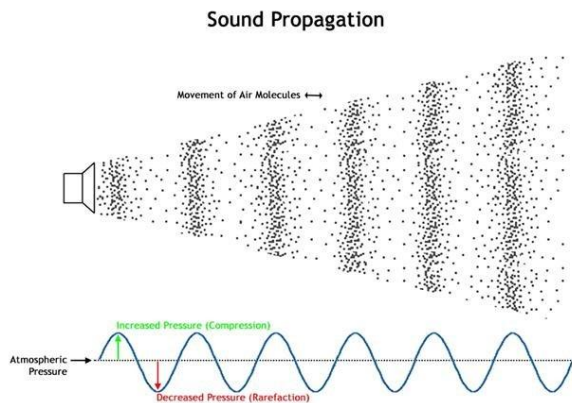


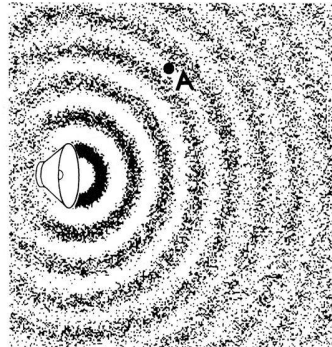
Physicals

What is sound?

Sound is a compression of air. The compression travels through an elastic media with a chain reaction. The und molecules stay, they don't travel, like in the wind. Sound always tries to travel in all directions.



Sound can radiate in all directions, but the shape of the source has an effect.



Sound can be

- Acoustical
- Electrical
- Digital

Elastic Medias:

- Gas (Air)
 - Liquids (Water)
 - Solids (Wood, Steel, Concrete etc)
- (To change the media costs a lot of energy)

Frequency

Number of Occurrences of a repeating event per time. It's expressed in Hertz. The human hearing range is from 20 Hertz up to 20 kHzertz. It's a metric System.

There is a daily pressure in the air which gets ignored by the sound engineers. Everything has got its own frequency (the reason why you can crack a glass by singing this frequency exactly)