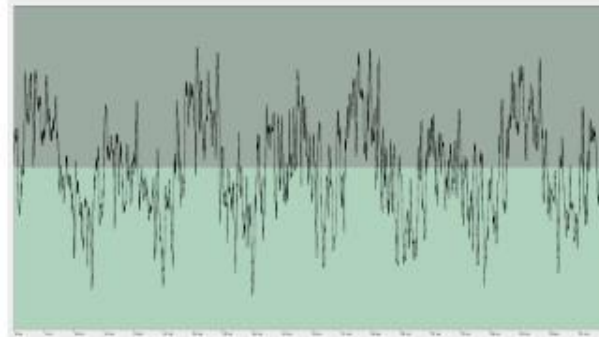
Tenor voice singing



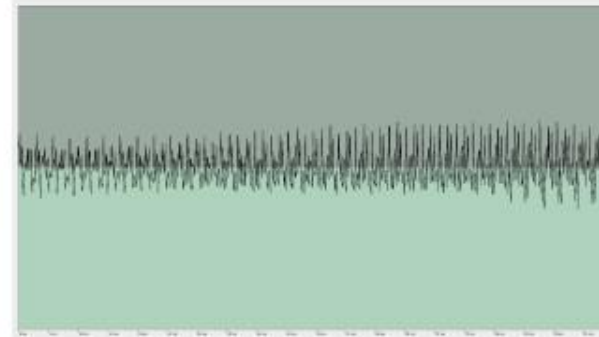
Soprano voice singing

## Musical Pitch:

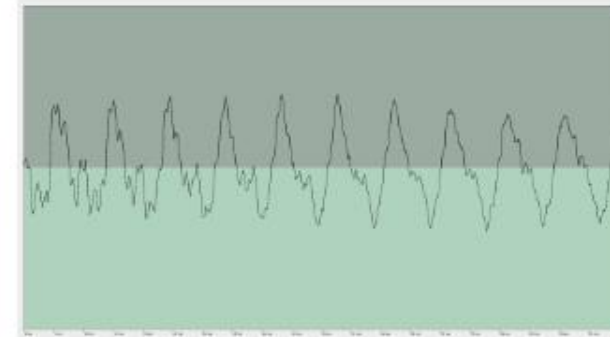
A repeating wave pattern



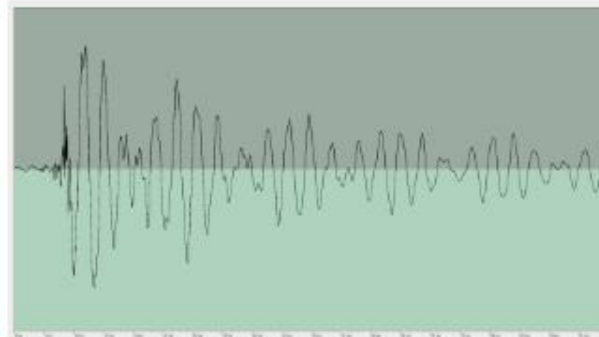
Pipe organ



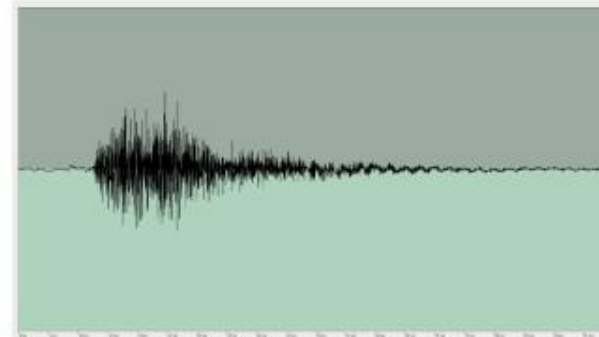
Trumpet



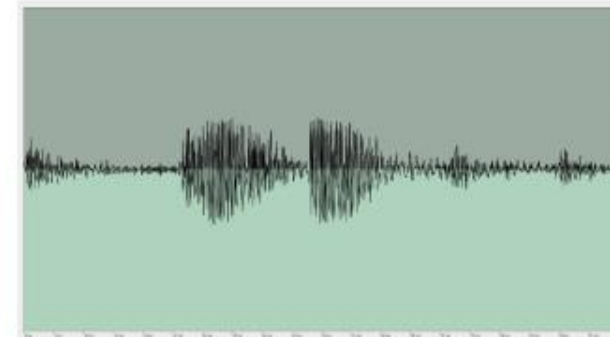
Violin



Conga drum

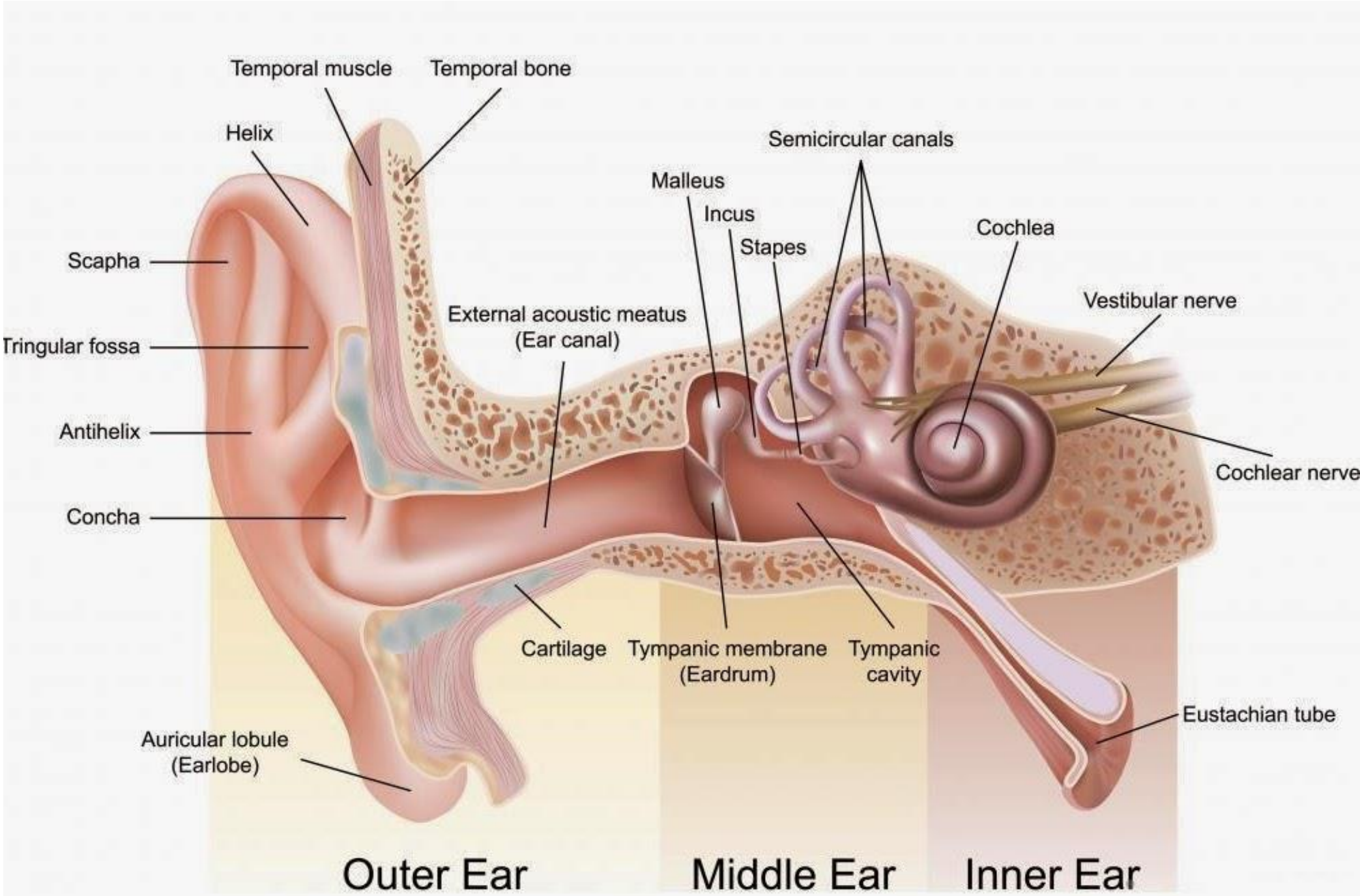


High hat cymbal

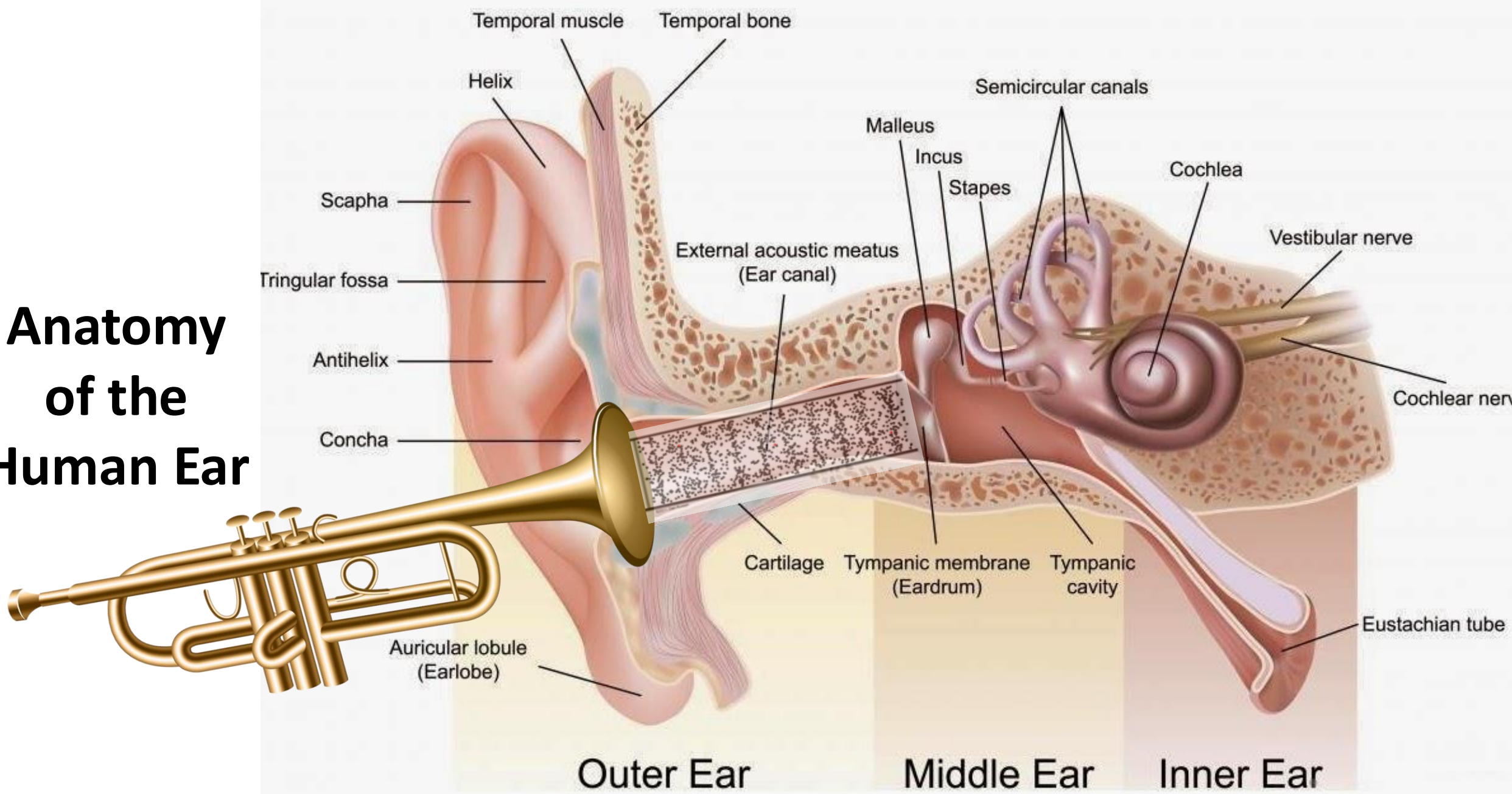


Woodblock

# Anatomy of the Human Ear



# Anatomy of the Human Ear



# Natural Frequency and Resonance

# Natural Frequency and Resonance



# Natural Frequency and Resonance

## Wine Glass Resonance

<https://www.youtube.com/watch?v=sH7XSX10QkM>





# Musical Pitch is determined by the Natural Vibration Frequency

**A = 440 Hz**

*means the tuning fork is vibrating back and forth 440 times every second!*

To change the natural frequency, we can change:

- Dimensions (length, width)
- Density (material)
- Tension

Natural frequency:  
(for a string)

$$f = \frac{1}{2L} \sqrt{\frac{T}{\mu}}$$

# Large Instrument = Low Sound

Natural frequency:  
(for a string)

$$f = \frac{1}{2L} \sqrt{\frac{T}{\mu}}$$



*Violin Viola*

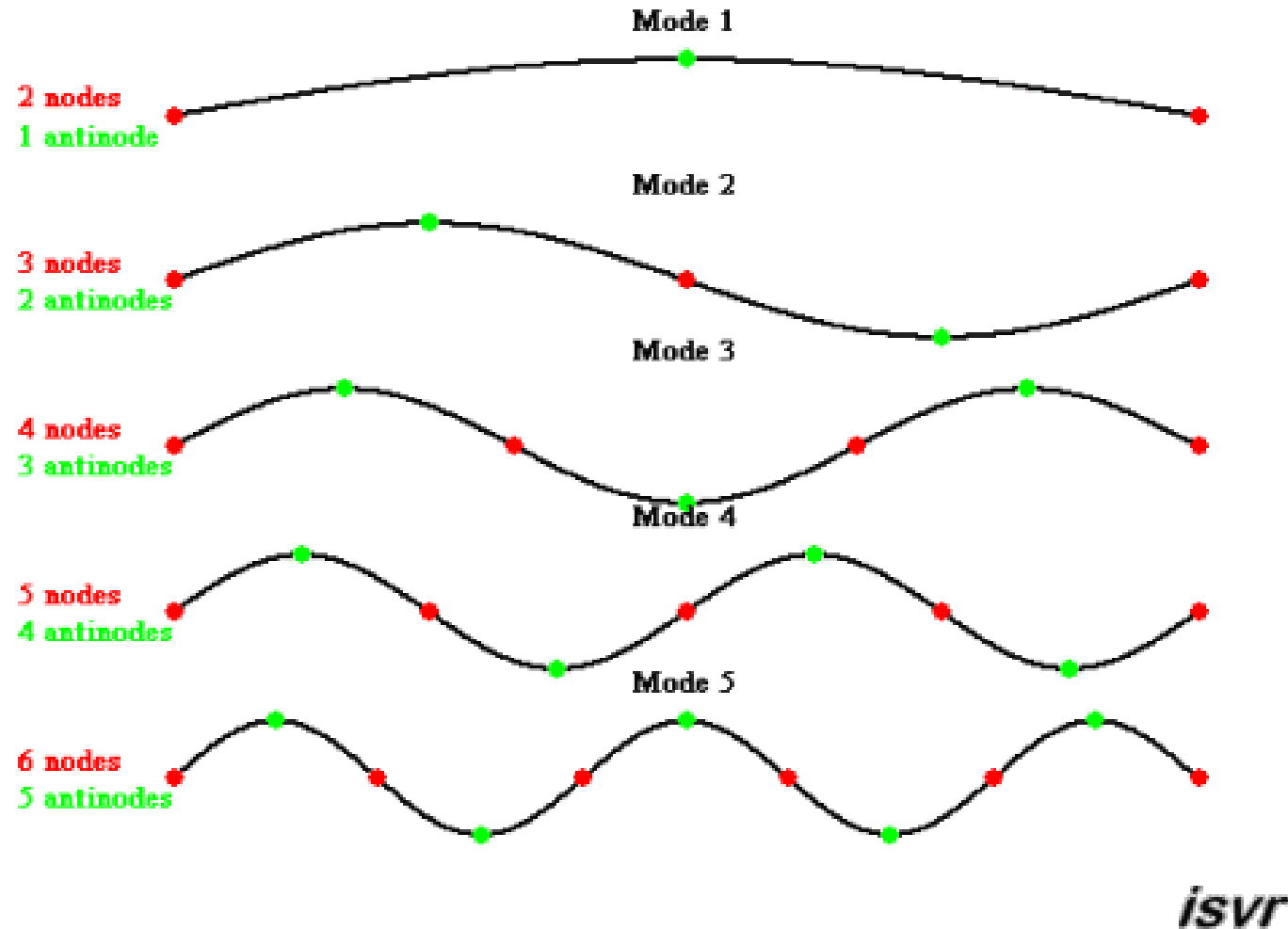


*Cello*

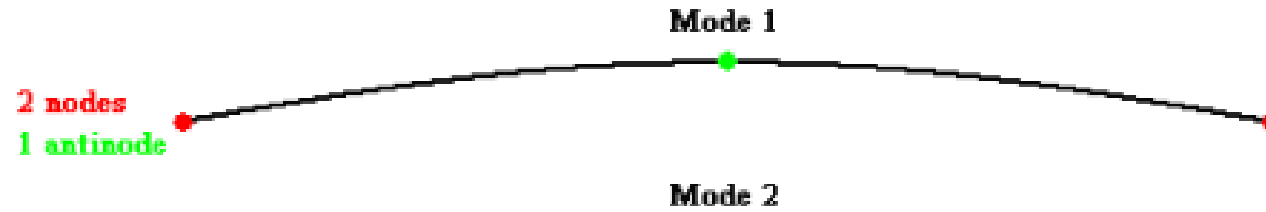


*Double Bass*

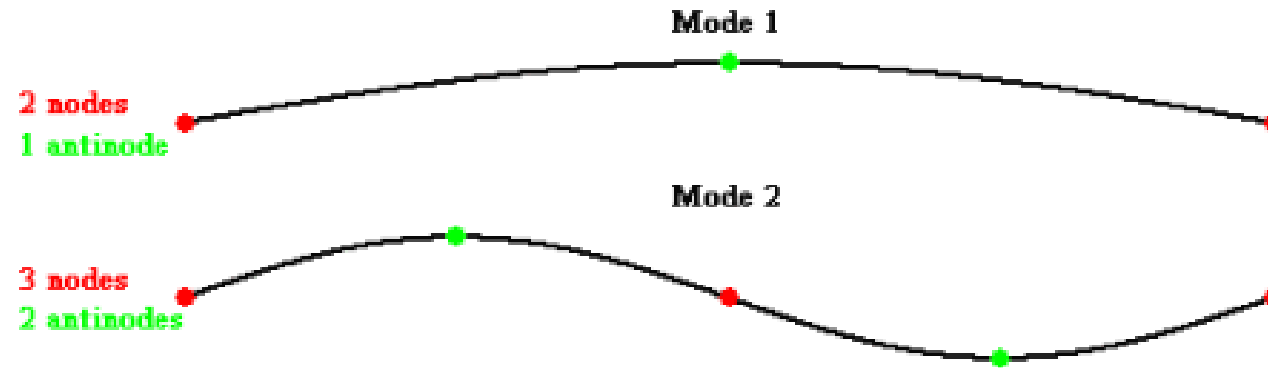
# Can an object have more than one natural frequency?



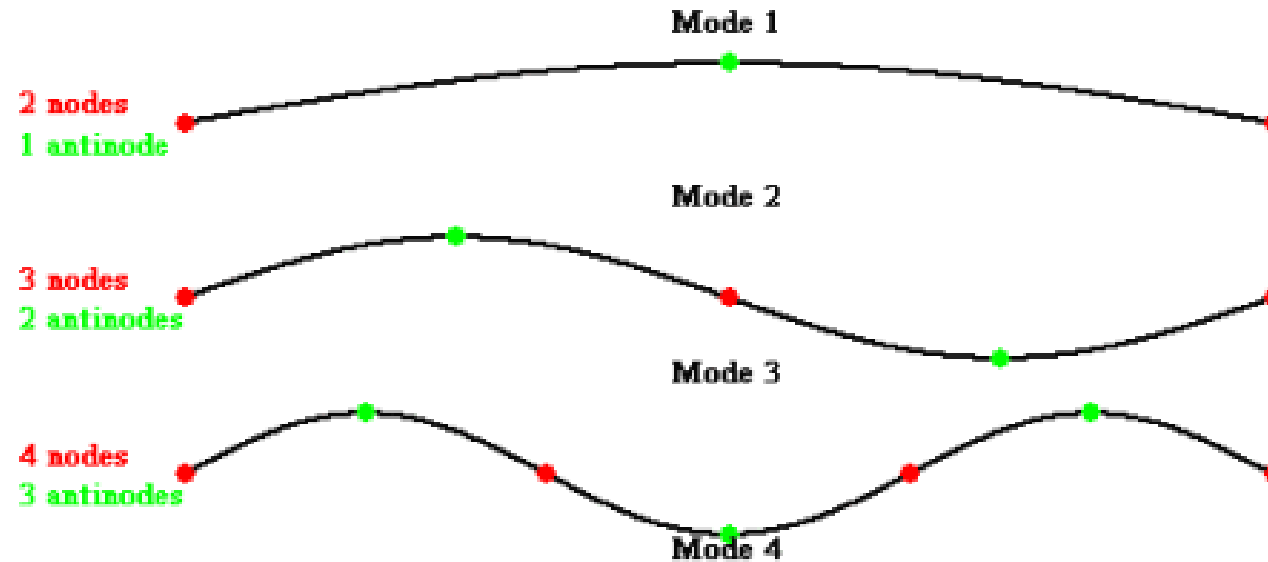
Can an object have more than one natural frequency?



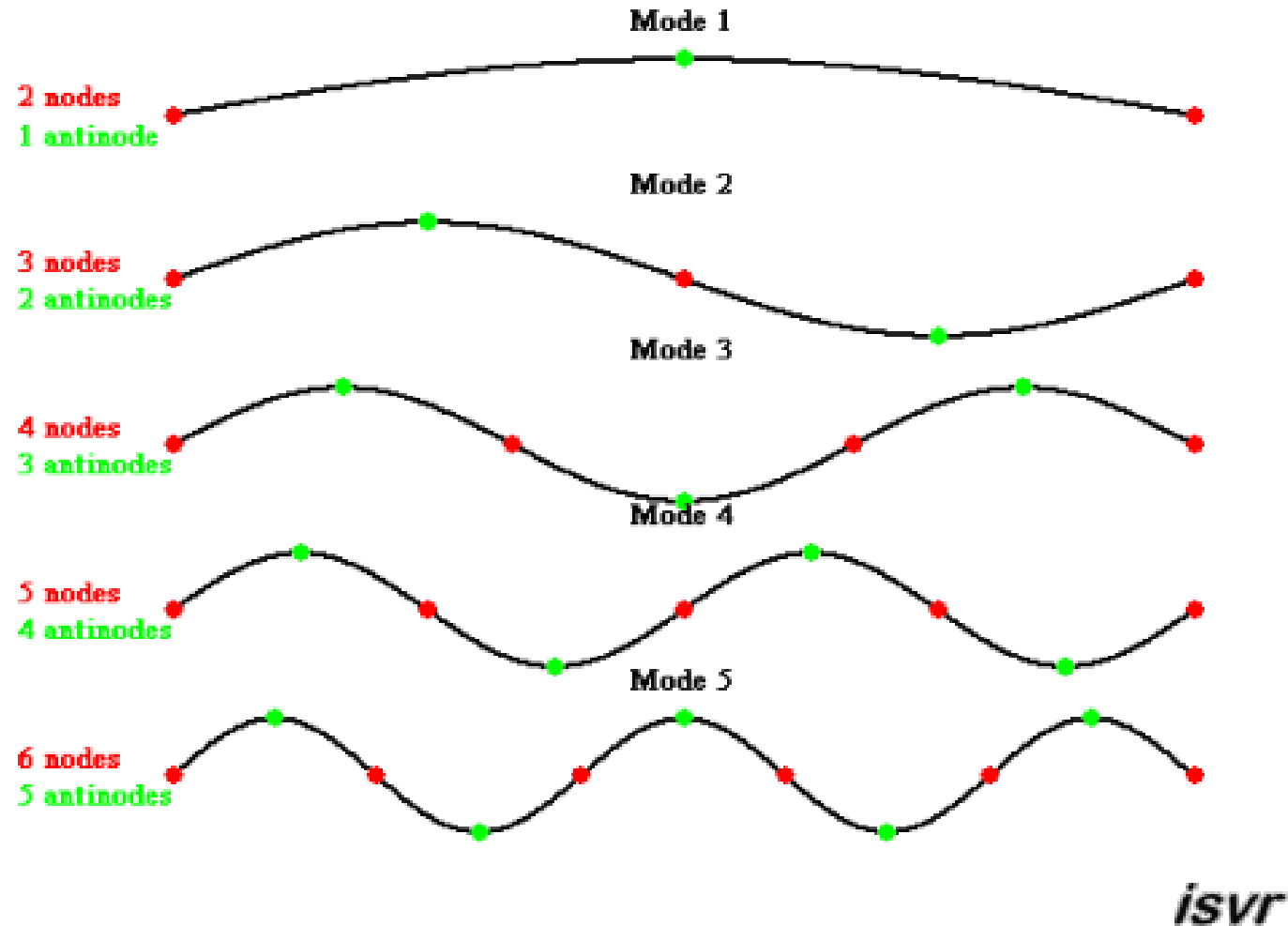
# Can an object have more than one natural frequency?



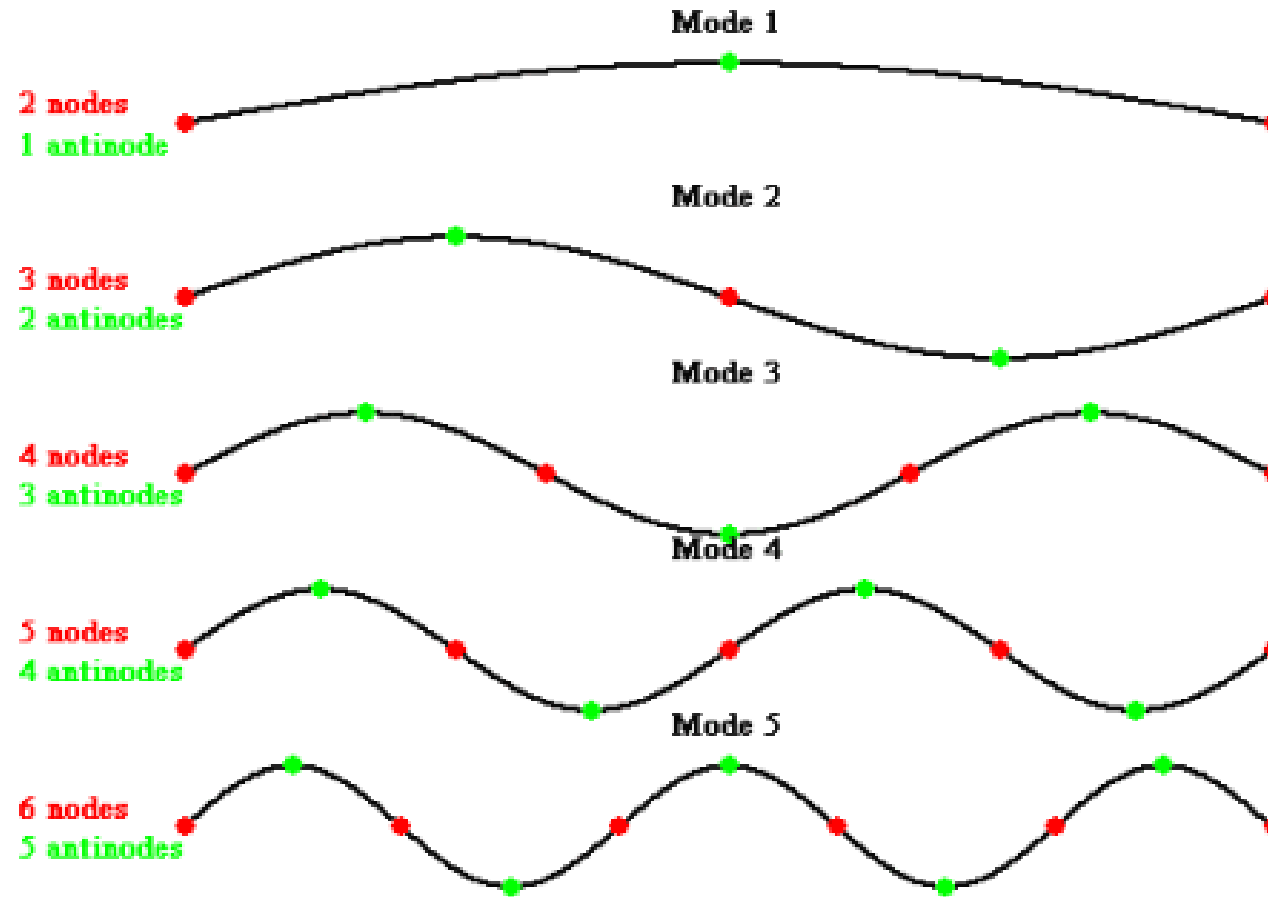
# Can an object have more than one natural frequency?



# Can an object have more than one natural frequency?



# Can an object have more than one natural frequency?

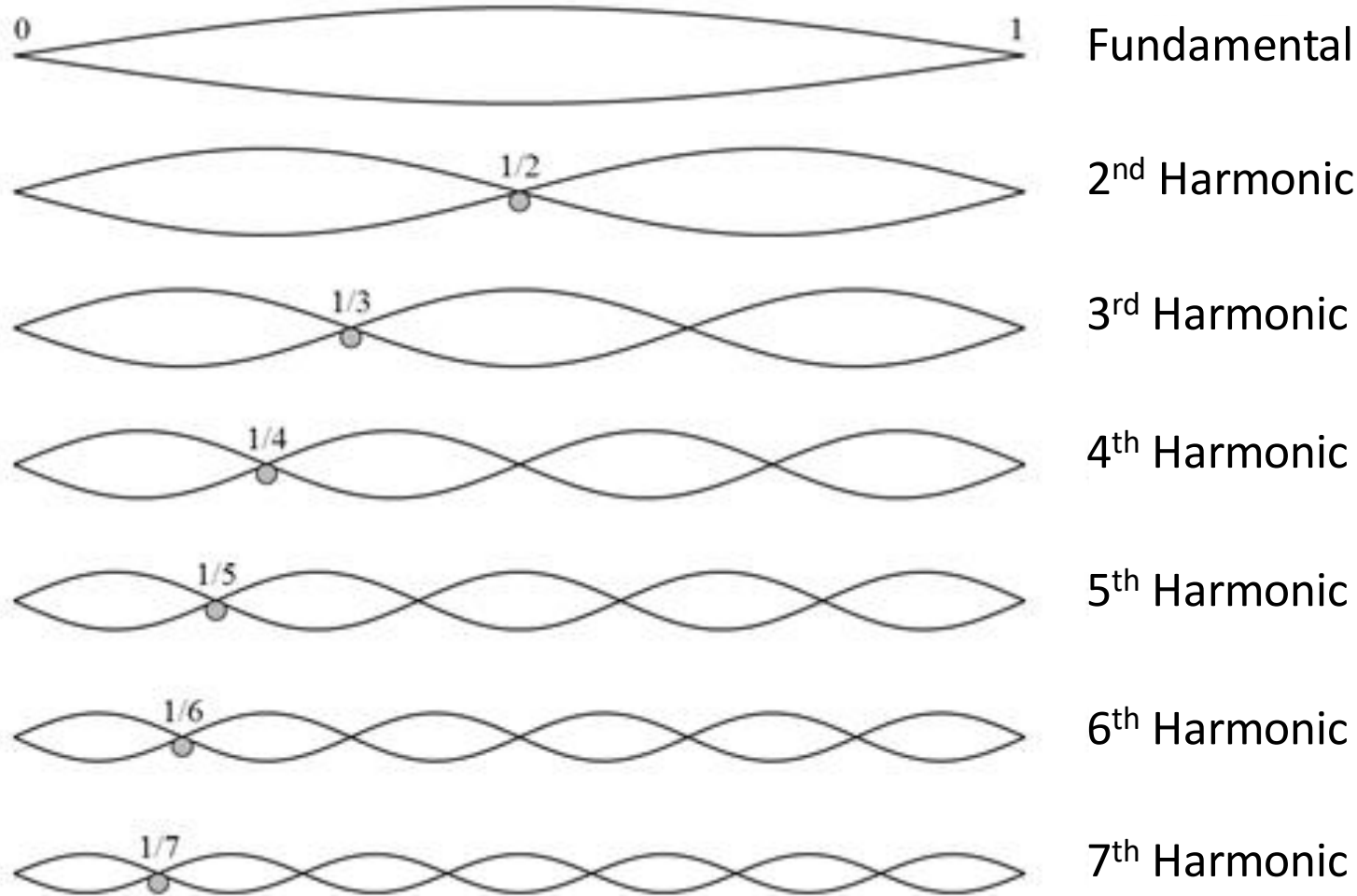


*Demo!*

*isvr*



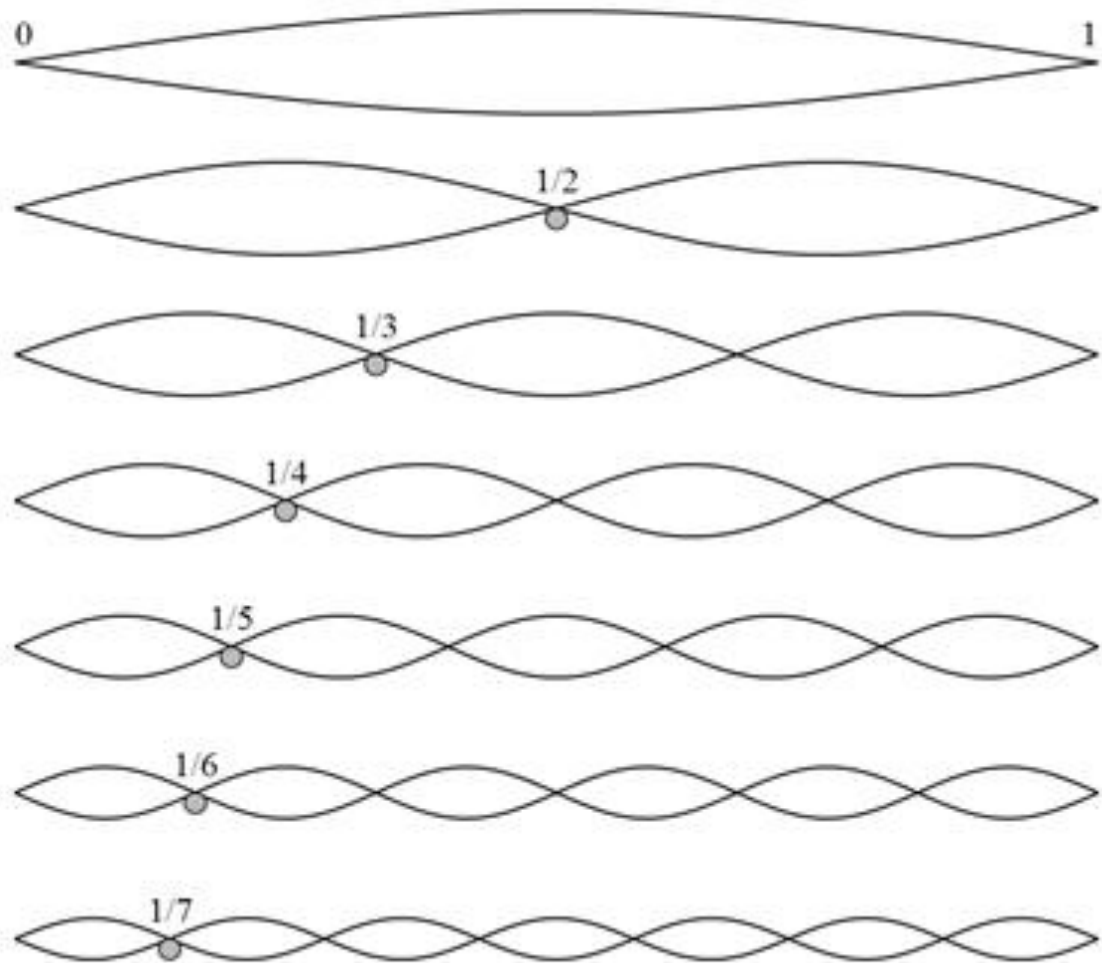
# Natural Frequencies of a Vibrating String



How does the size of the wave change as the harmonic gets bigger?

$$\text{Wavelength of Harmonic} = \frac{\text{Wavelength of Fundamental}}{n}$$

# Natural Frequencies of a Vibrating String



Fundamental  $n = 1$

2<sup>nd</sup> Harmonic  $n = 2$

3<sup>rd</sup> Harmonic  $n = 3$

4<sup>th</sup> Harmonic  $n = 4$

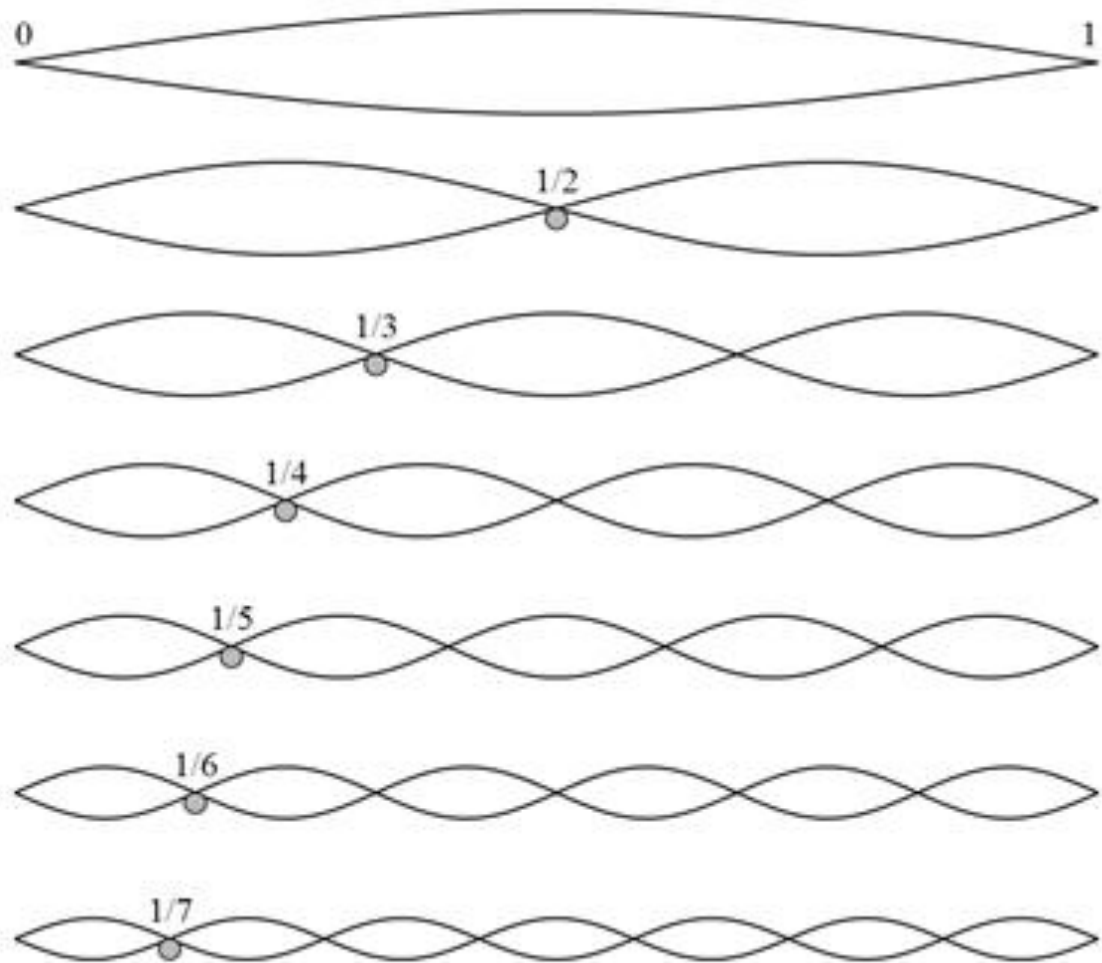
5<sup>th</sup> Harmonic  $\vdots$

6<sup>th</sup> Harmonic  $\vdots$

7<sup>th</sup> Harmonic  $\vdots$

$$\text{Wavelength of Harmonic} = \frac{\text{Wavelength of Fundamental}}{n}$$

# Natural Frequencies of a Vibrating String

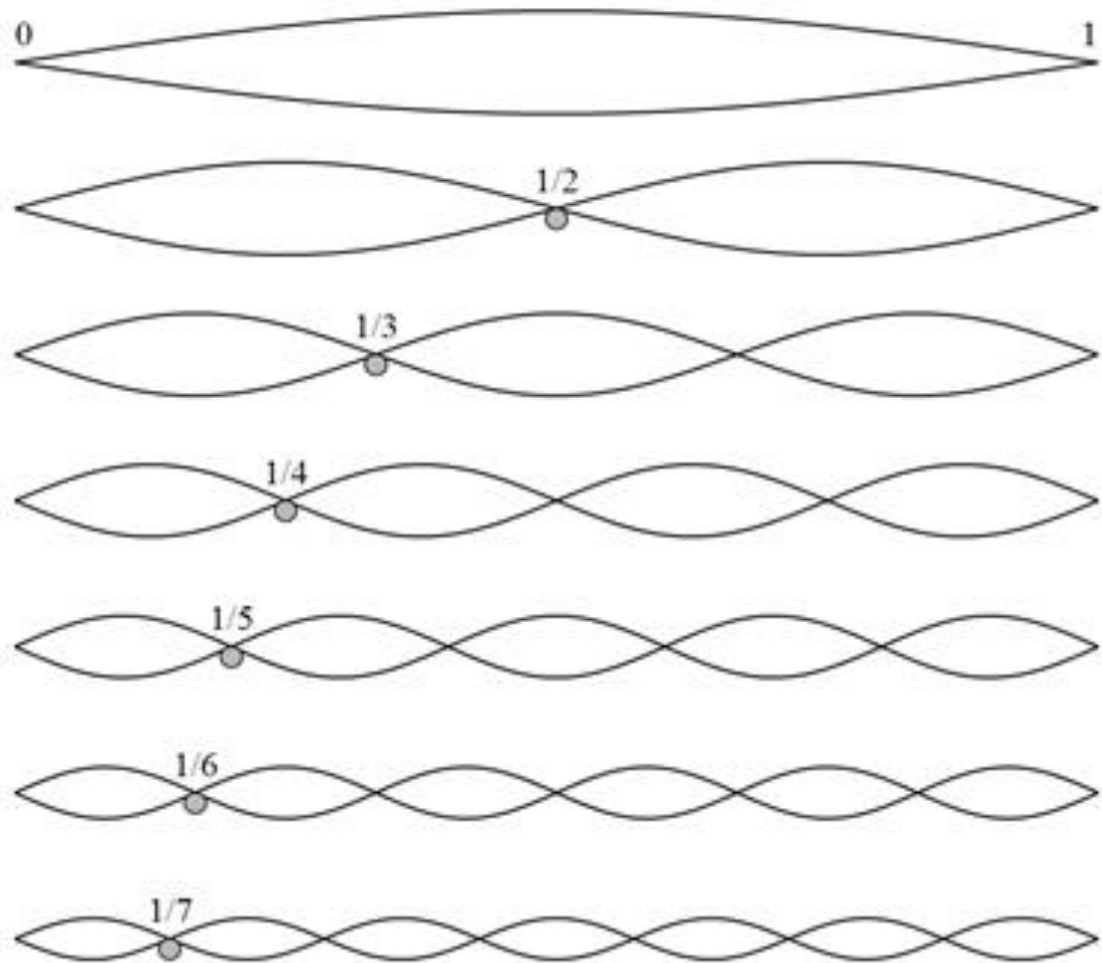


		<u>Frequency</u> <u>(Musical Pitch)</u>	
Fundamental	$n = 1$	220 Hz	
2 <sup>nd</sup> Harmonic	$n = 2$		
3 <sup>rd</sup> Harmonic	$n = 3$		
4 <sup>th</sup> Harmonic	$n = 4$		
5 <sup>th</sup> Harmonic	$\vdots$		
6 <sup>th</sup> Harmonic	$\vdots$		
7 <sup>th</sup> Harmonic	$\vdots$		

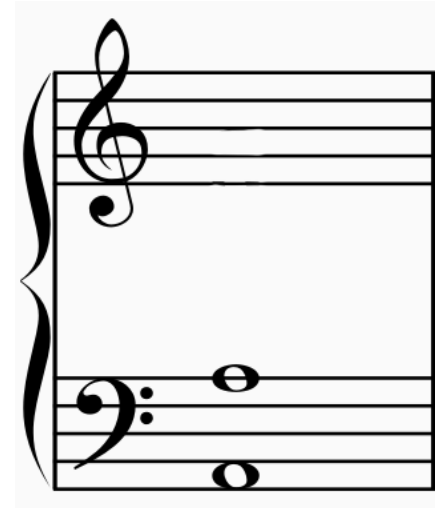
Frequency of Harmonic =  $n \times$  Frequency of Fundamental



# Natural Frequencies of a Vibrating String

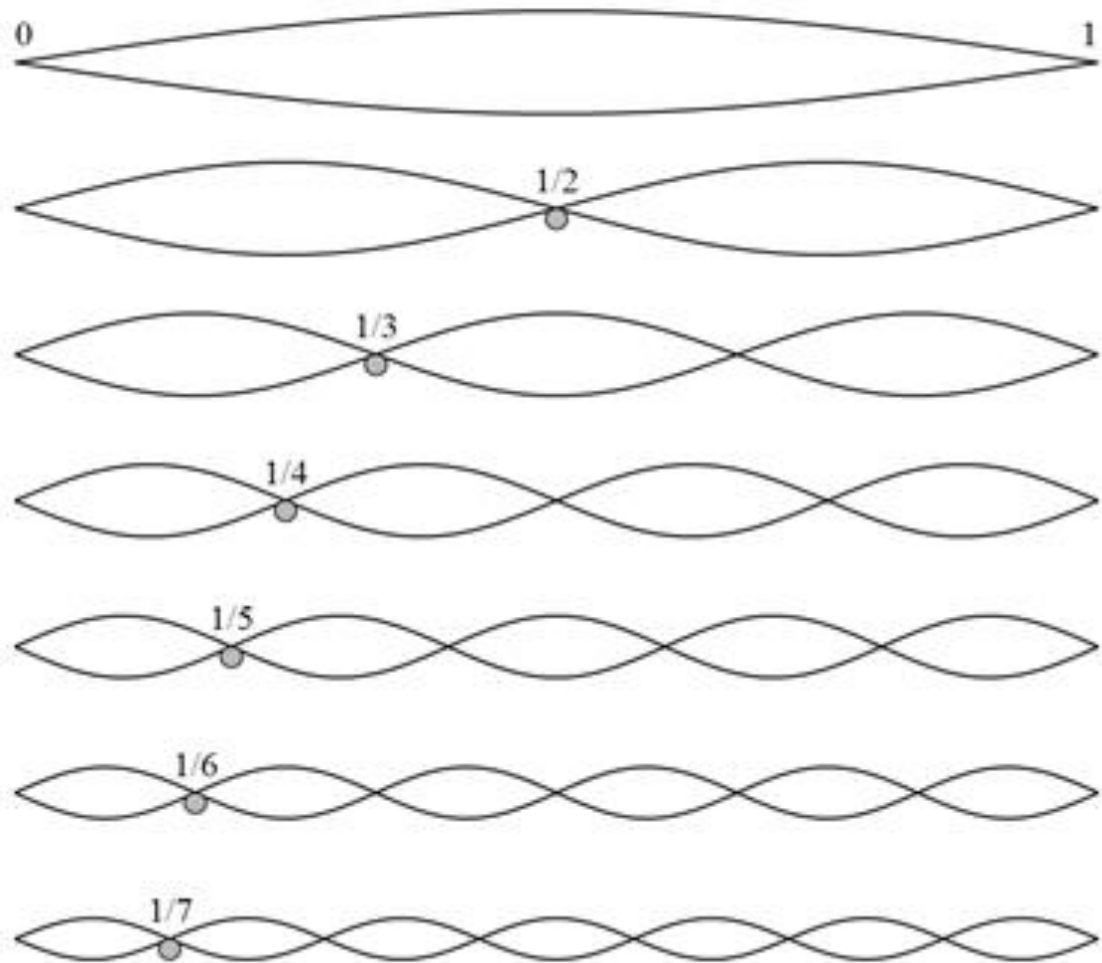


		<u>Frequency</u> <u>(Musical Pitch)</u>	
Fundamental	$n = 1$	220 Hz	
2 <sup>nd</sup> Harmonic	$n = 2$	440 Hz	
3 <sup>rd</sup> Harmonic	$n = 3$		
4 <sup>th</sup> Harmonic	$n = 4$		
5 <sup>th</sup> Harmonic	$\vdots$		
6 <sup>th</sup> Harmonic	$\vdots$		
7 <sup>th</sup> Harmonic	$\vdots$		

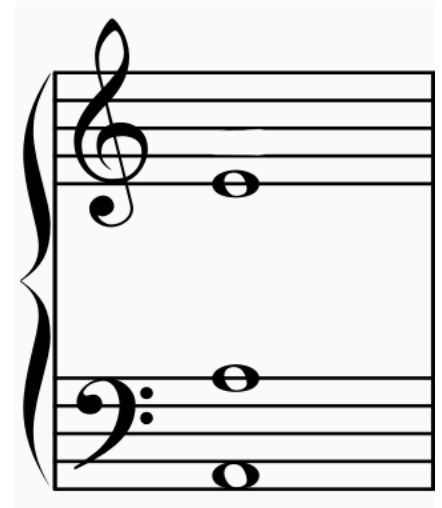


Frequency of Harmonic =  $n \times$  Frequency of Fundamental

# Natural Frequencies of a Vibrating String

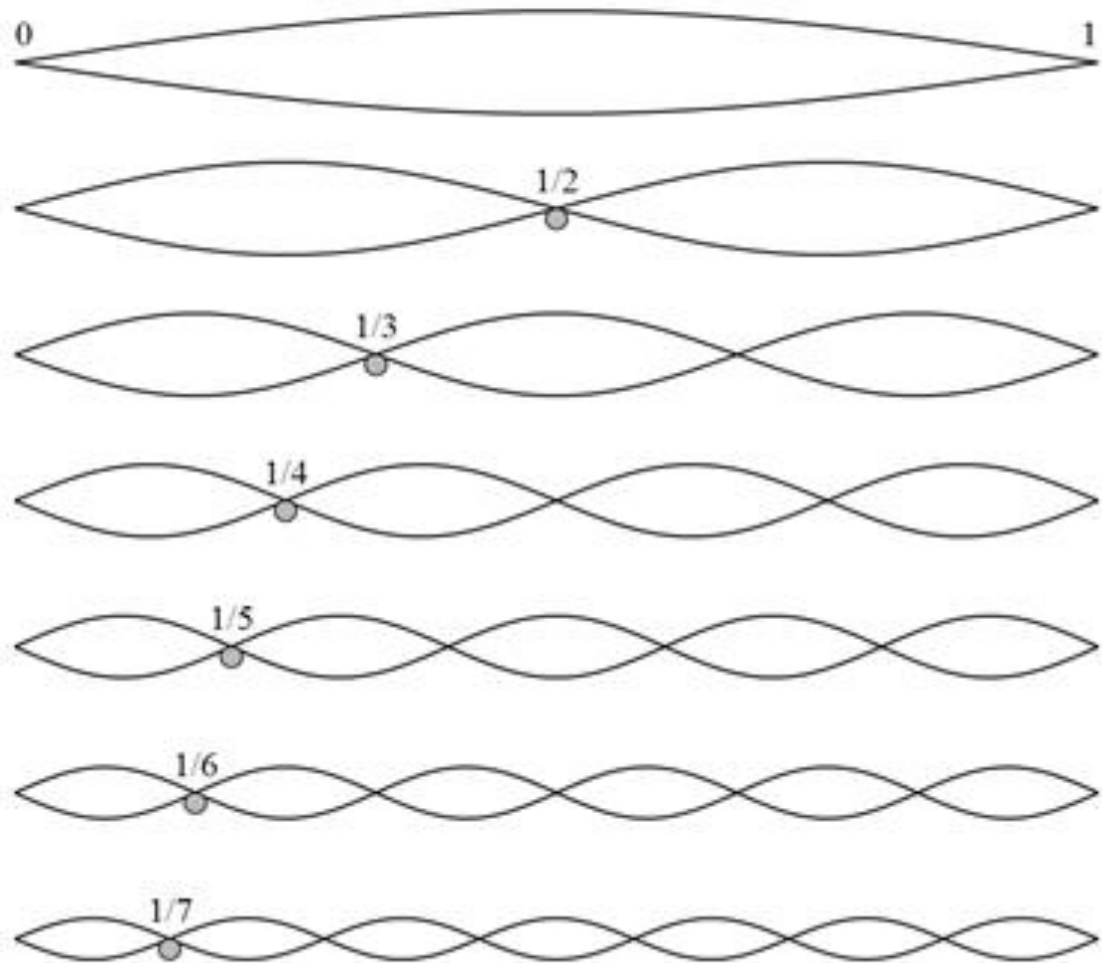


		<u>Frequency</u> <u>(Musical Pitch)</u>	
Fundamental	$n = 1$	220 Hz	
2 <sup>nd</sup> Harmonic	$n = 2$	440 Hz	
3 <sup>rd</sup> Harmonic	$n = 3$	660 Hz	
4 <sup>th</sup> Harmonic	$n = 4$		
5 <sup>th</sup> Harmonic	$\vdots$		
6 <sup>th</sup> Harmonic	$\vdots$		
7 <sup>th</sup> Harmonic	$\vdots$		

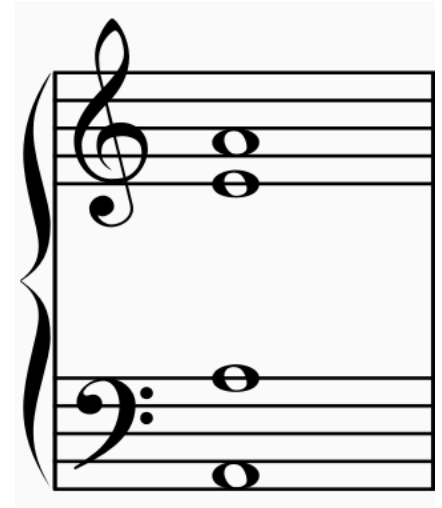


Frequency of Harmonic =  $n \times$  Frequency of Fundamental

# Natural Frequencies of a Vibrating String



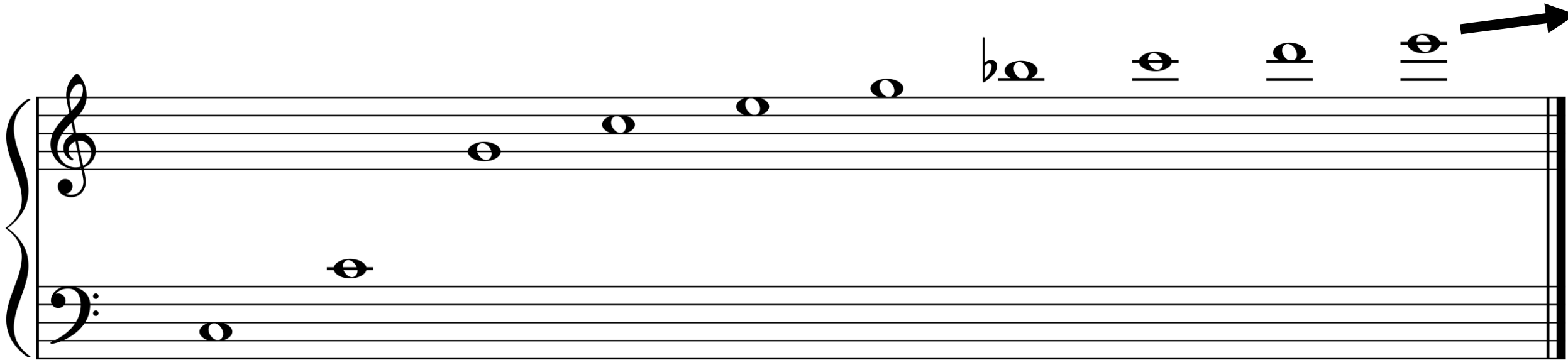
		<u>Frequency</u> <u>(Musical Pitch)</u>	
Fundamental	$n = 1$	220 Hz	
2 <sup>nd</sup> Harmonic	$n = 2$	440 Hz	
3 <sup>rd</sup> Harmonic	$n = 3$	660 Hz	
4 <sup>th</sup> Harmonic	$n = 4$	880 Hz	
	$\vdots$	$\vdots$	
5 <sup>th</sup> Harmonic	$\vdots$	$\vdots$	
	$\vdots$	$\vdots$	
6 <sup>th</sup> Harmonic			
7 <sup>th</sup> Harmonic			



Frequency of Harmonic =  $n \times$  Frequency of Fundamental

# The Harmonic Series

*It keeps  
going...*



The  
"fundamental"

# The Harmonic Series

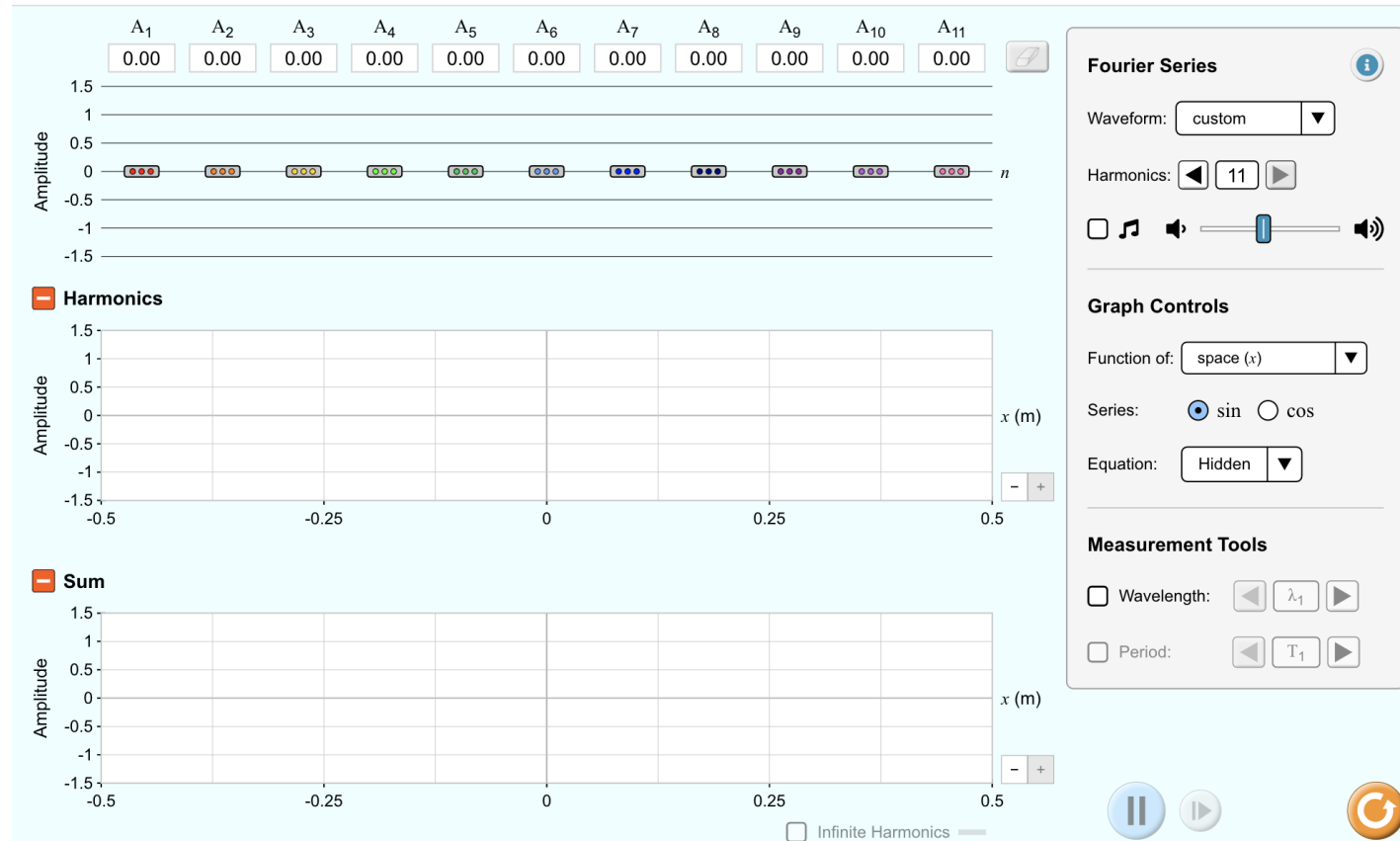


Figure 1.20 from [Müller, FMP, Springer 2015]

Which frequency  
do we actually hear?



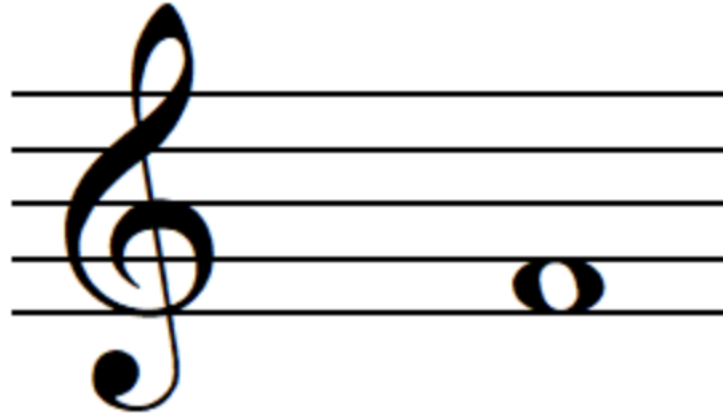
# Let's see what happens when we add the harmonics together...



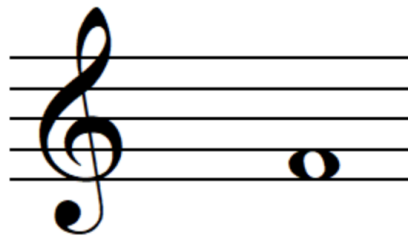
[https://phet.colorado.edu/sims/html/fourier-making-waves/latest/fourier-making-waves\\_en.html](https://phet.colorado.edu/sims/html/fourier-making-waves/latest/fourier-making-waves_en.html)

Alternative Simulator: [https://meettechnik.info/additional/additive-synthesis.html#google\\_vignette](https://meettechnik.info/additional/additive-synthesis.html#google_vignette)

# Timbre

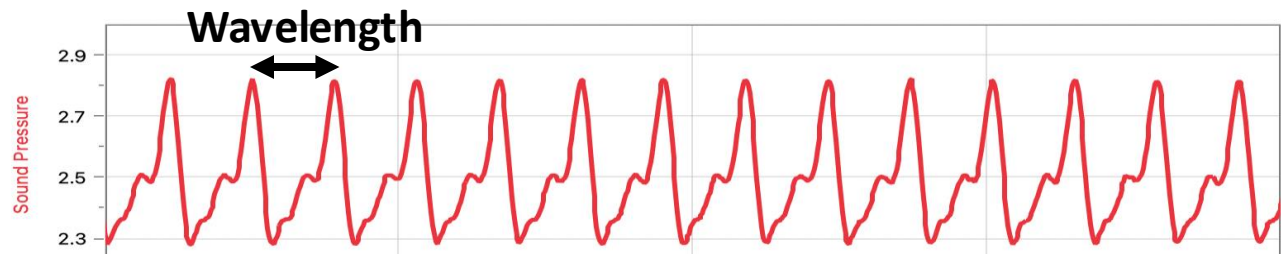


Timbre

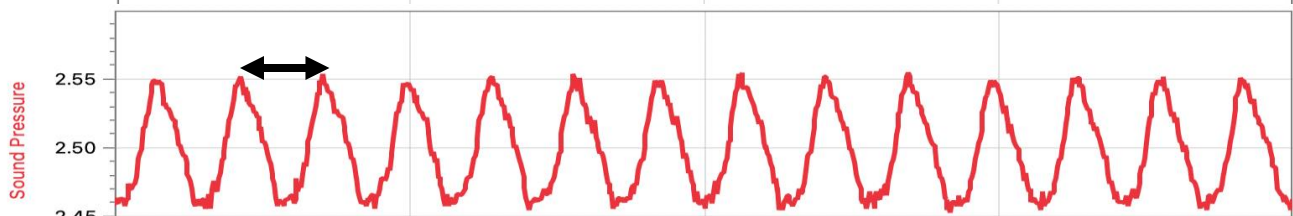


**Fundamental Frequency = 350 Hz**

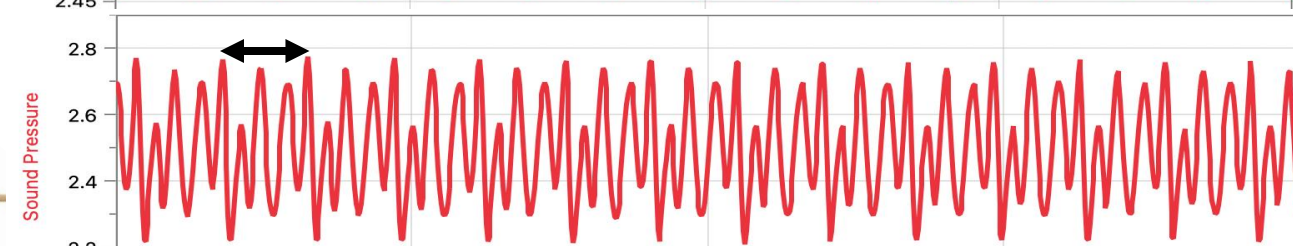
Trombone



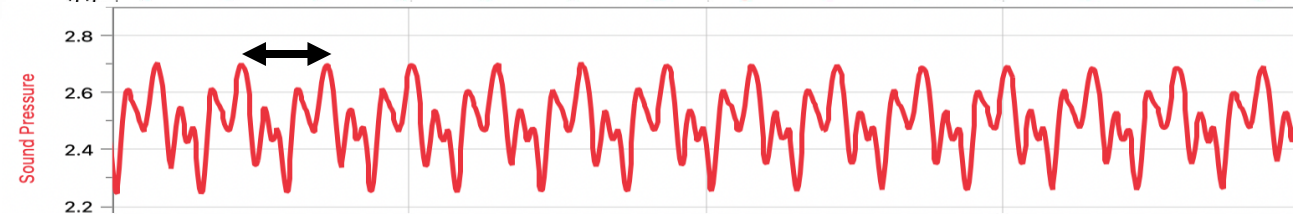
Recorder



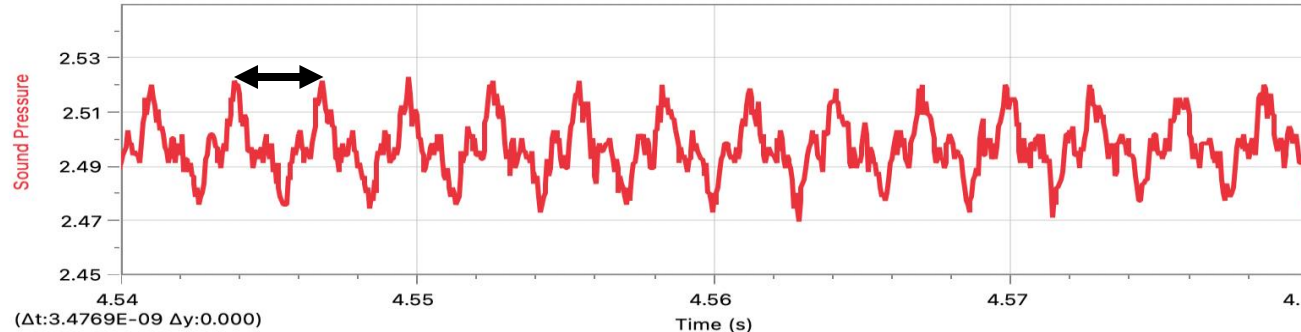
Oboe



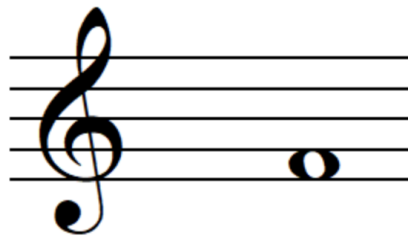
Clarinet



Guitar



Timbre

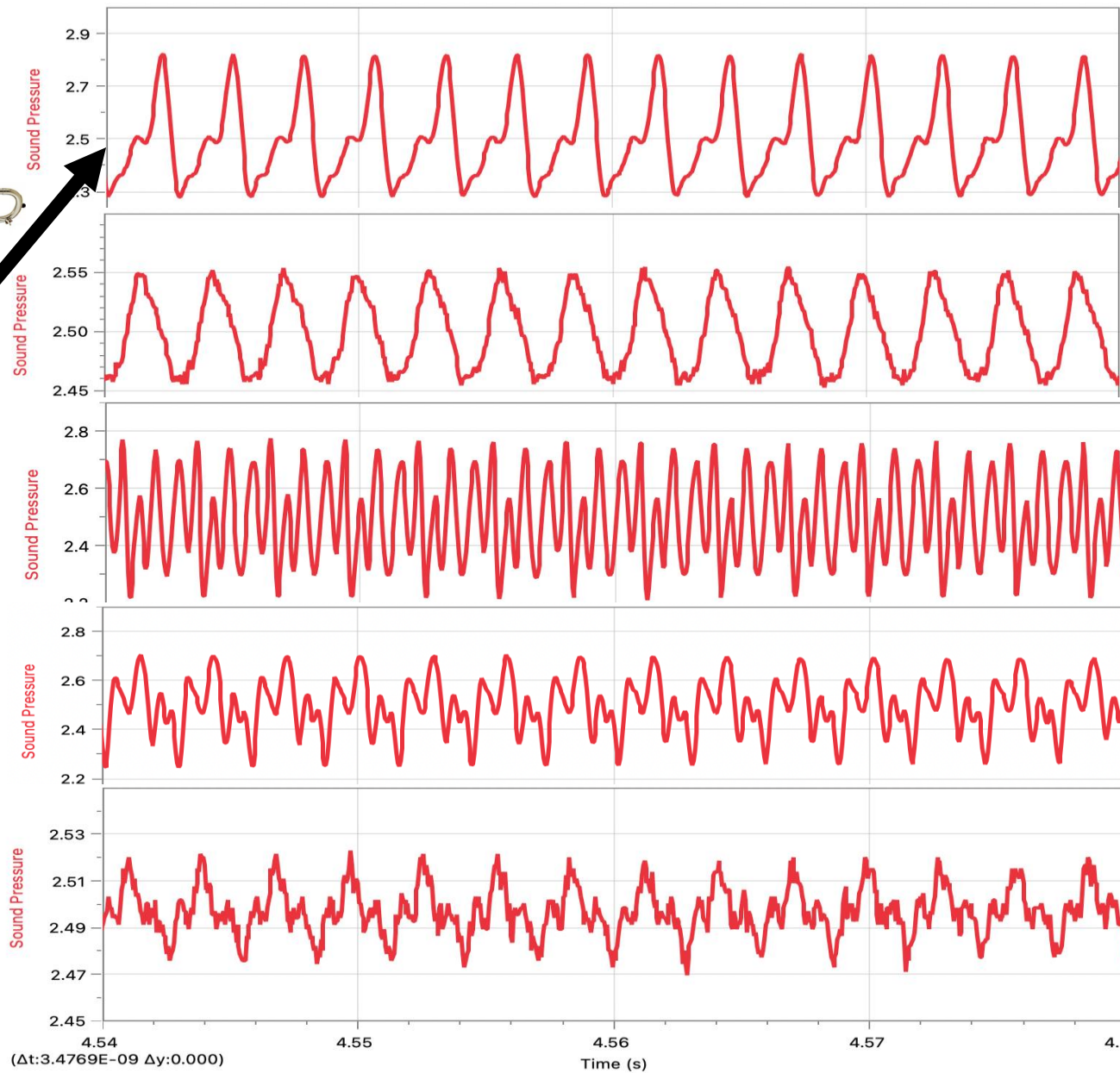
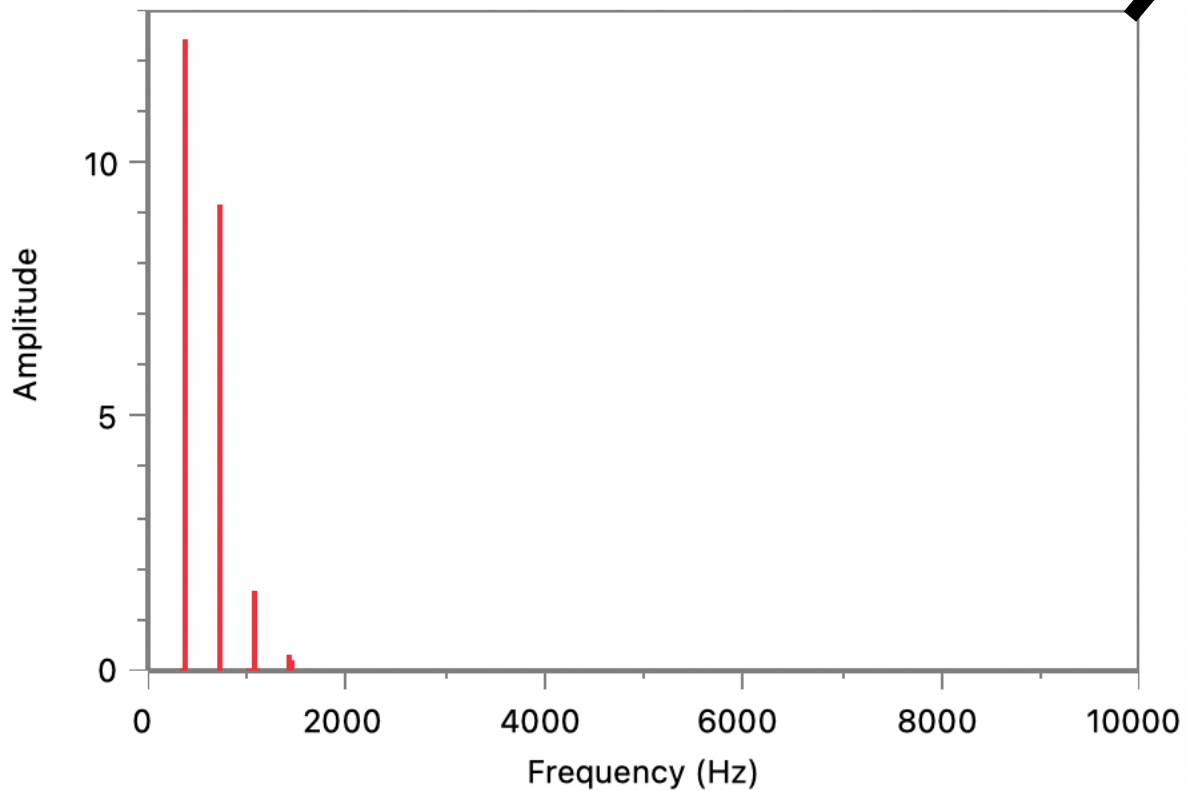


Fundamental Frequency = 350 Hz

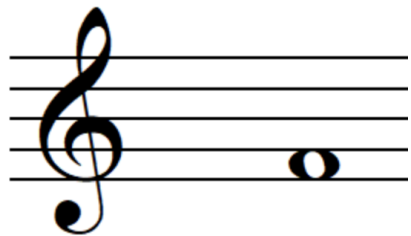
Trombone



FFT



# Timbre



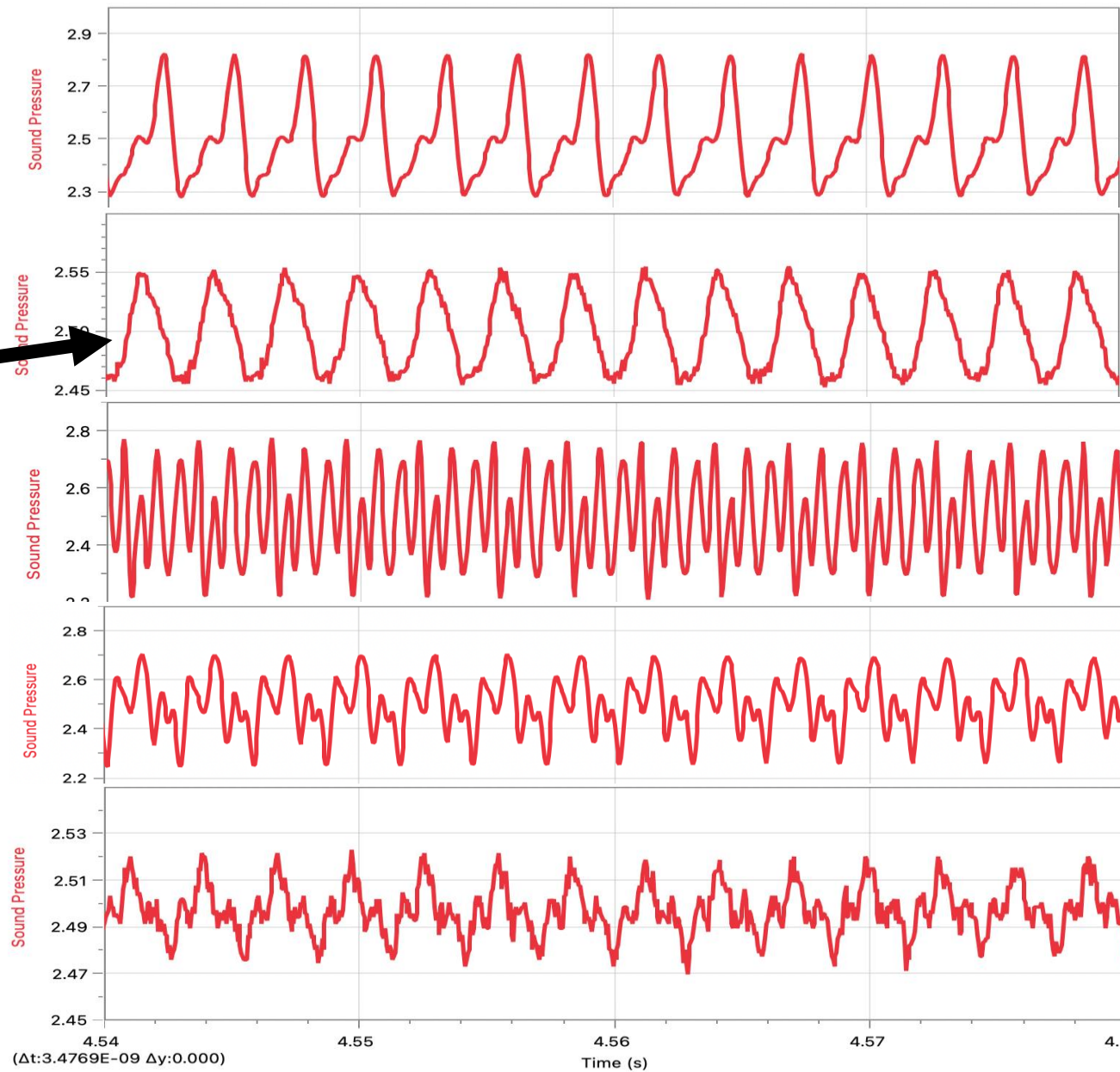
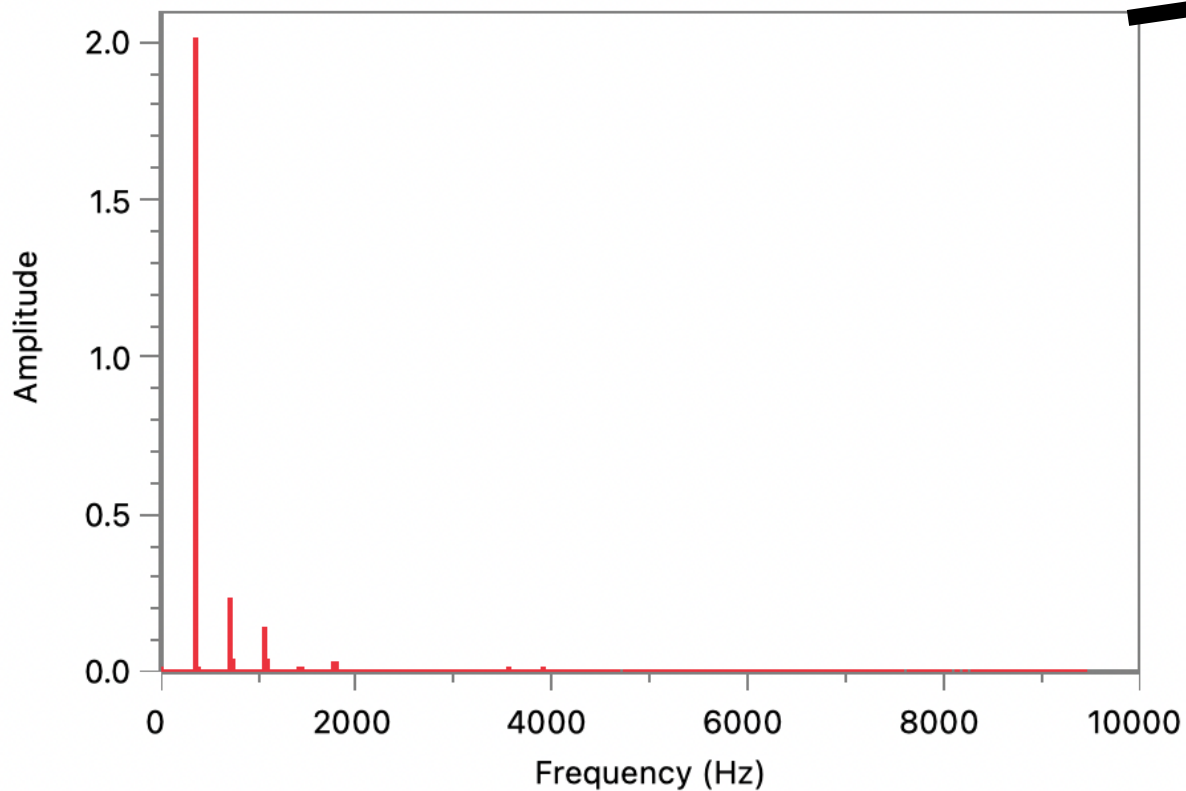
# Recorder



FFT



# Fundamental Frequency = 350 Hz

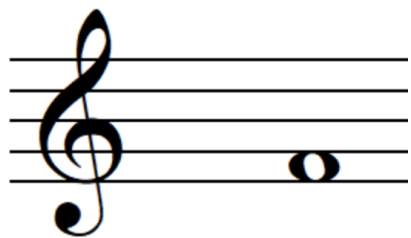


# Timbre

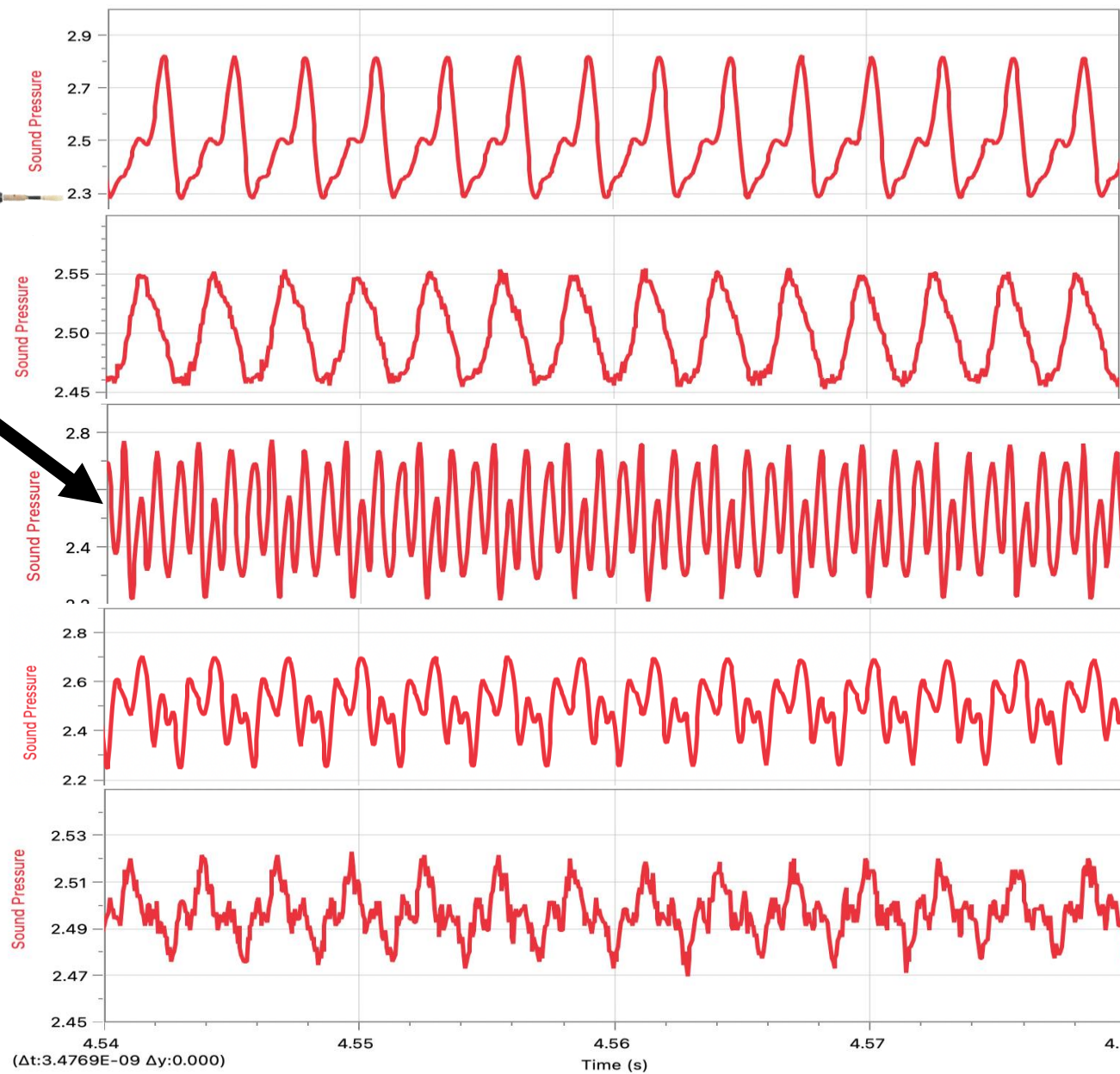
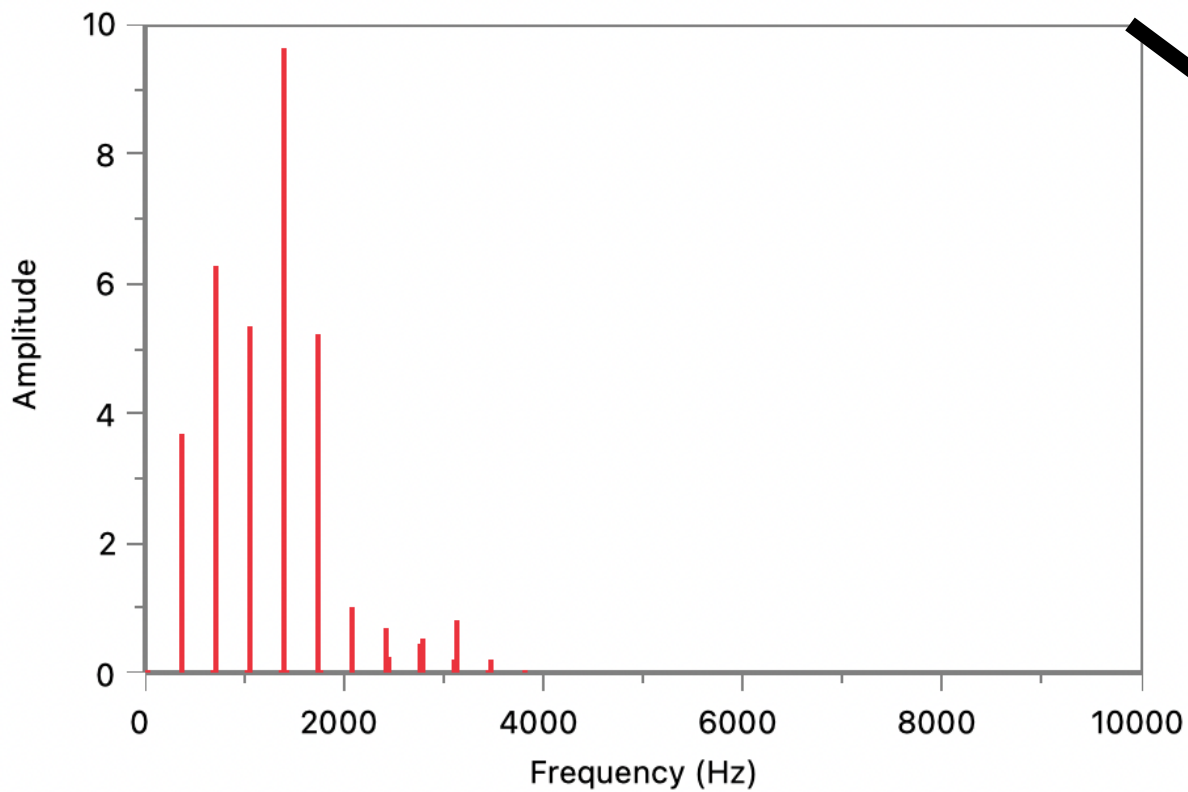
## Oboe



FFT

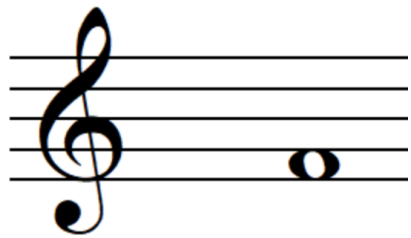


### Fundamental Frequency = 350 Hz





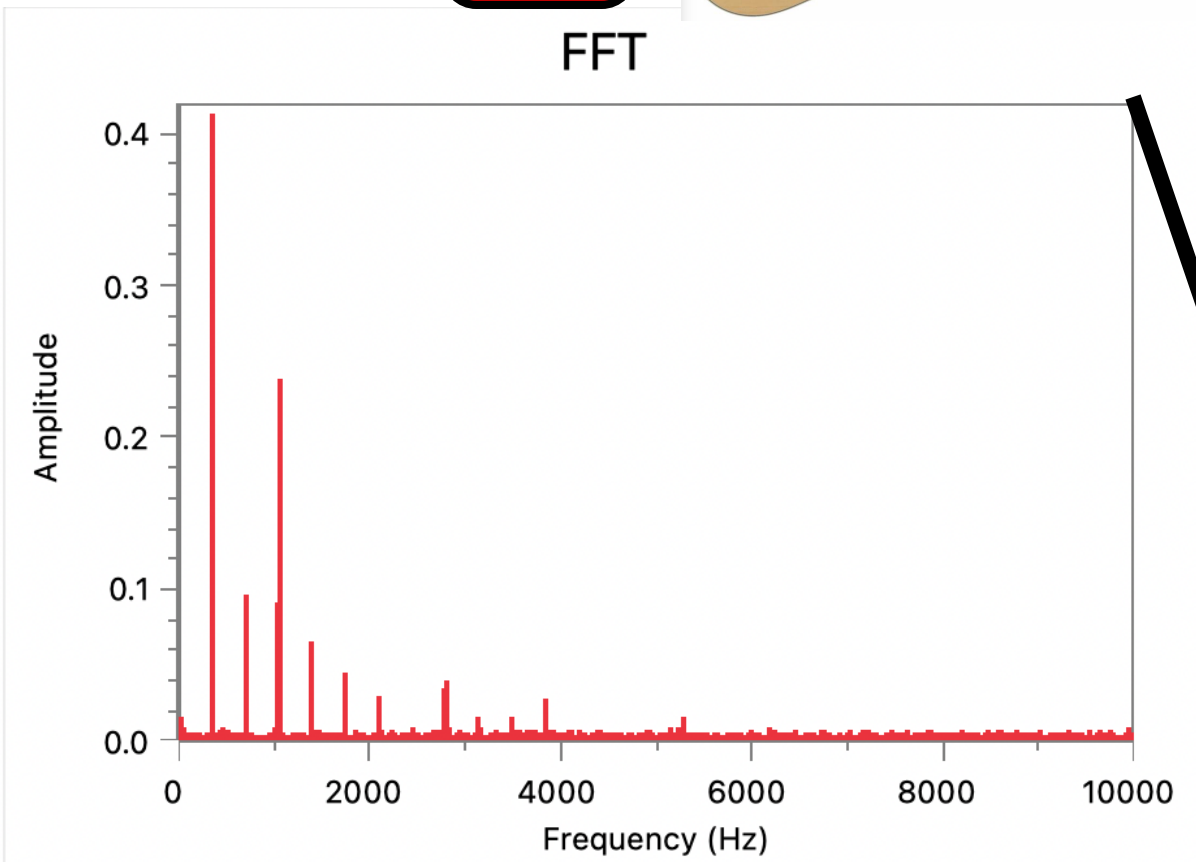
# Timbre



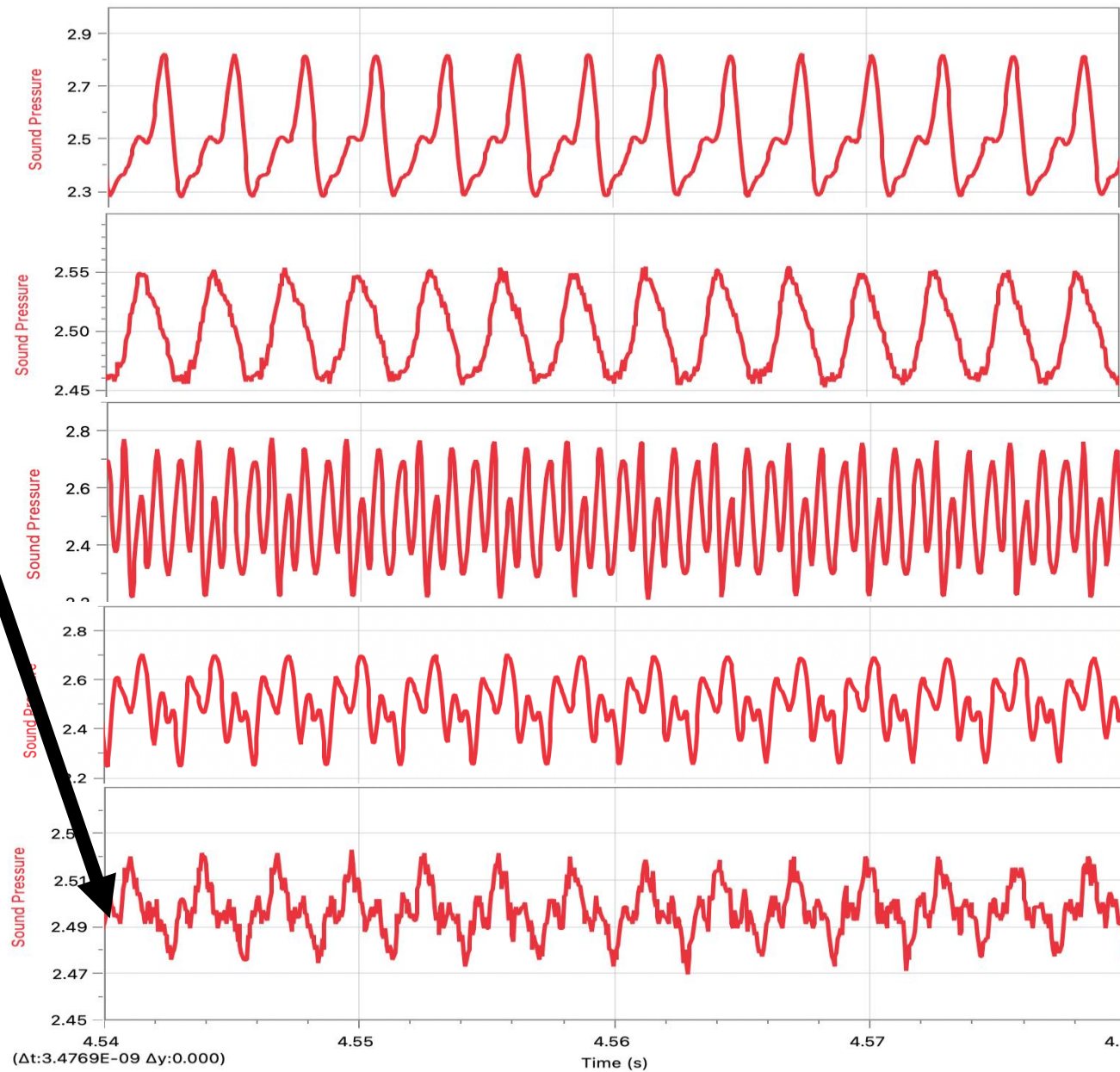
# Guitar



FFT



# Fundamental Frequency = 350 Hz



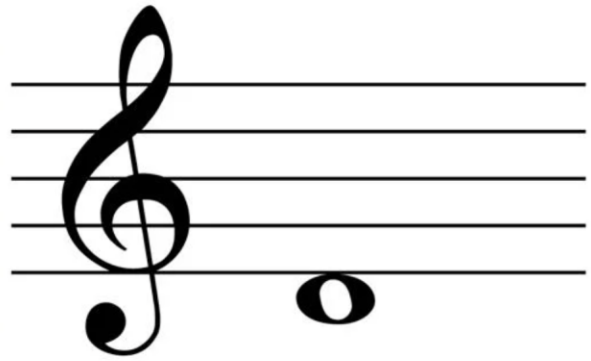


# Vowel Sounds

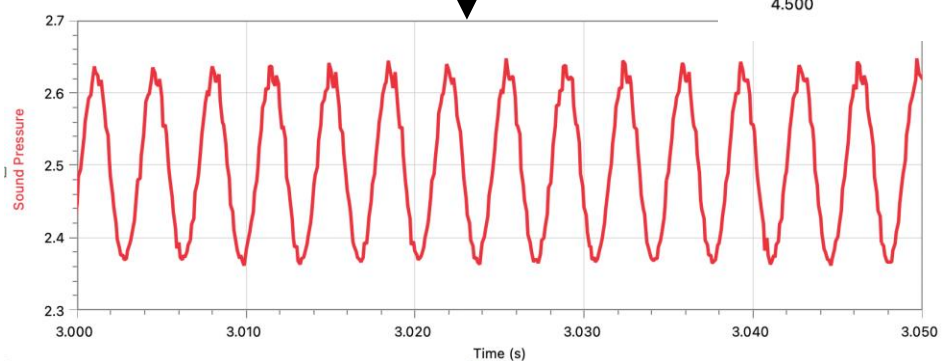
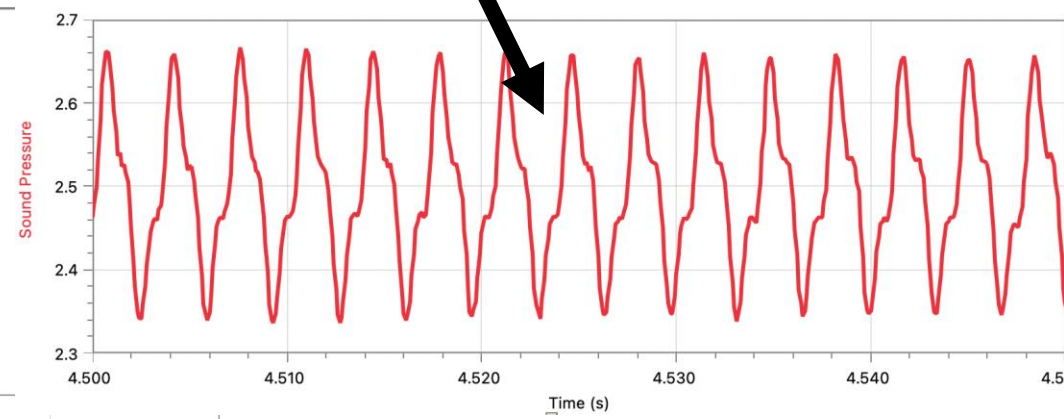
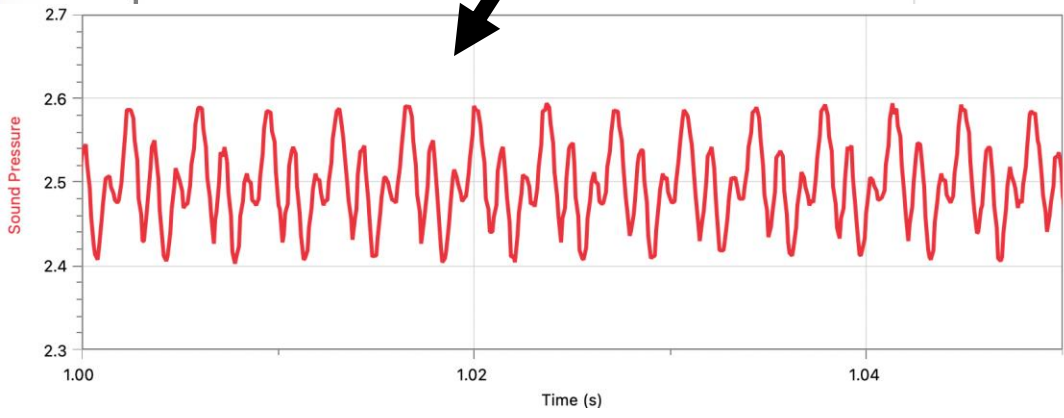
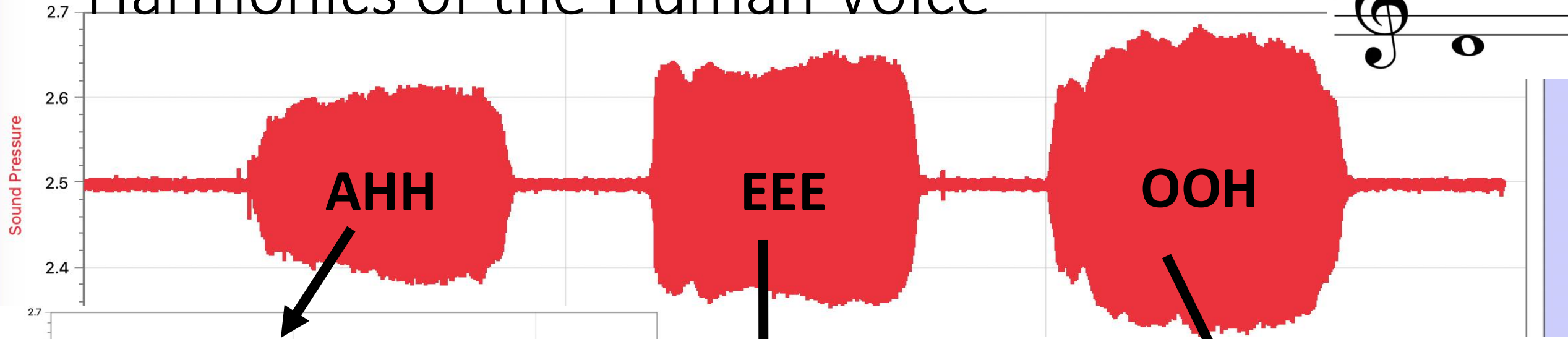
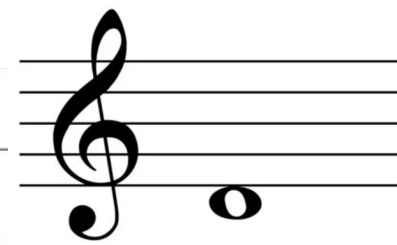
**AHH**

**EEE**

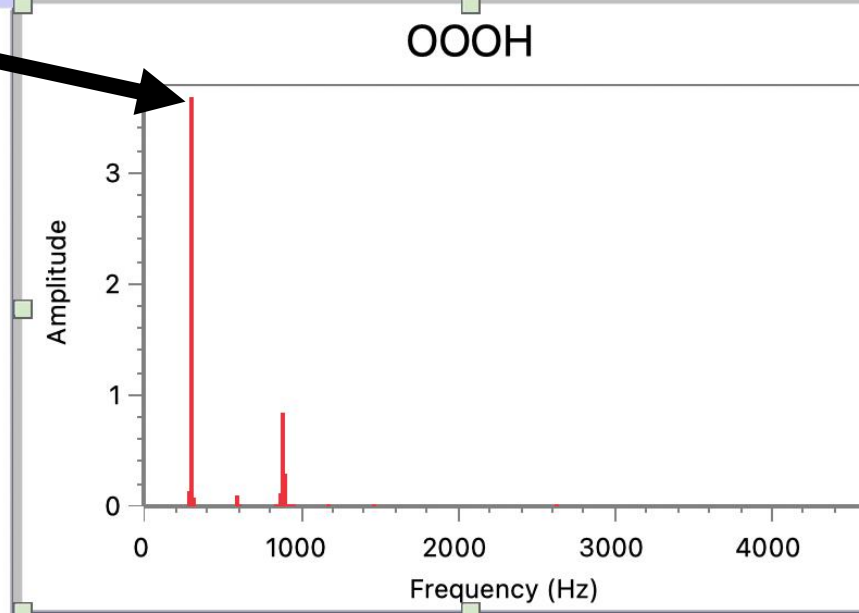
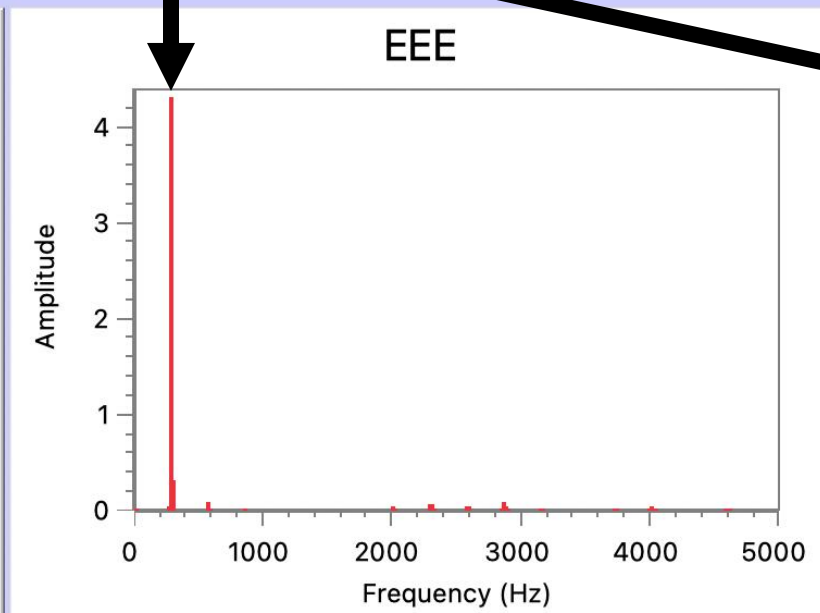
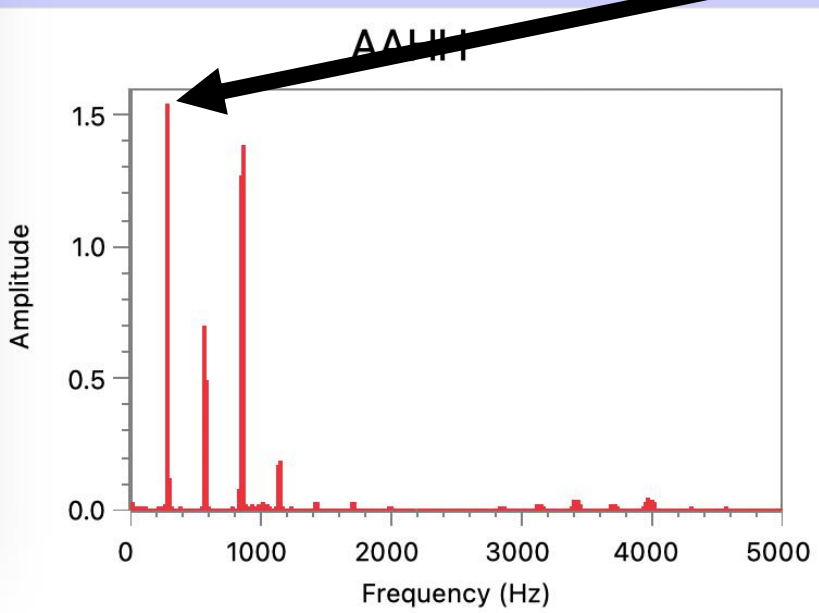
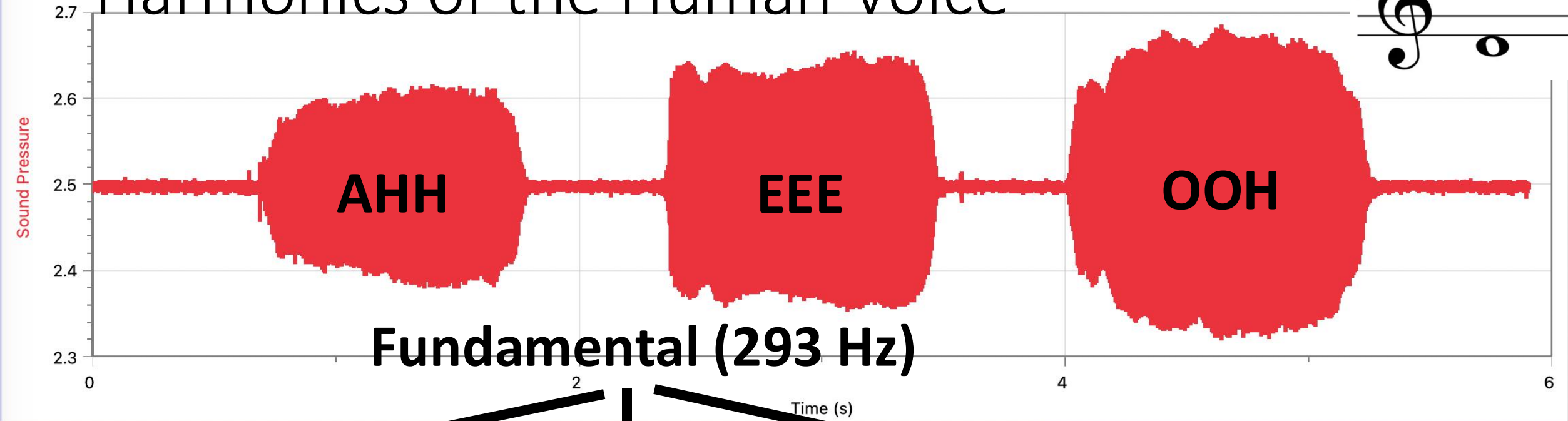
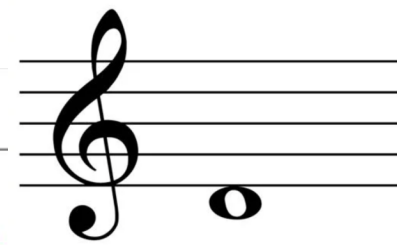
**OOH**



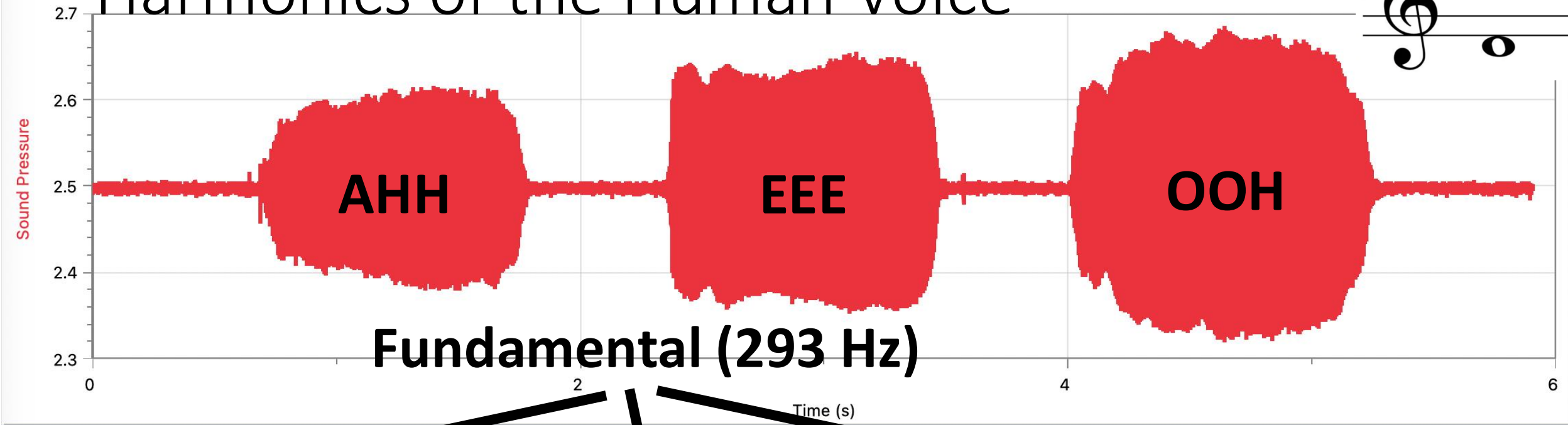
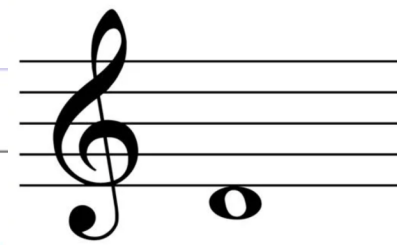
# Harmonics of the Human Voice



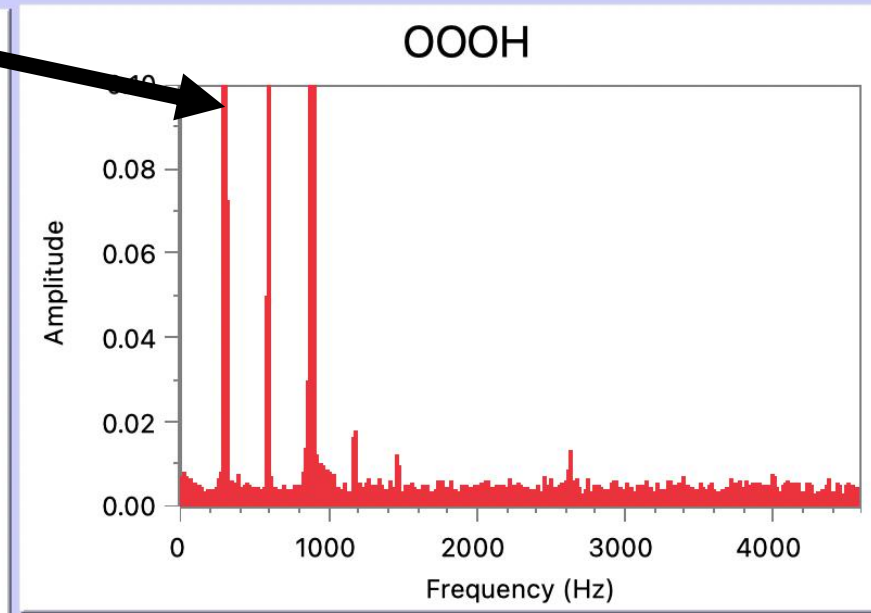
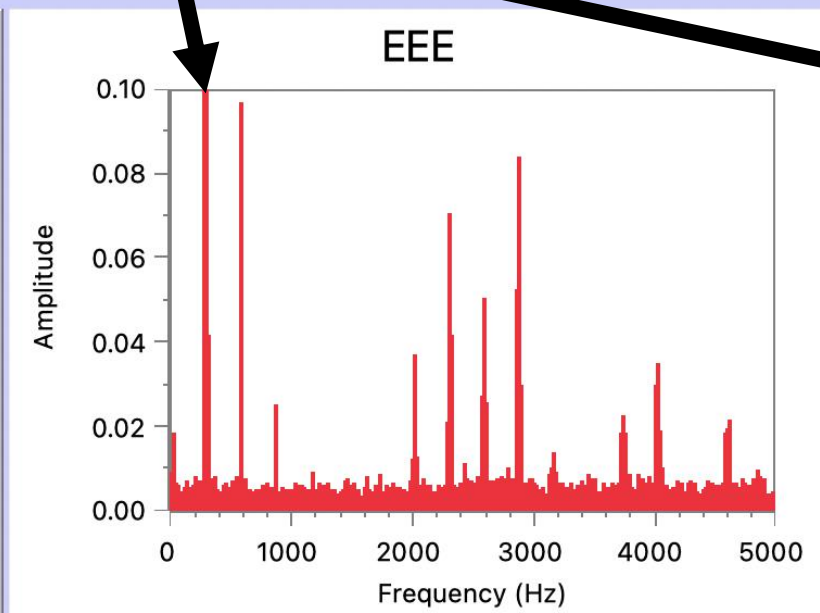
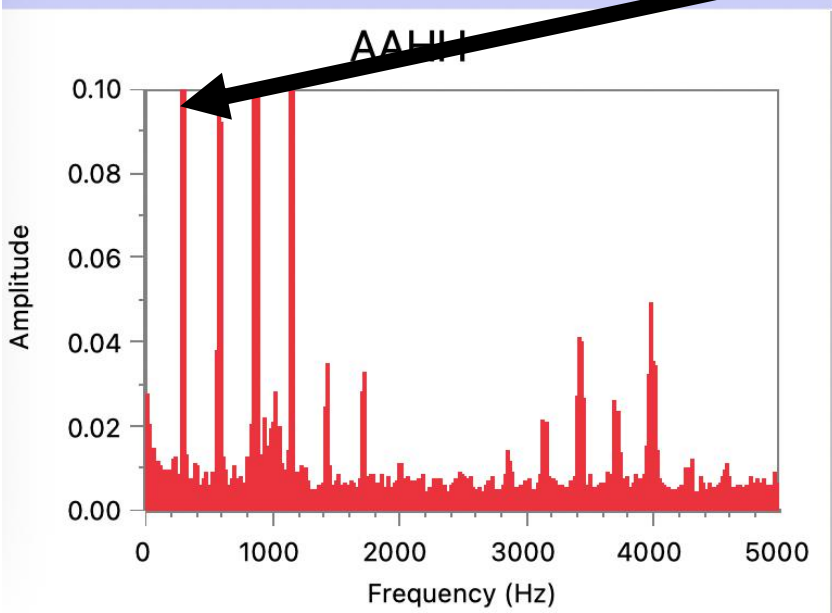
# Harmonics of the Human Voice



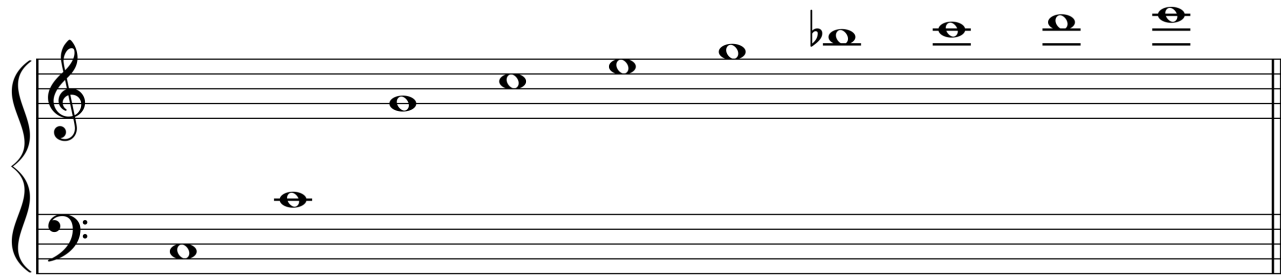
# Harmonics of the Human Voice



**Fundamental (293 Hz)**



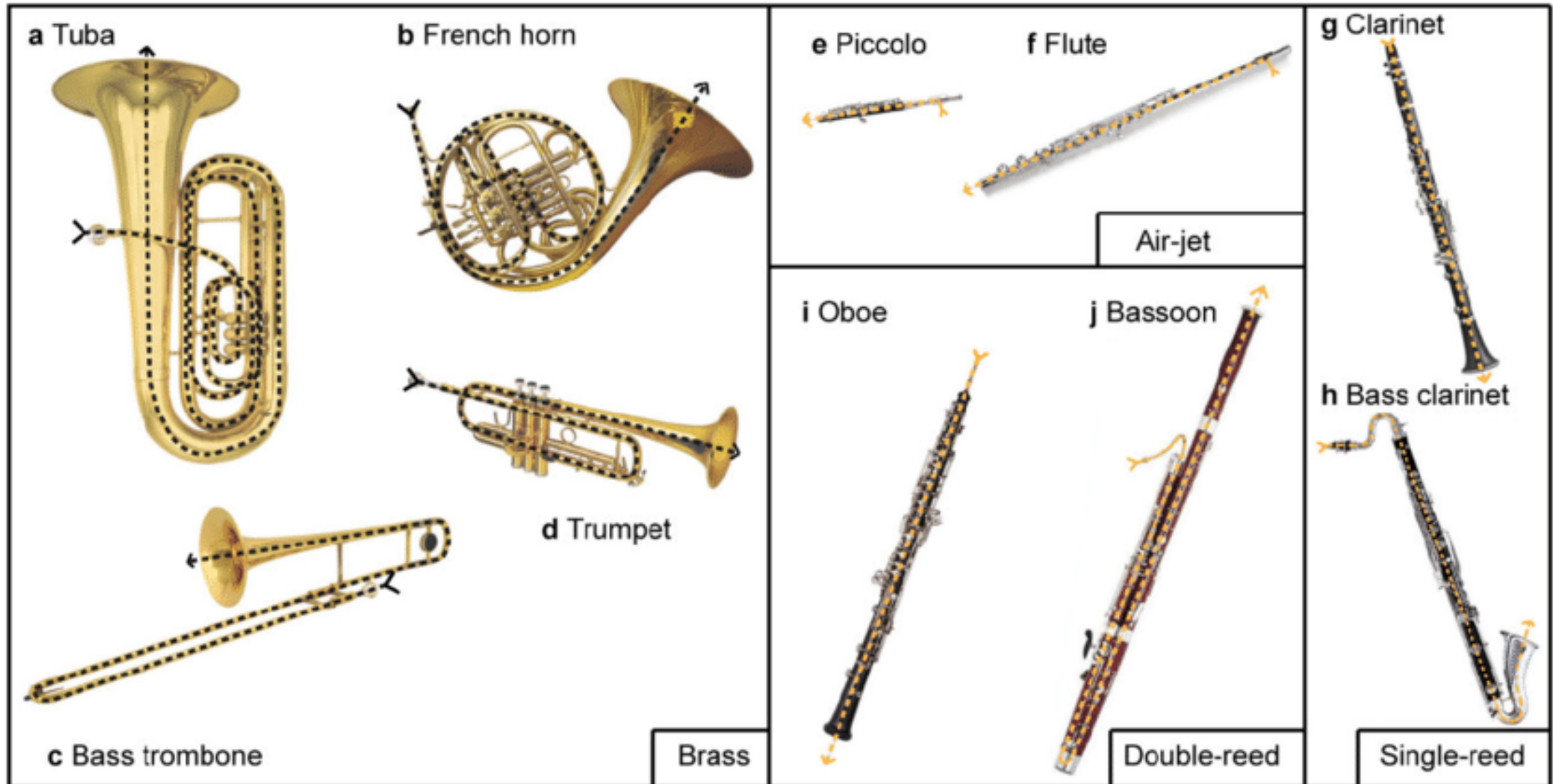
# Wind Instrument Sound Production is based on Harmonics



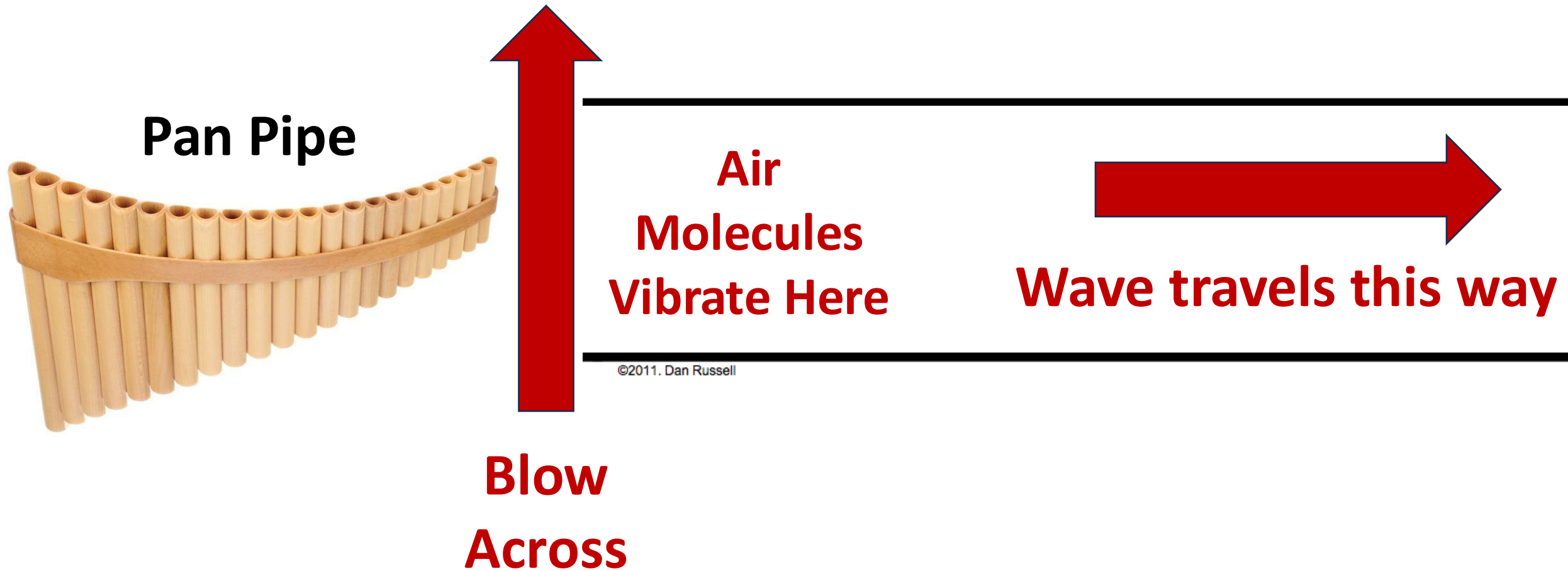
The  
"fundamental"



# How long is the “pipe” in a wind instrument?

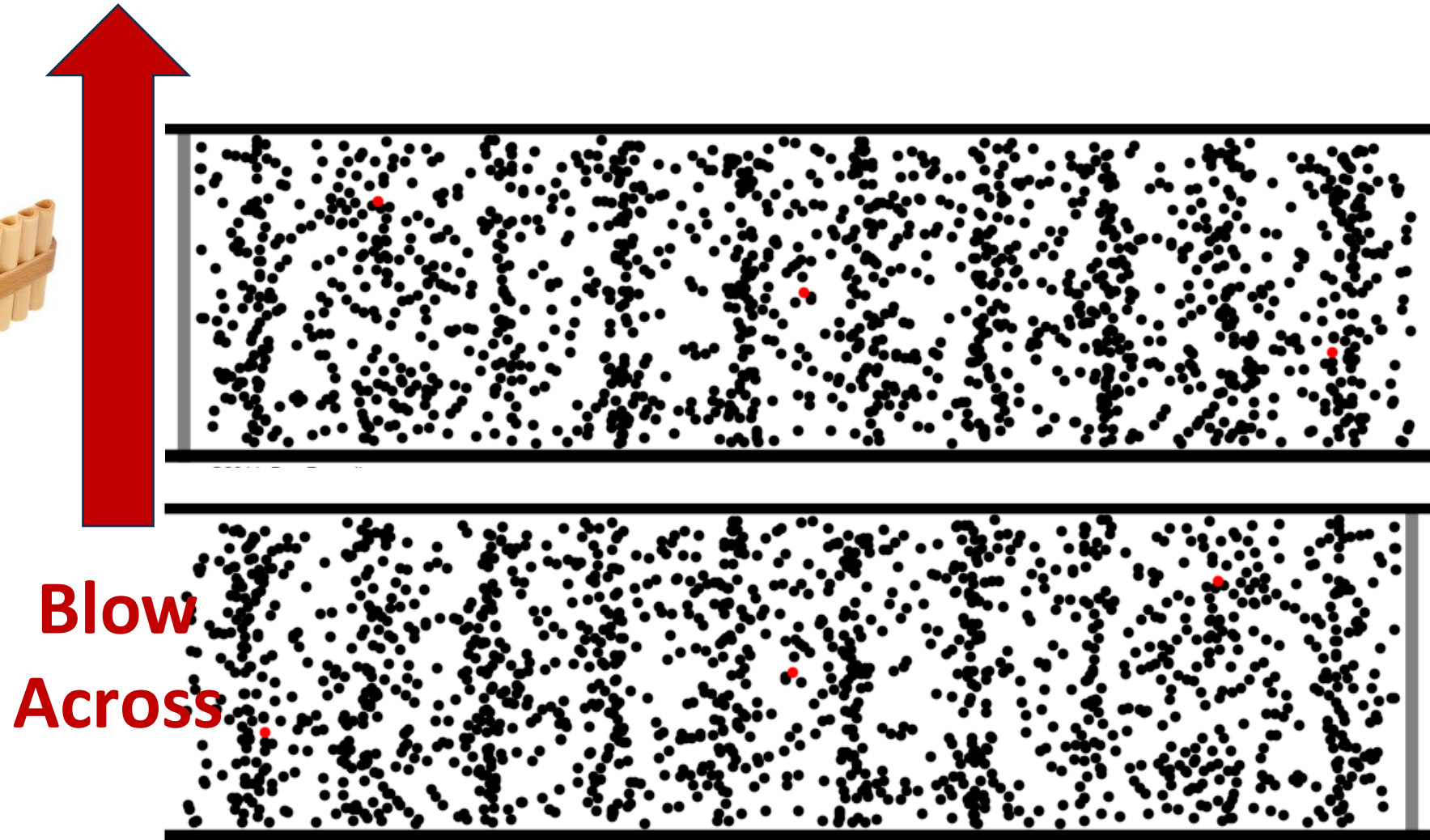
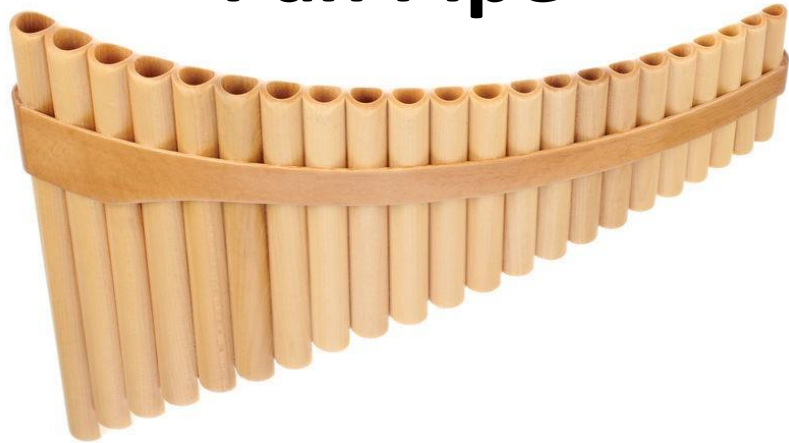


# Air Pressure Waves inside Wind Instruments



# Air Pressure Waves inside Wind Instruments

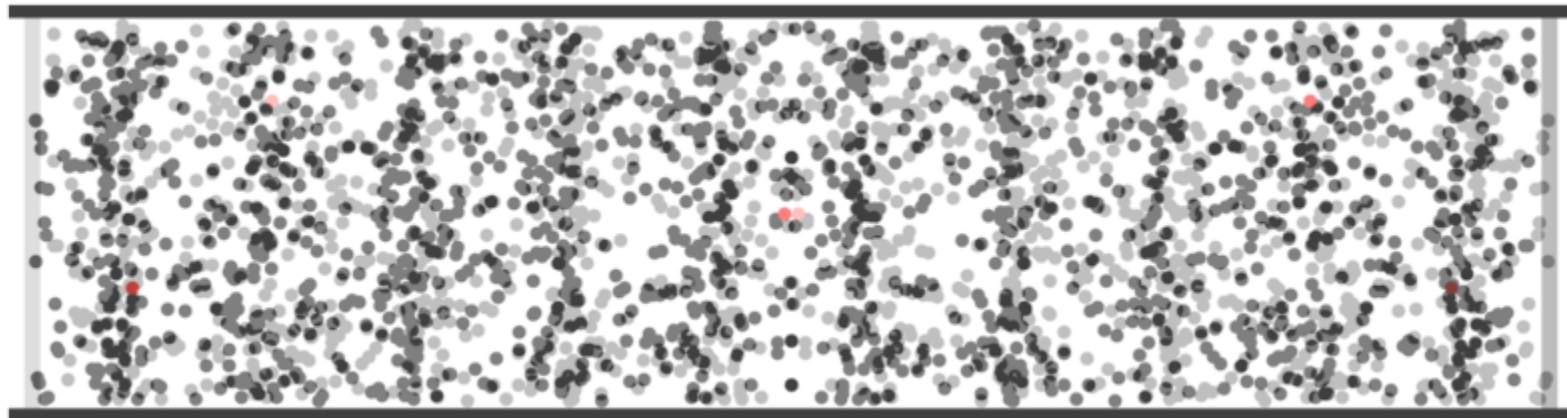
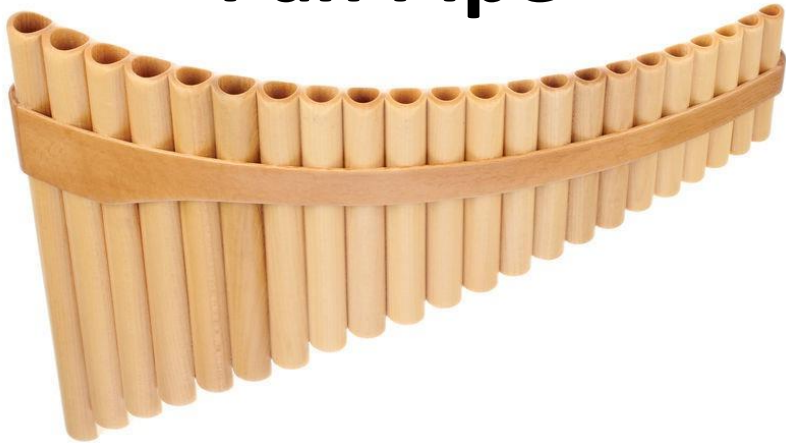
Pan Pipe





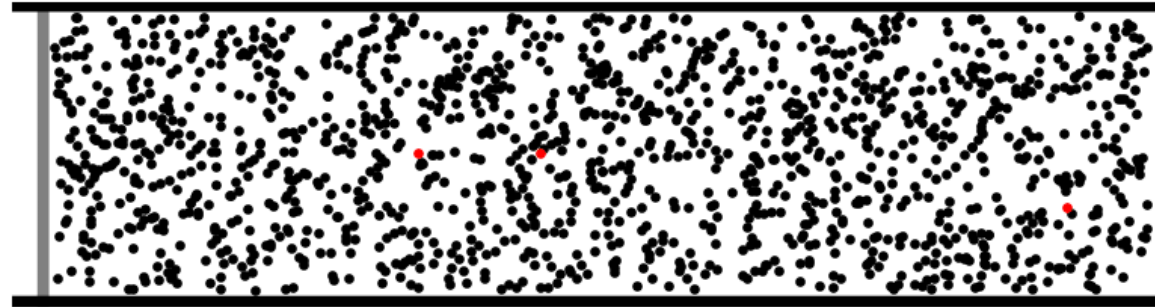
# Air Pressure Waves inside Wind Instruments

**Pan Pipe**



# Air Pressure Waves inside Wind Instruments

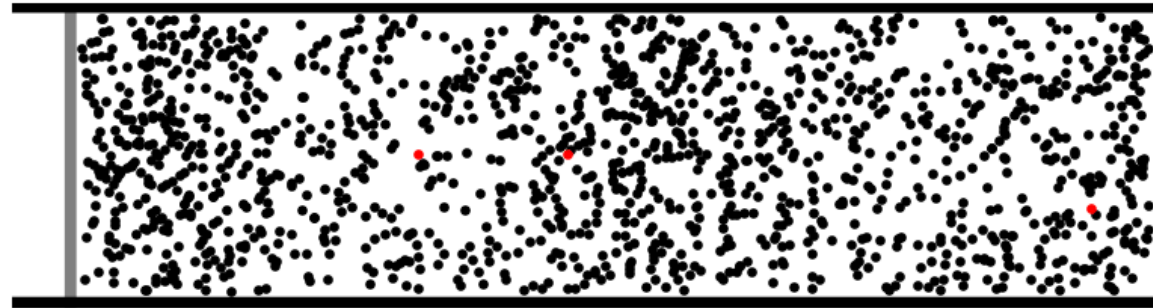
Molecules:



©2012, Dan Russell

# Air Pressure Waves inside Wind Instruments

Molecules:

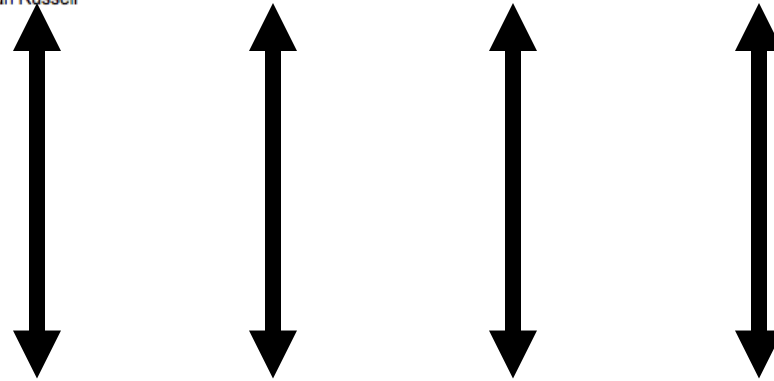
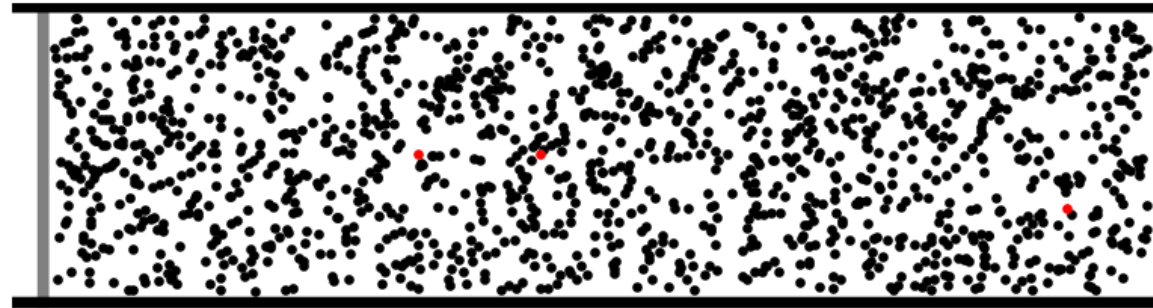


High Pressure      Low Pressure

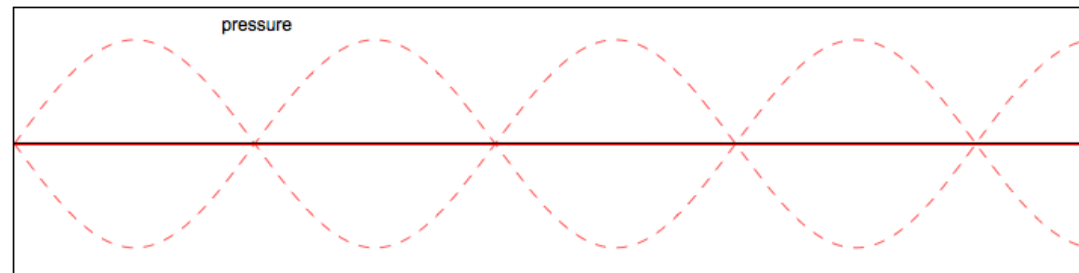
↑                      ↑

# Air Pressure Waves inside Wind Instruments

Air Molecules:

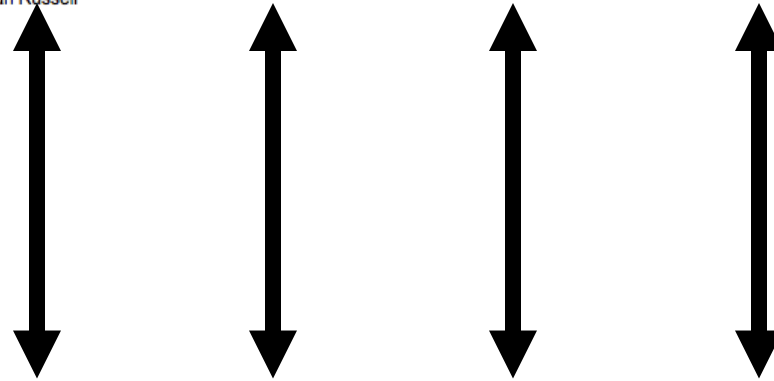
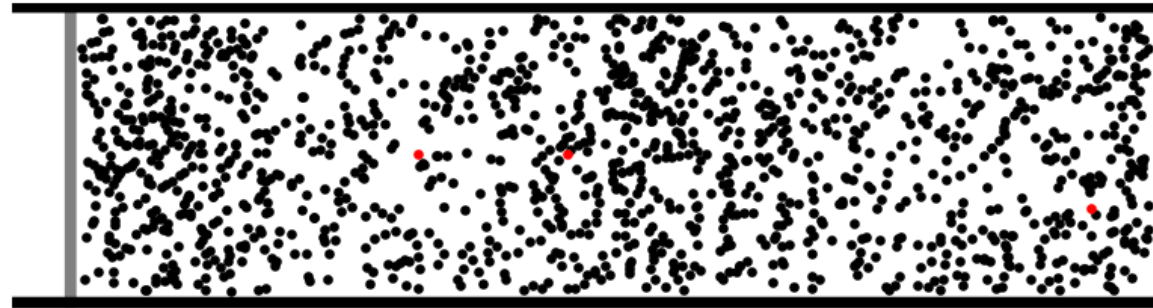


Pressure:

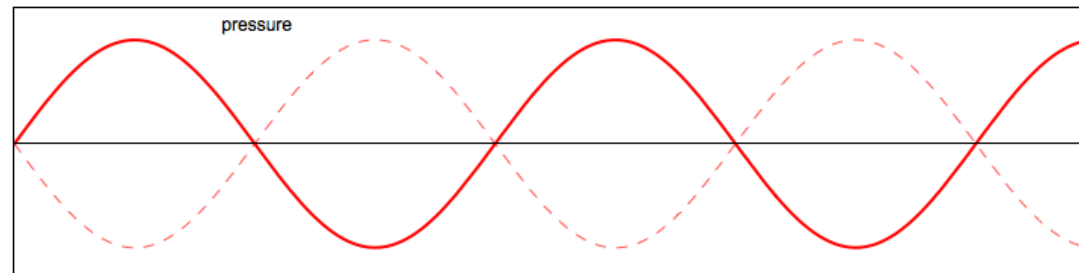


# Air Pressure Waves inside Wind Instruments

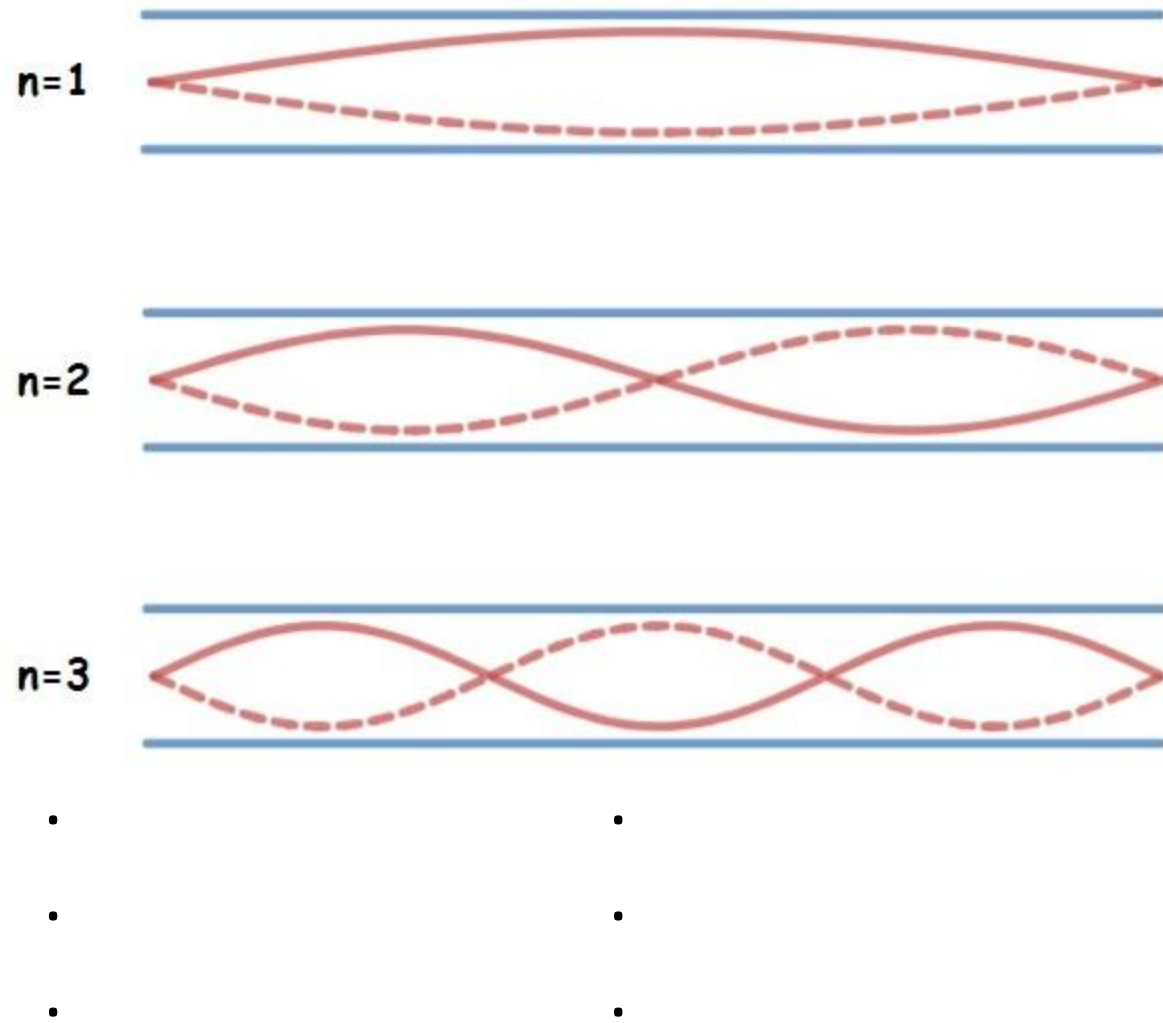
Air Molecules:



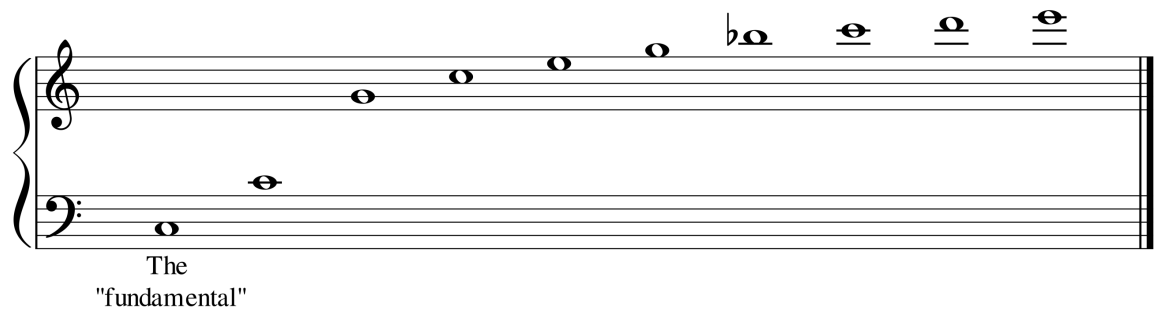
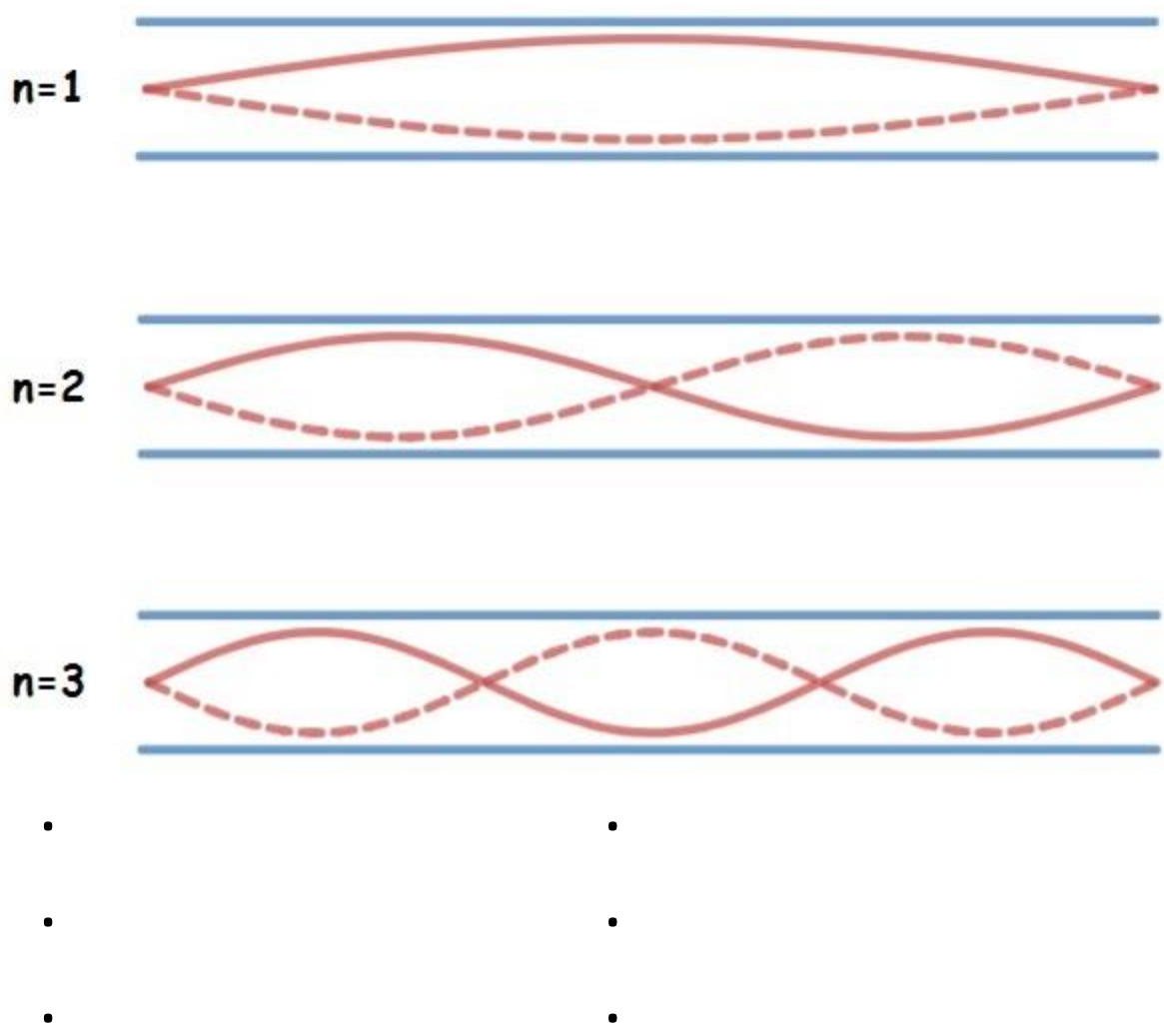
Pressure:



# Harmonics in Pipes



# Harmonics in Pipes



# Larger Pipe = Lower Sound

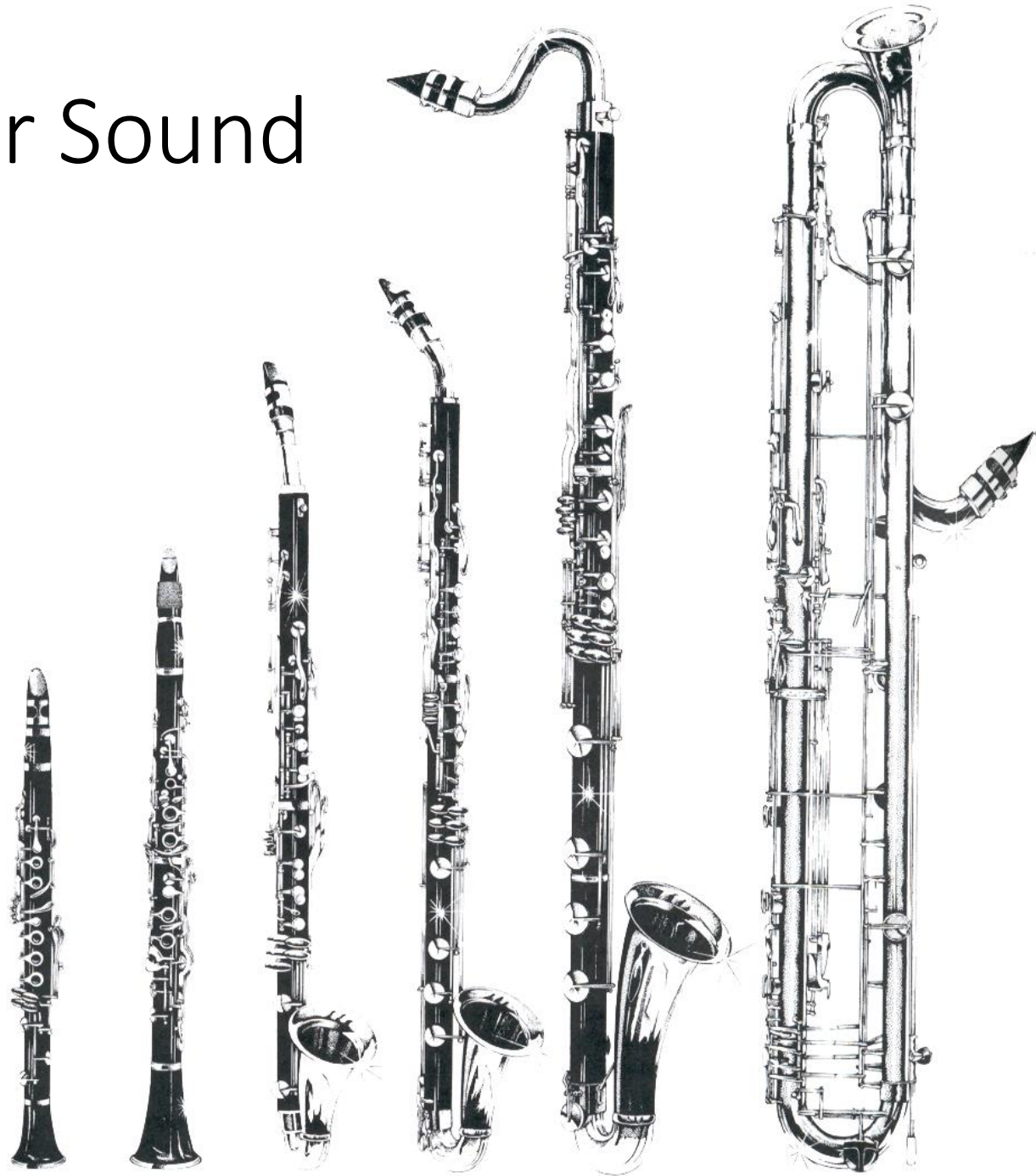


**Fundamental frequency:**  
(for an open-ended pipe)

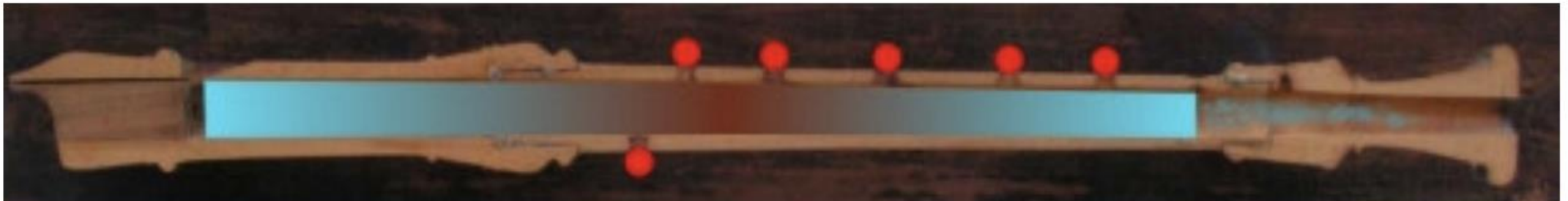
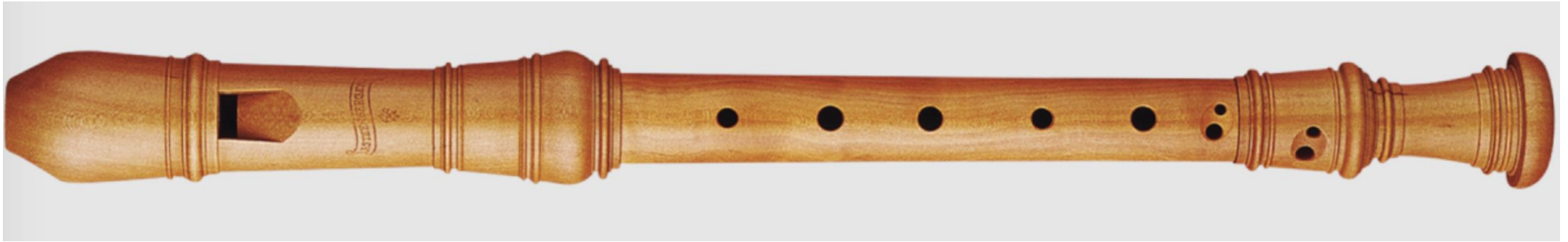
$$f = \frac{v}{2L}$$



Larger Instrument = Lower Sound



More fingers covering holes =  
= longer “pipe”  
= lower sound



**OPEN**

**OPEN**

# Tuning

This online applet shows how sound waves add together when instruments tune:

<https://academo.org/demos/wave-interference-beat-frequency/>



Tuning refers to matching the frequency produced by your instrument to a reference pitch.

FLEX Day Evaluation Link:

