

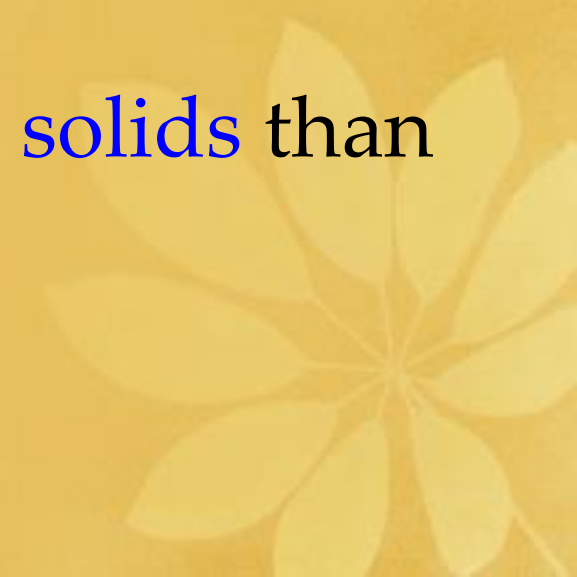


Sound



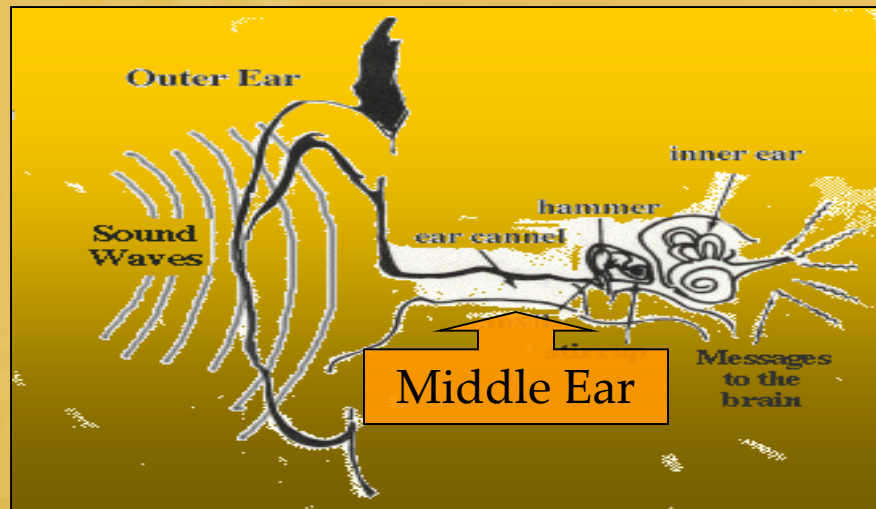
# The Facts

Sound ...

1. Is a form of energy produced & transmitted by **vibrating matter**
  2. **Travels in waves**
  3. **Travels more quickly through solids than liquids or gases**
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# The Ear

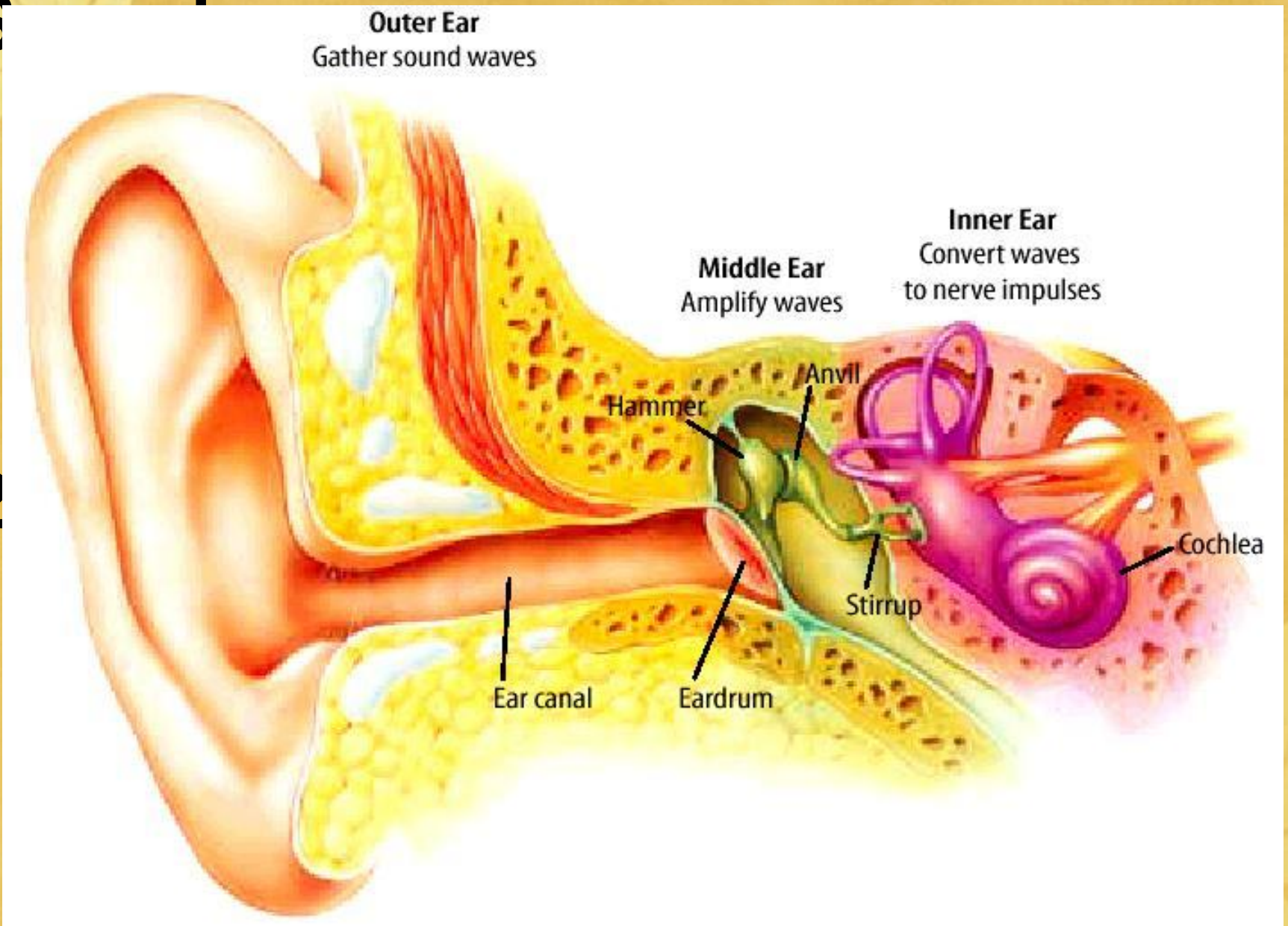
- Sound is carried to our ears through vibrating air molecules.
- Our ears take in sound waves & turn them into signals that go to our brains.
- Sound waves move through 3 parts of the ear; outer ear, middle ear, & inner ear.



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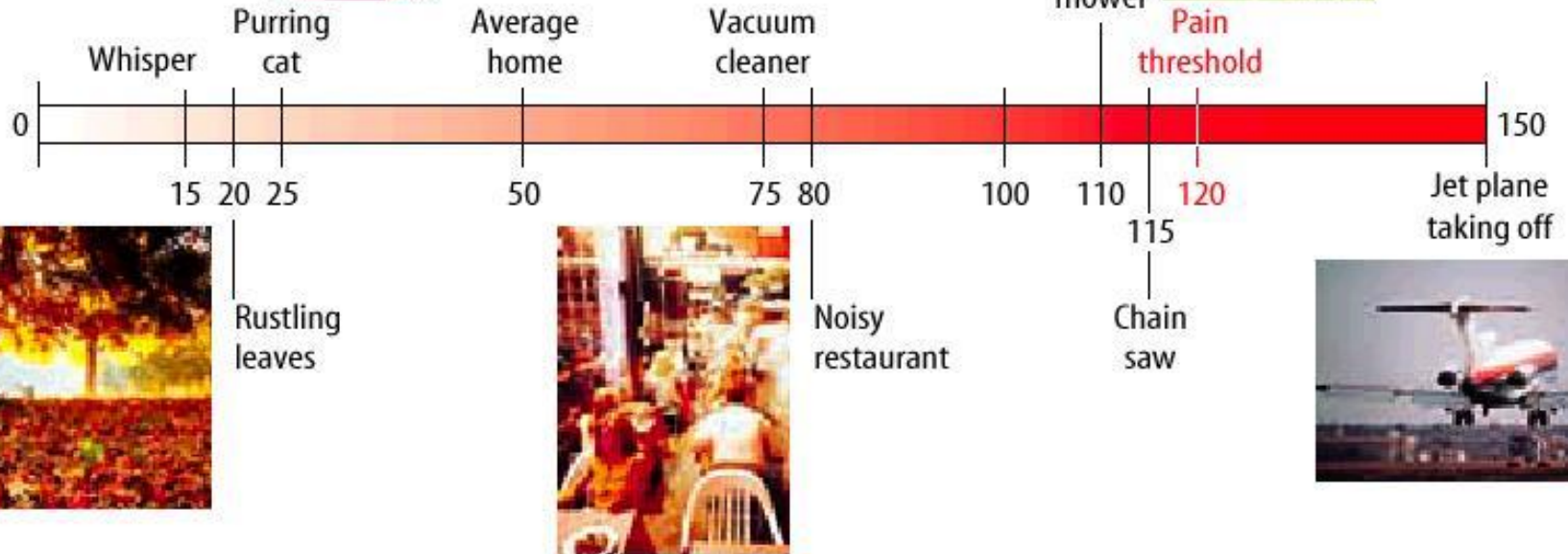
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c. Inner ear converts sound.

# Loudness in Decibels

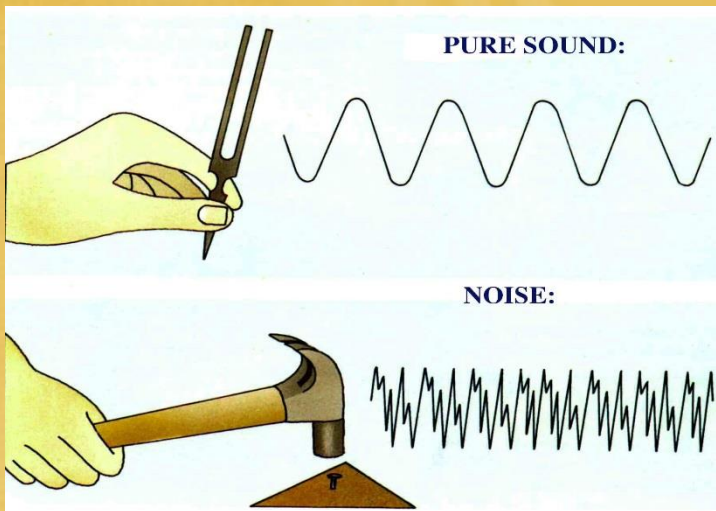


a) Threshold of hearing (0 db)

b) Threshold of pain (120 db)

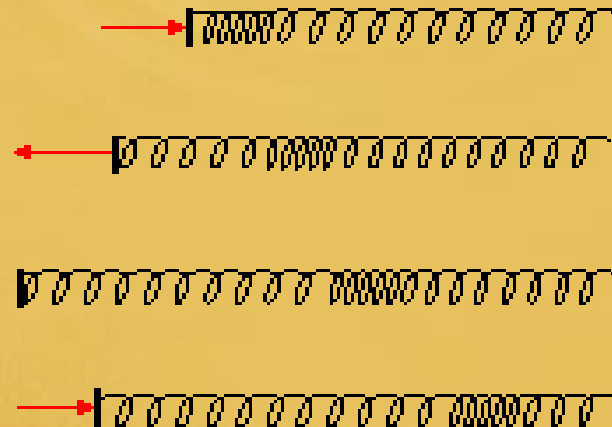
# Vibration

- Back and forth movement of molecules of matter
- For example,



# Compression

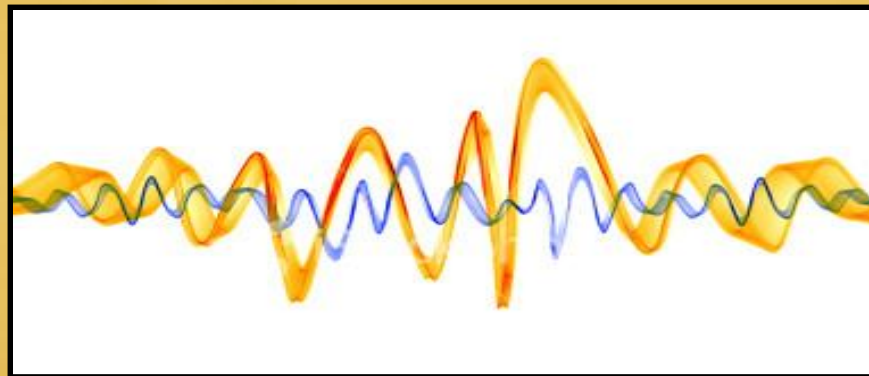
- Where molecules are being pressed together as the sound waves move through matter
- For example,
  - a wave travels through the springs just like sound waves travel through the air
  - the places where the springs are close together are like compressions in the air.



# Sound Waves



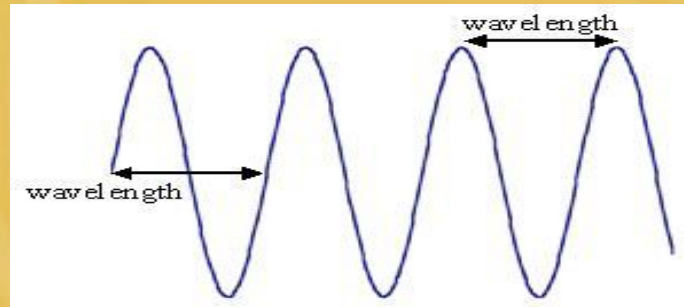
- Alternating areas of high & low pressure in the air
- ALL sound is carried through matter as sound waves
- Sound waves **move out in ALL directions** from a vibrating object



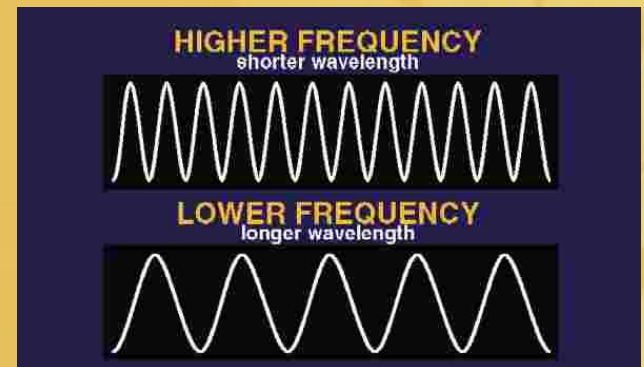


# Wavelength & Frequency

- Wavelength is the **distance between one part of a wave and the same part of the next wave**



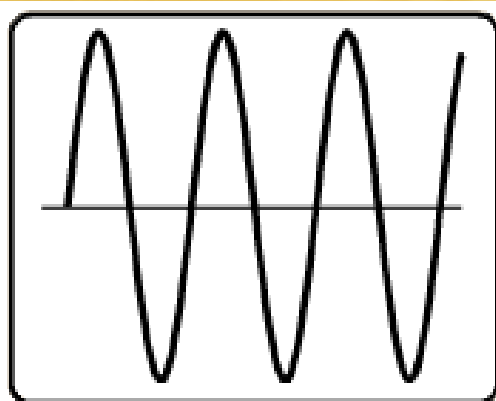
- Frequency is the **number of waves moving past a point in one second**



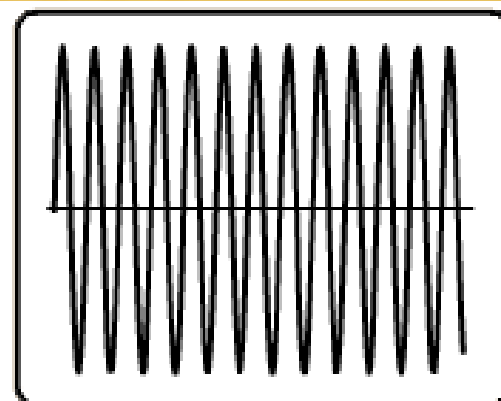
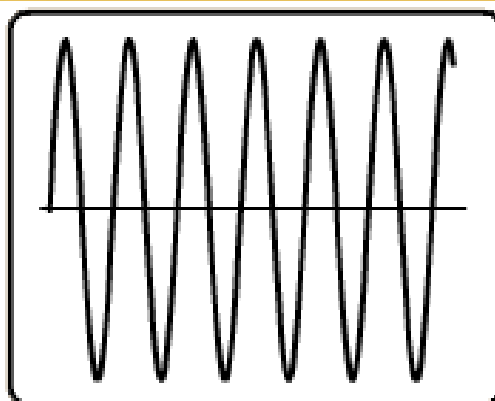
# Pitch



- A measure of **how high or low a sound is**
- Pitch **depends on the frequency** of a sound wave
- **For example,**



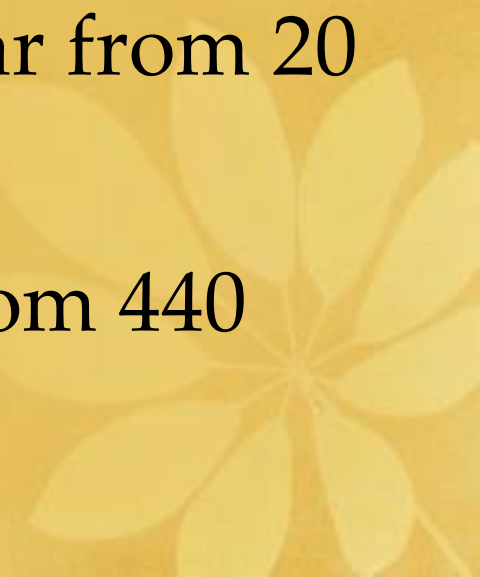
- Low pitch
- Low frequency
- Longer wavelength





- High pitch
- High frequency
- Shorter wavelength



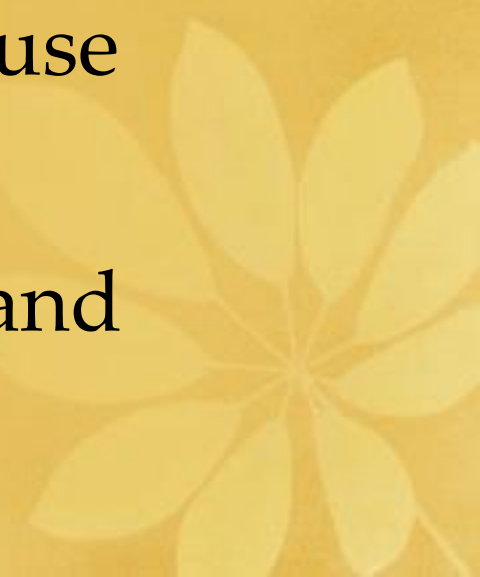
# Frequency and pitch

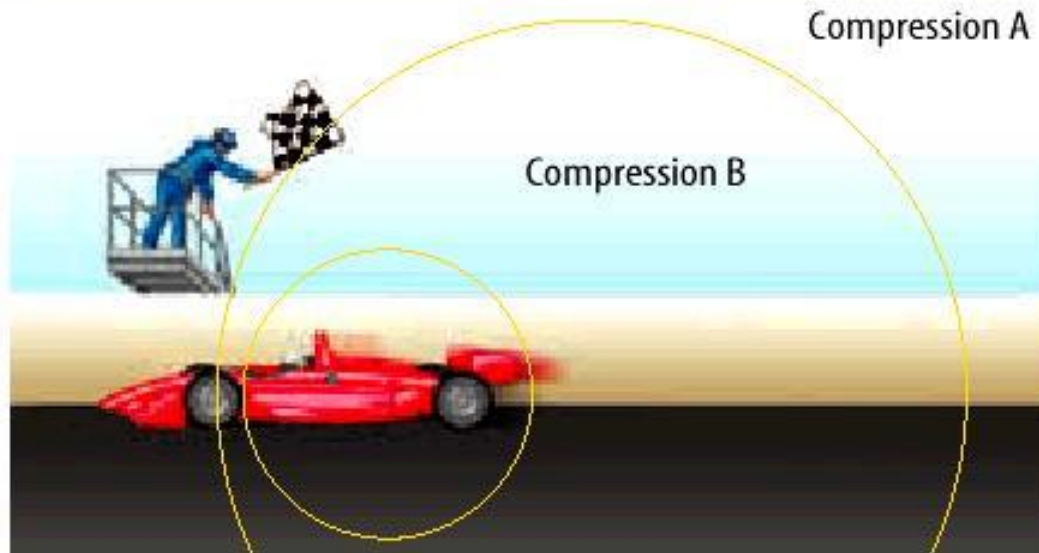
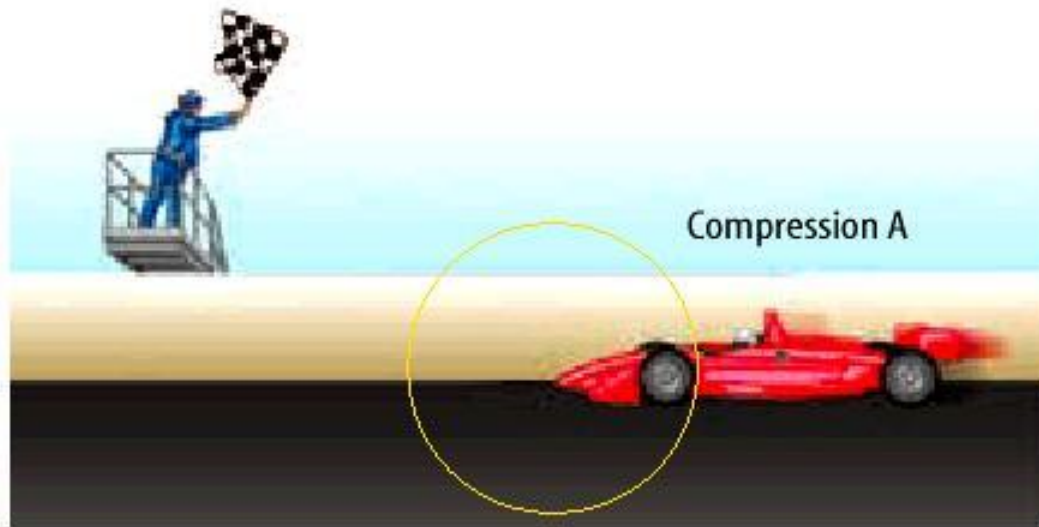
- 1) High frequency means more vibrations hitting the ear.
  - 2) Pitch is how high or how low a sound seems to be.
  - 3) Healthy humans can hear from 20 Hz to 20,000 Hz
  - 4) We are most sensitive from 440 Hz to 7,000 Hz.
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- Ultrasonic sound has a frequency greater than 20,000 Hz.
    - a) Dogs (up to 35,000 Hz)
    - b) Bats (over 100,000 Hz)
    - c) Medical diagnosis
  - 6) Infrasonic sound has a frequency below 20 Hz; they are felt rather than heard
  - (earthquakes, heavy machinery).
- 



# The Doppler Effect

- the change in pitch due to a moving wave source.
  - 1) Objects moving toward you cause a higher pitched sound.
  - 2) Objects moving away cause sound of lower pitch.
  - 3) Used in radar by police and meteorologists and in astronomy.
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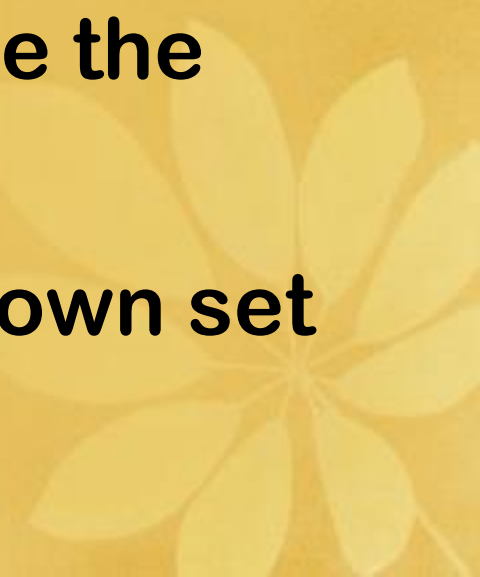
The Doppler effect occurs when the source of a sound wave is moving relative to a listener.

**A** The race car creates compression A.

**B** The car is closer to the flagger when it creates compression B. Compressions A and B are closer together in front of the car, so the flagger hears a higher-pitched sound.



# Musical Sound

- **a. Noise has no pattern.**
  - **b. Music has a pattern and deliberate pitches.**
  - **c. Sound quality describes differences of sounds that have the same pitch and loudness.**
  - **d. Every instrument has its own set of overtones.**
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# Sound and Instruments

- Instruments can be played at different pitches by **changing lengths of different parts.**



- **For example,**

- Another way to make different pitches is to **change the thickness of the material that vibrates.**

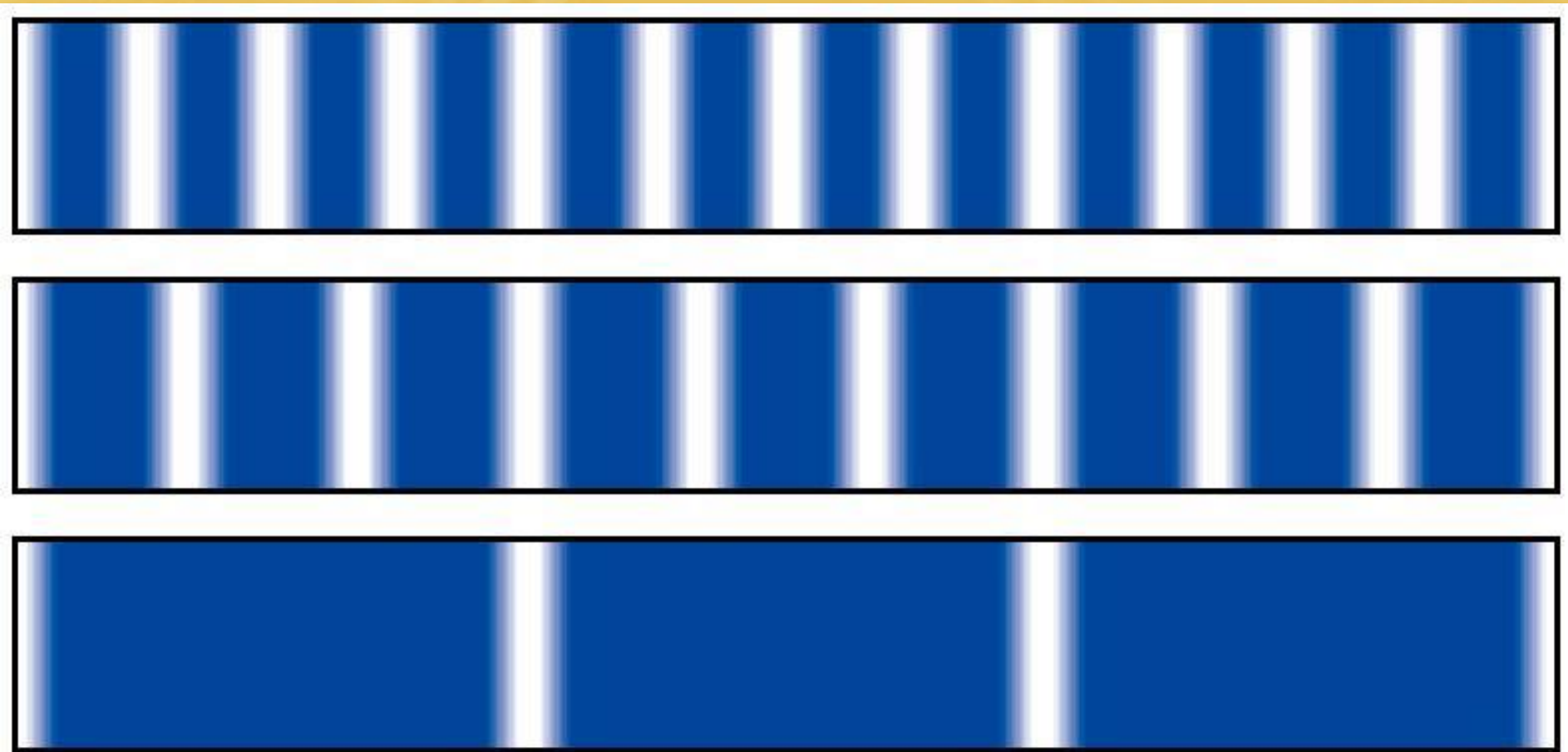
- **For example,**

A trombone's mute absorbs some of the sound waves produced, thus producing a softer note when played.





e) Beats are pulsing variations of loudness caused by interference of sounds of slightly different frequencies.



# Uses of sound

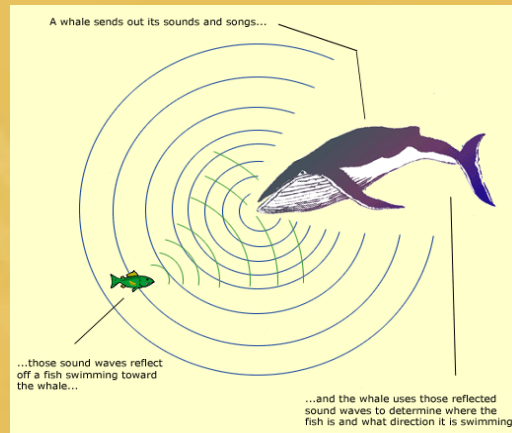
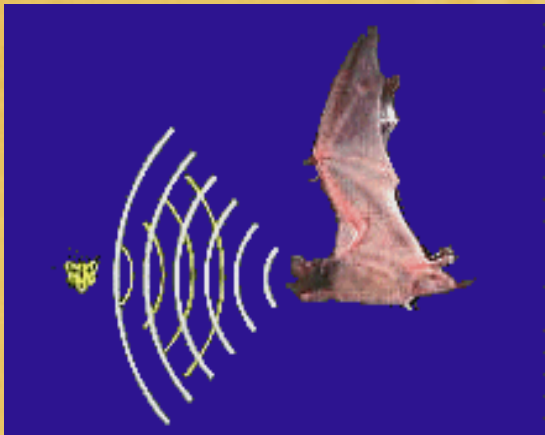
**a. Acoustics – the study of sound.**

**Soft materials dampen sound; hard materials reflect it (echoes and reverberations).**

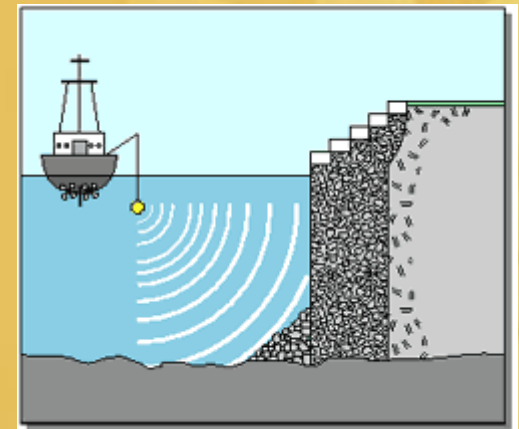
- b. SONAR – Sound Navigation and Ranging (echolocation).
- c. Ultrasound imaging
- d. Kidney stones & gallstones.

# Sonar

- An instrument that uses **reflected sound waves** to find underwater objects
- For example,



Humans use sonar to locate or map objects



Animals use sonar or echo location to find their prey; these sounds have such a high pitch or frequency that the human ear cannot hear