

*Please sign-in with the sign-in sheet*

TECH 101  
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# AU CENTRE POMPIDOU





- How do these pieces activate the ears?
- What techniques does it seem were used to create these sounds (microphones, computer, instruments, etc.)
- How is the work organized; how does it change over time (or how it it structured)?

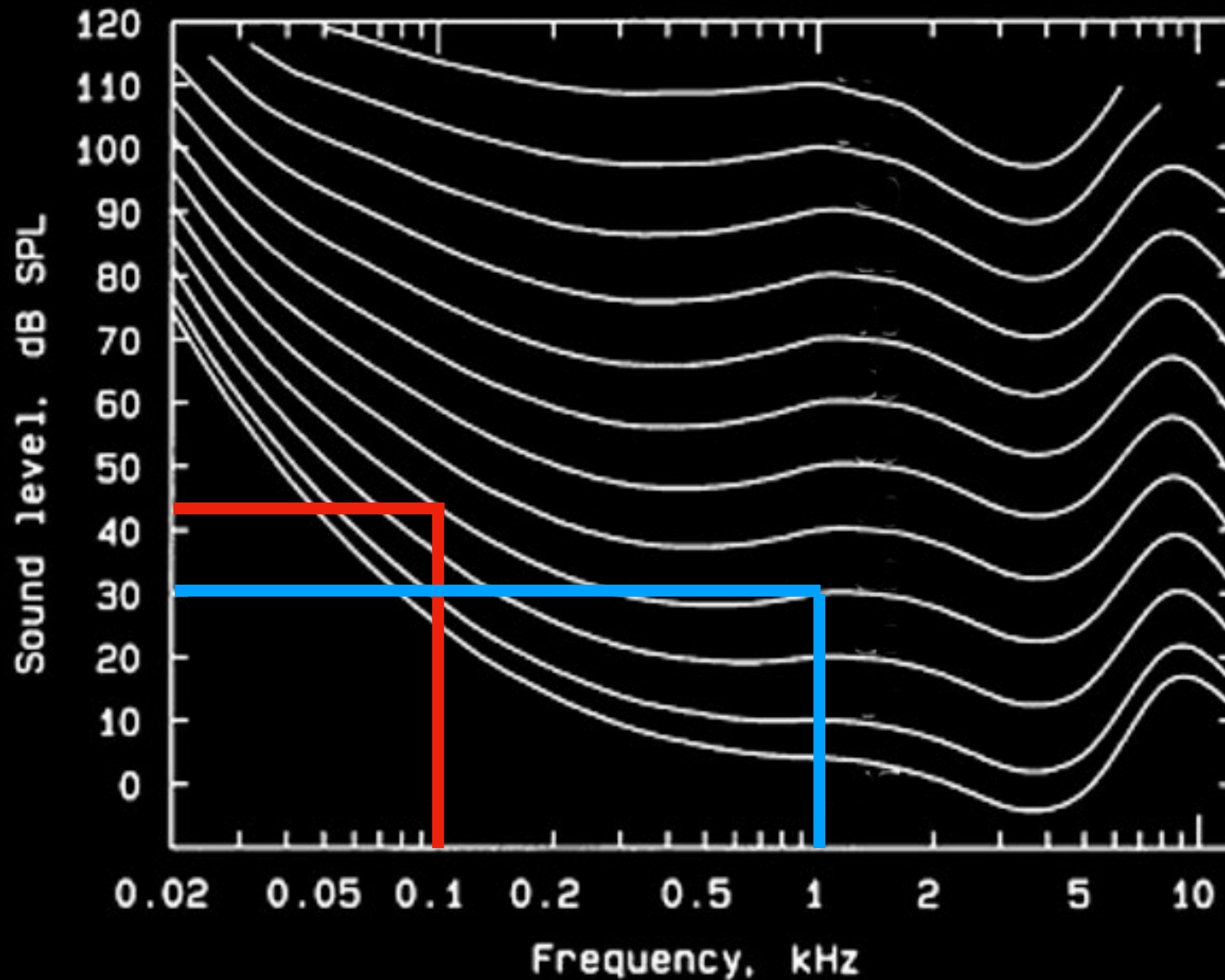
<b>Physical (Acoustics)</b>	<b>Perceptual (psychoacoustics)</b>	<b>Units</b>
<b>amplitude</b>	<b>loudness</b>	<b>decibels (dB)</b>
<b>frequency</b>	<b>pitch</b>	<b>hertz (Hz)</b>
<b>duration</b>	<b>time</b>	<b>seconds (s)</b>
<b>timbre</b>	<b>quality / tone / spectral content</b>	

# Review of Last Class

- Acoustics vs. Psychoacoustics (Objective vs. Subjective)
- Waves
  - Longitudinal vs. Transverse
  - Compression vs. Rarefaction
  - Periodic vs. Aperiodic
  - Sine waves = unnatural, single frequency
- Amplitude vs. Loudness, Decibels (dB)
  - Inverse Square Law (double distance -> quarter intensity)
    - $\text{intensity} = 1 / \text{distance}^2$
- Frequency vs. Pitch, Hertz (Hz)
  - $\text{frequency} = 1 / \text{period}$
  - 20 Hz to 20 kHz - human hearing range

# Equal Loudness Contours

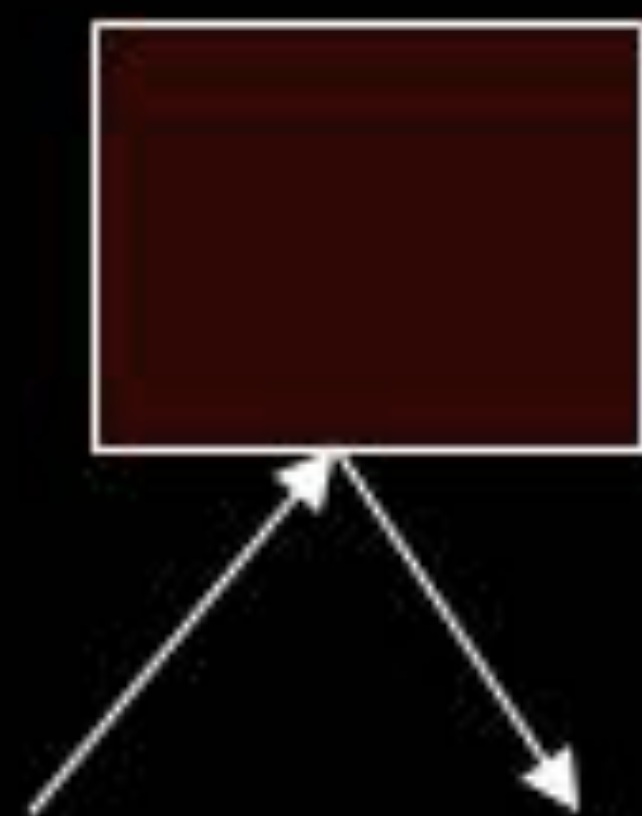
(Fletcher-Munson Curves)





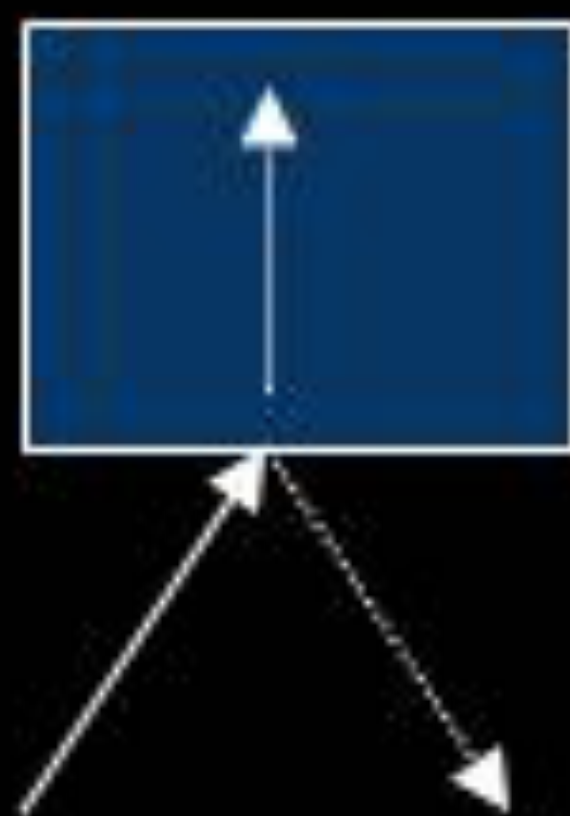


sound & space



Reflection:

Most of sound is reflected which is almost as loud as incoming sound



Absorption:

Absorbing power is determined by material used



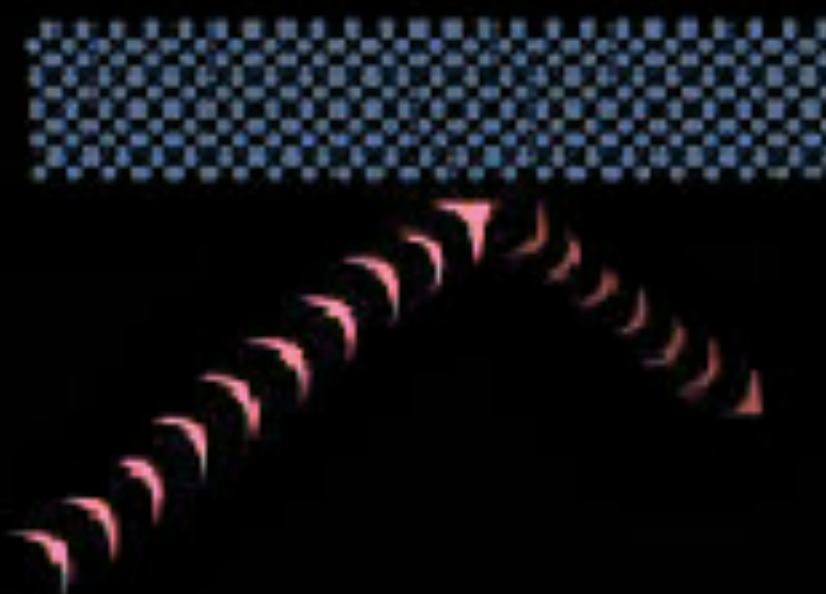
Diffusion:

Scatters sound depending on desired effect

**Reflection**



**Absorption**



**Diffusion**



# Room Acoustics

**DIFFRACTION** - Long waves will bend around (or move through) objects.

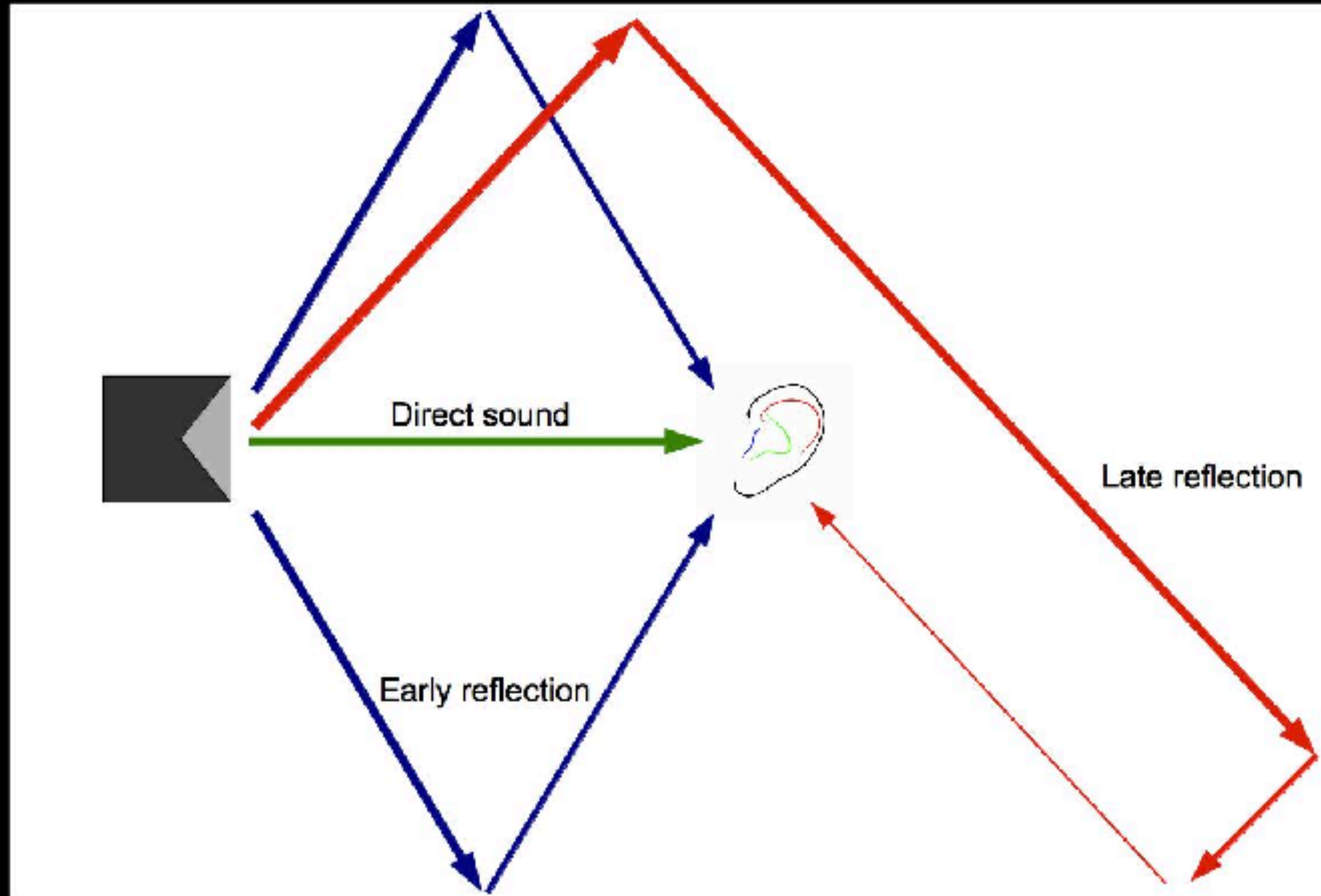
**ABSORPTION <---> REFLECTION**

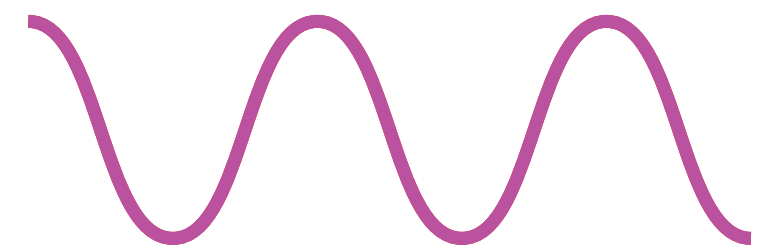
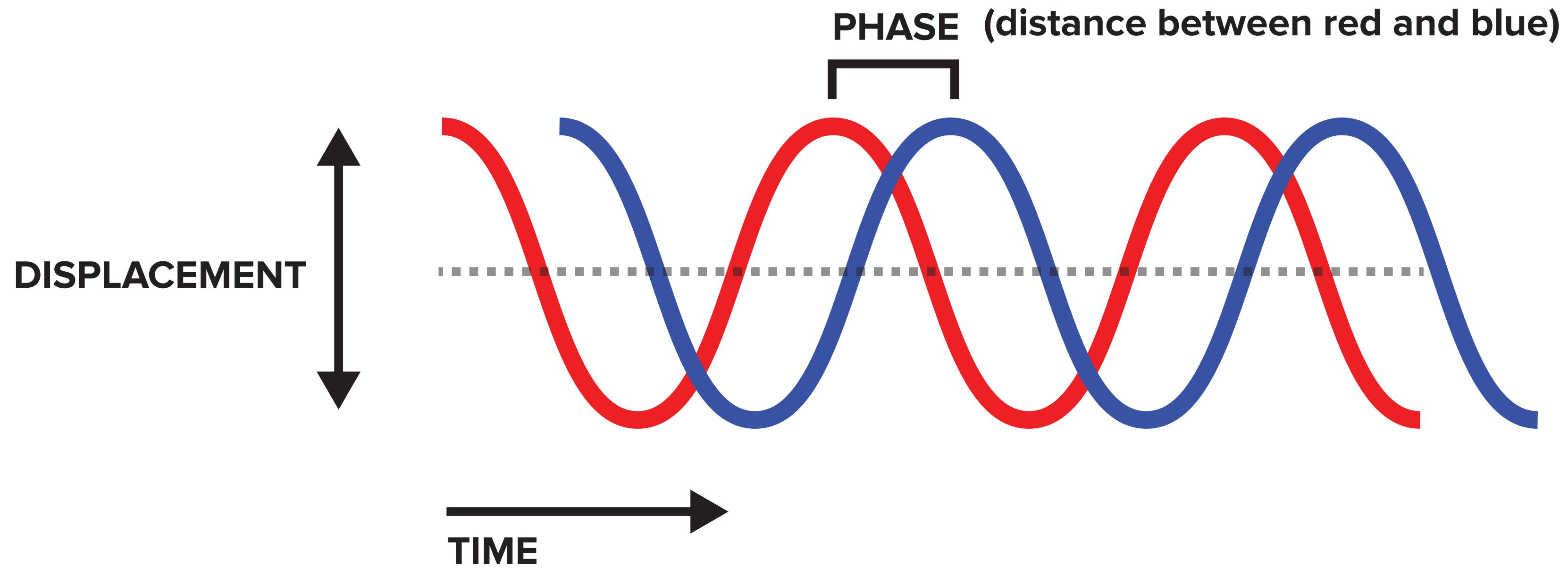
Hard surfaces reflect, soft surfaces absorb.

Short wavelengths become trapped in soft material - carpets, drapes, etc.

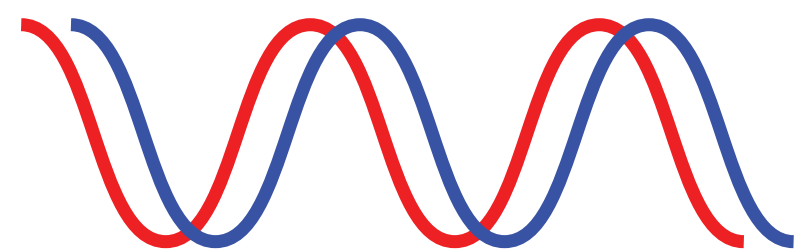
Reflected sound is **REVERBERATION**, a series of echoes, and reverb time depends on the size and material of the space

# Reflections and Reverberation

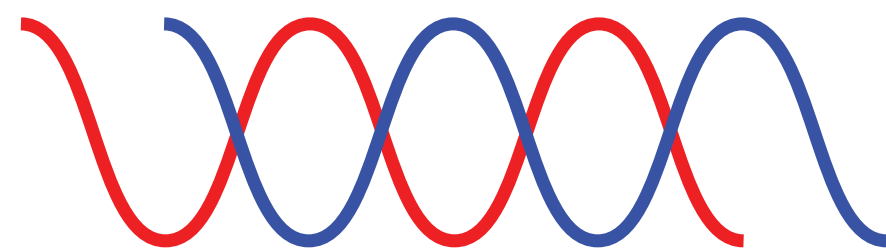




**IN PHASE ( $0^\circ$  out of phase)**



**SOMEWHAT OUT OF PHASE ( $20^\circ$  out of phase)**



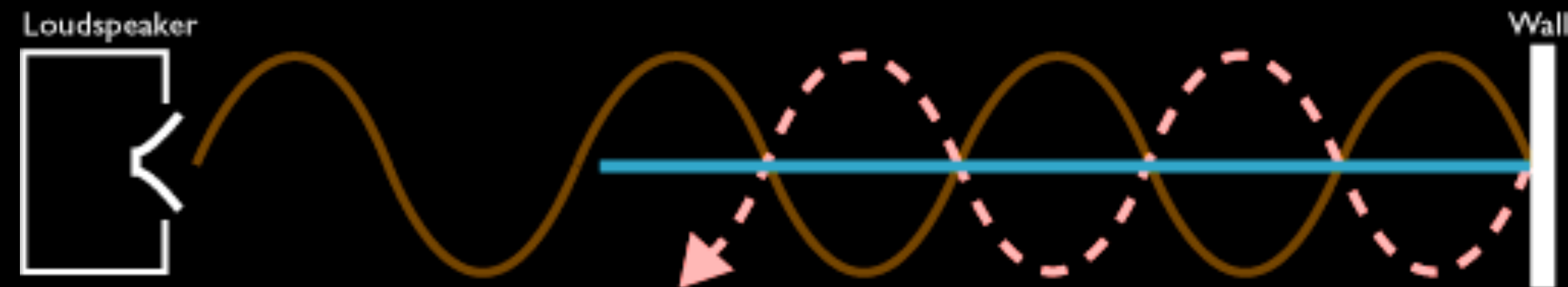
**TOTALLY OUT OF PHASE/CANCELLING  
( $180^\circ$  out of phase)**

# Room Resonance

## Destructive vs Constructive Interference

**Room modes. Standing waves out-of-phase cancellation.**

Reflected frequency (red) reflects back out-of phase, resulting in cancellation (blue).



**Room modes. Standing waves combine in-phase.**

Reflected frequency (red) reflects back in-phase, resulting in an increase in amplitude (blue).

