

# Physics 1240: Sound and Music

Today (7/30/19): Percussion: Vibrating Membranes

Next time: The Human Voice, Language



# Review

## Types of Instruments (Hornbostel–Sachs classification)

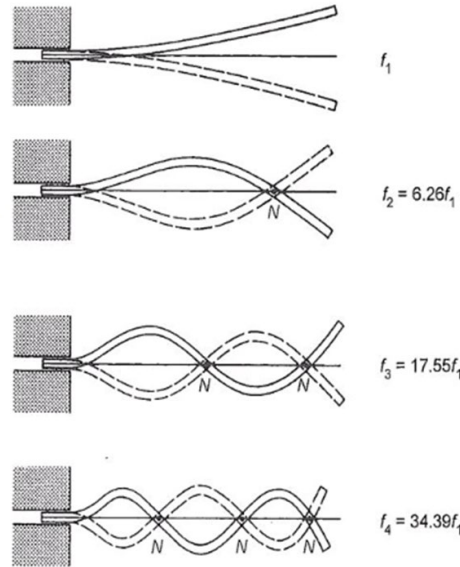
- Chordophones: vibrating strings
- Aerophones: vibrating columns of air
- Idiophones: vibrating the whole instrument
- Membranophones: vibrating membrane/skin
- Electrophones: vibrating loudspeaker



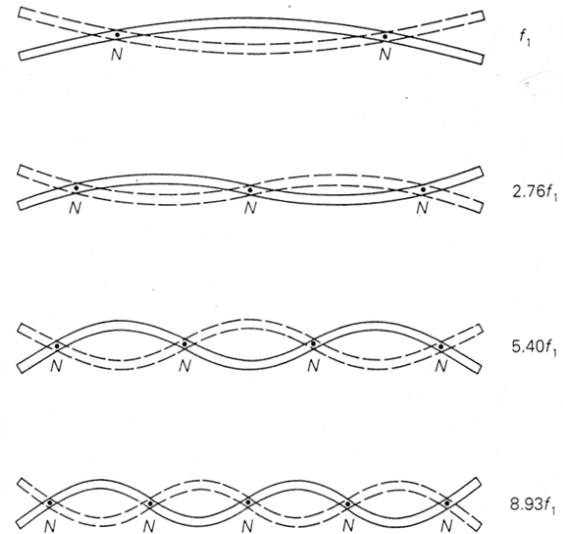
# Review

## Idiophones

Clamped-free beam



Free-free beam



- Striking an object at any given point will sound each natural mode in proportion to how much that mode involves motion of that point
- Fixing an object to any given point will sound each natural mode that has a node at that point

# Musical Saw

(<https://www.youtube.com/watch?v=Qm8BuOQwX4c>)



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



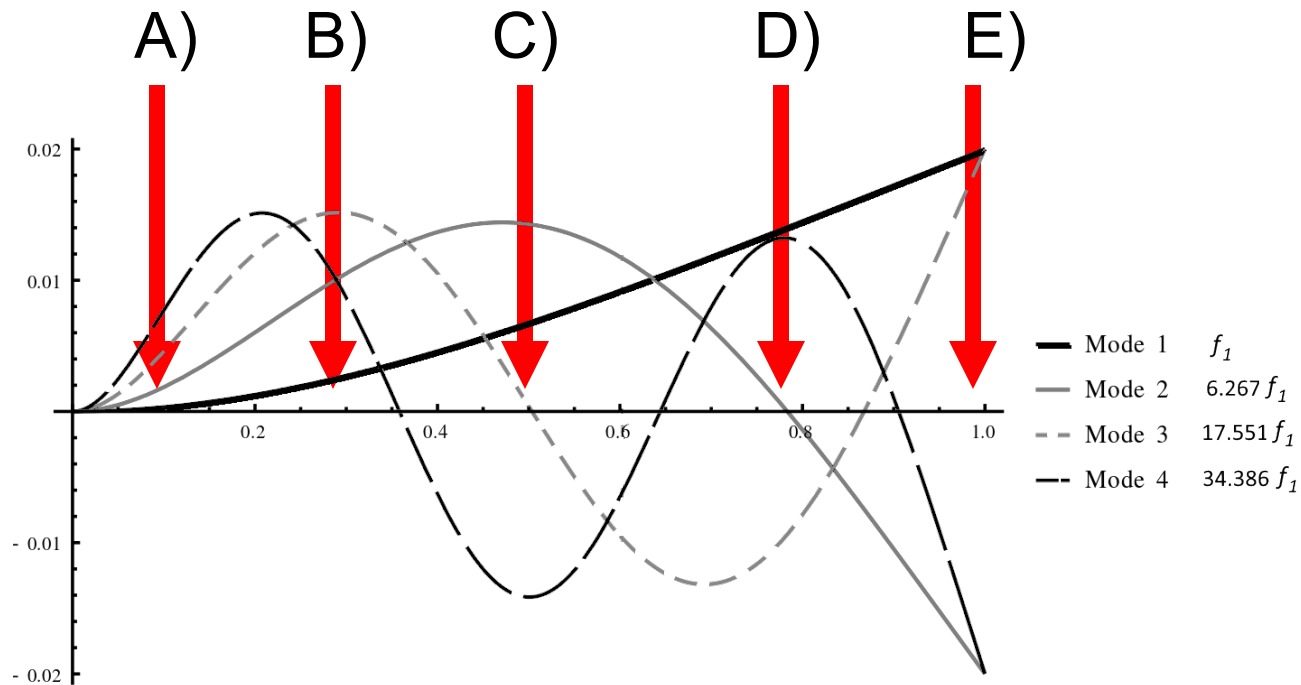
<https://www.youtube.com/watch?v=lzk-l8Gm0MY>





## Clicker Question 15.1

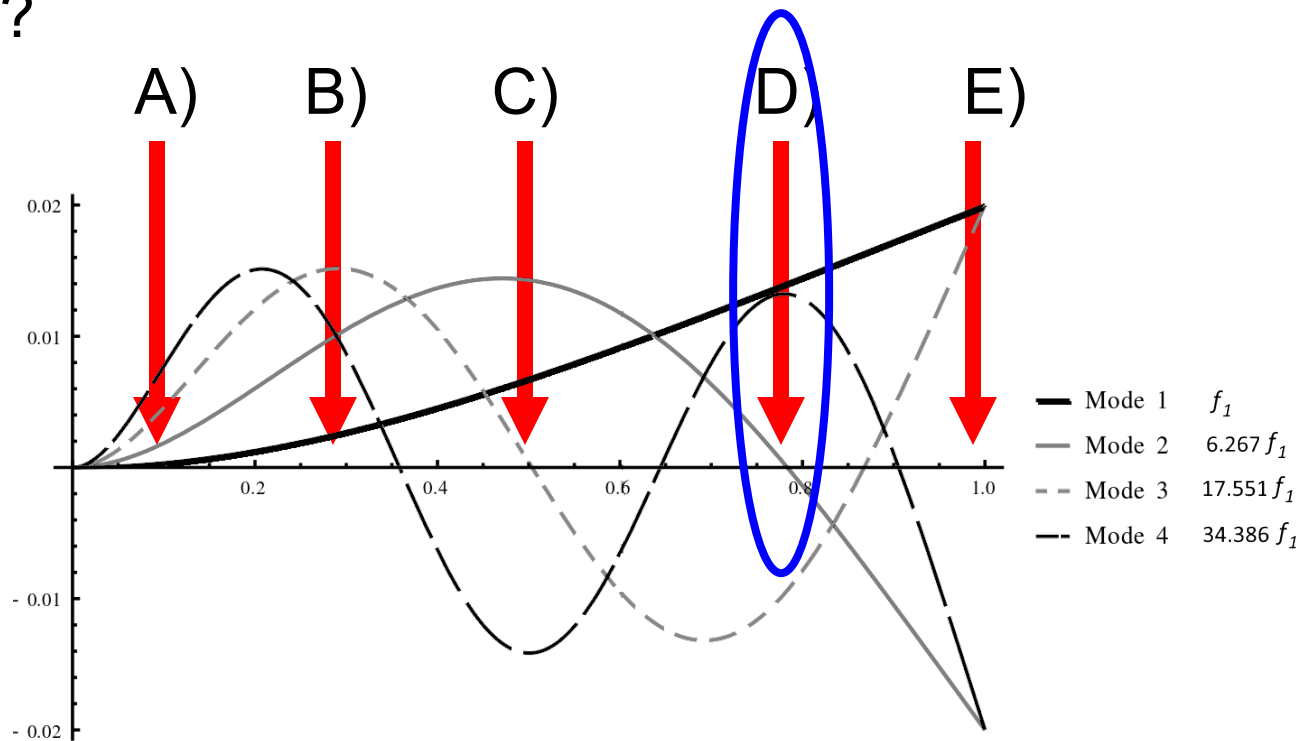
If a musical saw is played by rubbing a bow along its side while NOT holding the free end, where should the bow be placed to most effectively remove the second natural mode?





## Clicker Question 15.1

If a musical saw is played by rubbing a bow along its side while NOT holding the free end, where should the bow be placed to most effectively remove the second natural mode?





# What about other percussion instruments?



Wind chime



Pandeiro



Doumbek



Surdo



Maracas



Singing Bowl



Djembe



Tabla set



Castanets



Shekere



Agogo



Darbuka



Congas



Agogo



Bongo



Hang Drum

# Stonehenge

(<https://www.youtube.com/watch?v=ppnhKwXXL40>)







BA

## Clicker Question 15.2

For a particular natural mode on a Chladni plate, what do the spots with sand show?

- A) nodes
- B) antinodes
- C) something else







BA

## Clicker Question 15.2

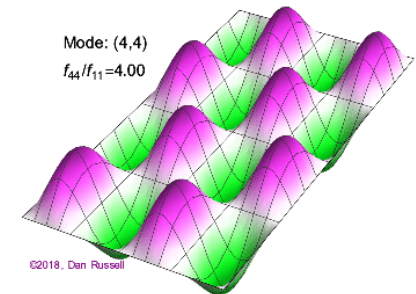
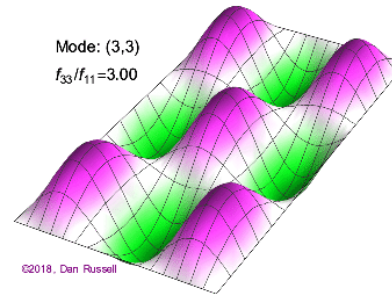
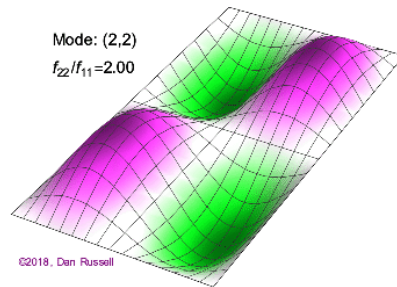
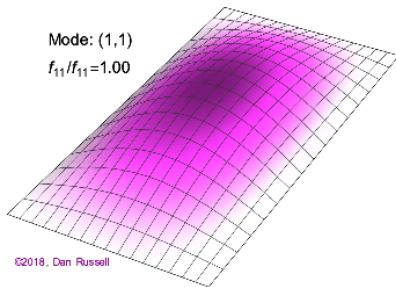
For a particular natural mode on a Chladni plate, what do the spots with sand show?

- A) **nodes**
- B) antinodes
- C) something else



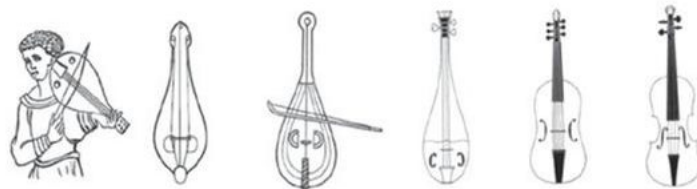
# Chladni Figures

- Vibrations of 2D systems: nodes/antinodes are lines/curves instead of points
- Modes labelled with 2 numbers instead of 1
  - e.g. Mode (1,1), Mode (1,3), Mode (2,4), etc.
- Modes with the same number twice have integer-multiple frequencies; others do not



# Violin

(<https://www.youtube.com/watch?v=3uMZzVvnSiU>)

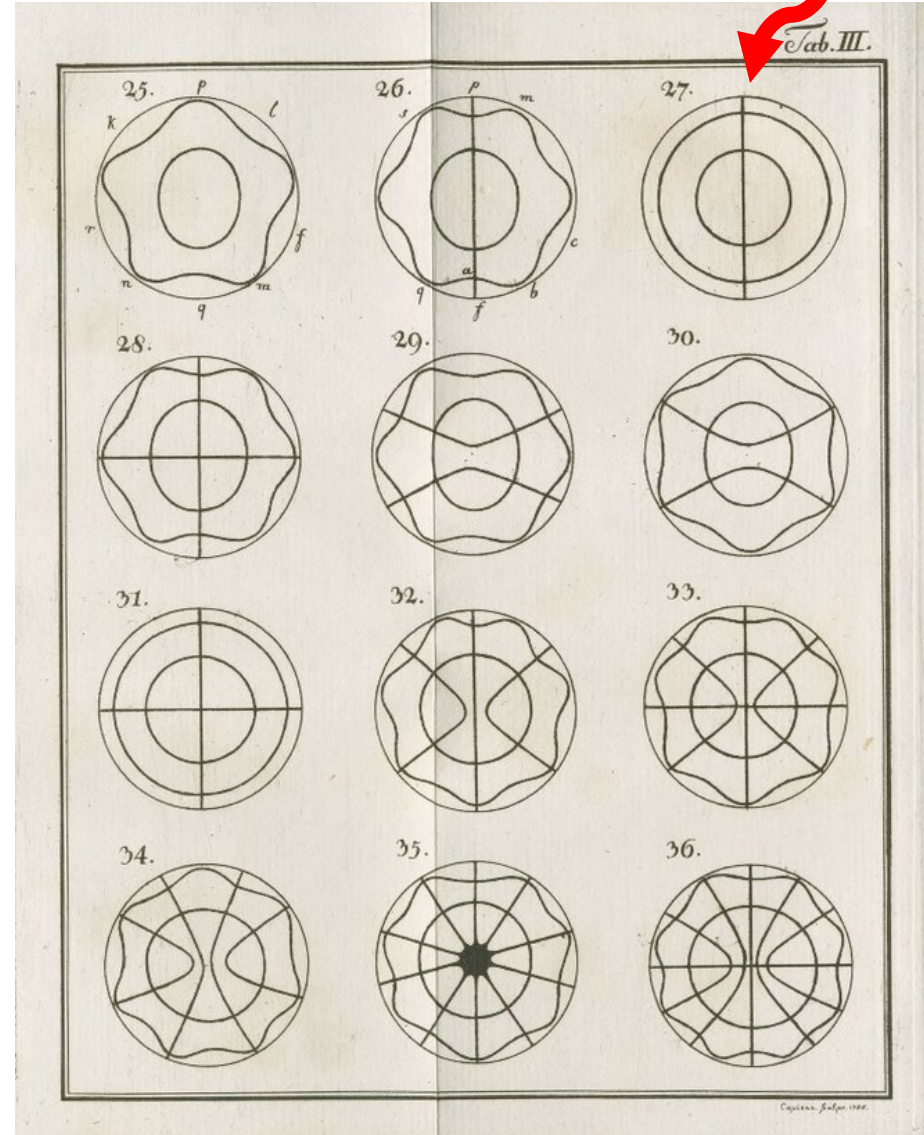
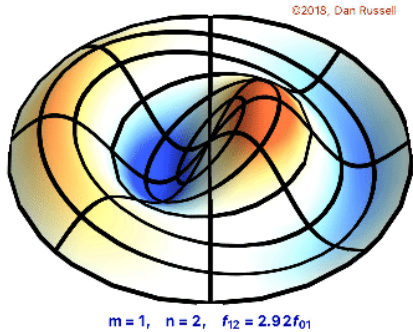


century: 10th 12th–13th 13th 15th–16th 16th–17th 16th–18th

# Chladni Figures: circular modes

(1,2)

- Modes labelled by number of linear and circular nodes



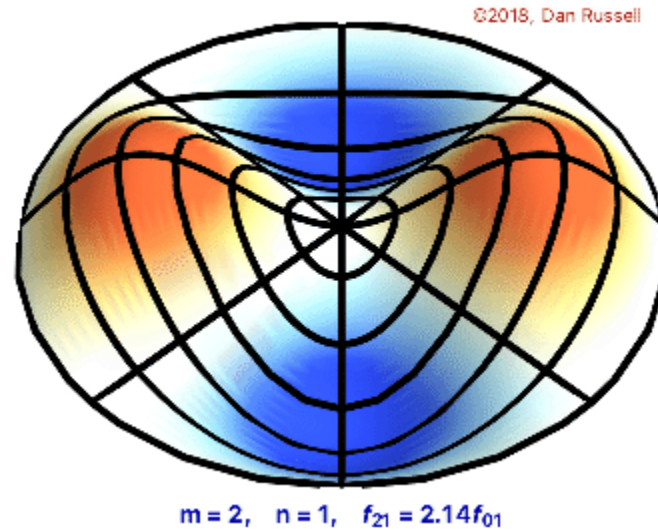




## Clicker Question 15.3

Which natural mode is shown in the image below?  
Circular membrane modes are labelled as (# linear nodes, # circular nodes)

- A) (0,1)
- B) (1,1)
- C) (2,1)
- D) (3,1)



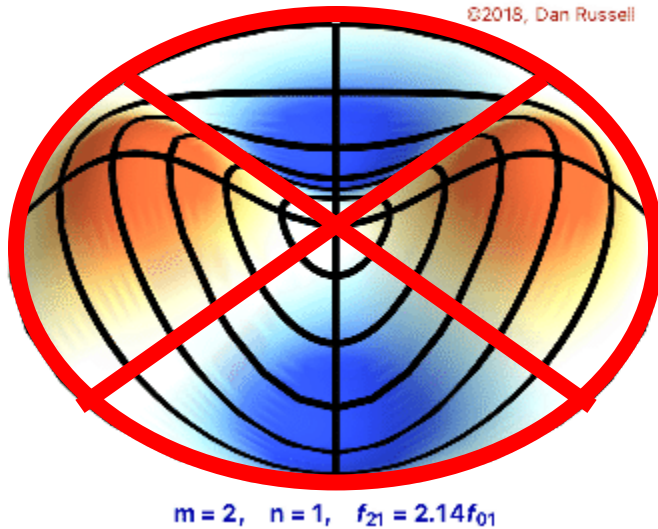


BA

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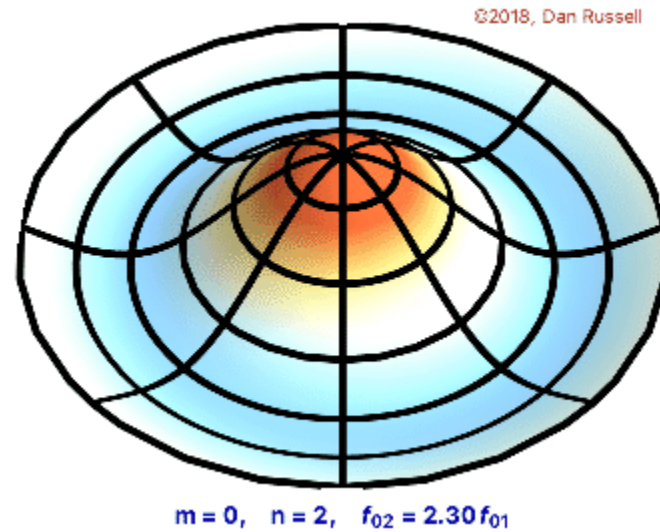


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## Clicker Question 15.4

Which natural mode is shown in the image below?

- A) (0,1)
- B) (0,2)
- C) (1,1)
- D) (1,0)
- E) (2,2)



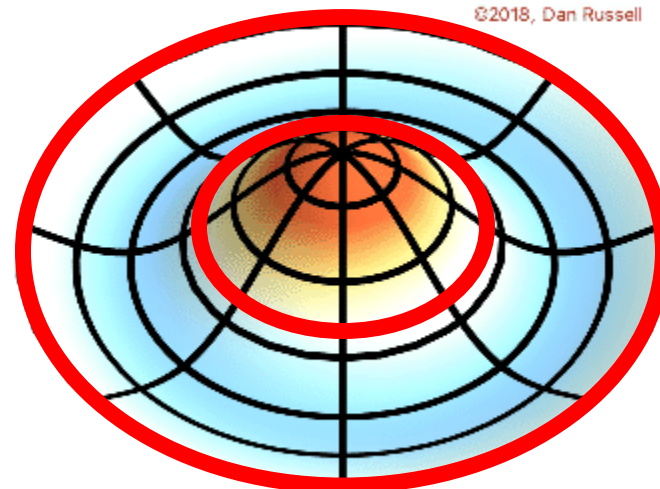


BA

## Clicker Question 15.4

Which natural mode is shown in the image below?

- A) (0,1)
- B) (0,2)**
- C) (1,1)
- D) (1,0)
- E) (2,2)



$m = 0, n = 2, f_{02} = 2.30 f_{01}$



## Vibrating Sheets/Membrane

- Instrument examples: thunder sheet, gongs, cymbals, bells, drums
- An Alpine Symphony by Richard Strauss  
[https://www.youtube.com/watch?time\\_continue=2443&v=eQa9mW8ygAE](https://www.youtube.com/watch?time_continue=2443&v=eQa9mW8ygAE)

## Cymbal / Gong

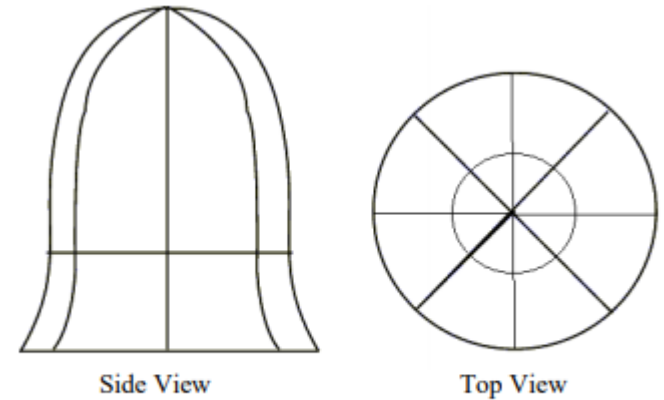
<https://www.youtube.com/watch?v=kpoanOlb3-w>



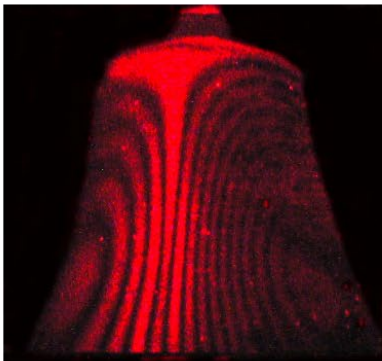
# Bells

- Same as a circular sheet, but bent

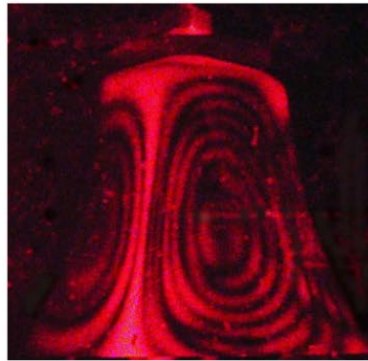
(frequencies slightly different)



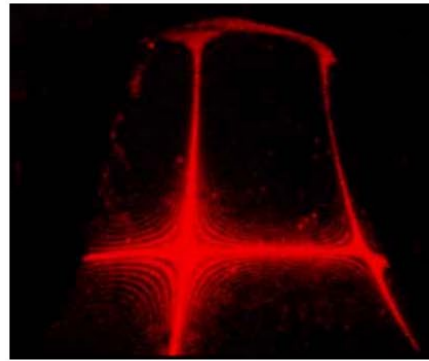
(4,1) Mode for a handbell



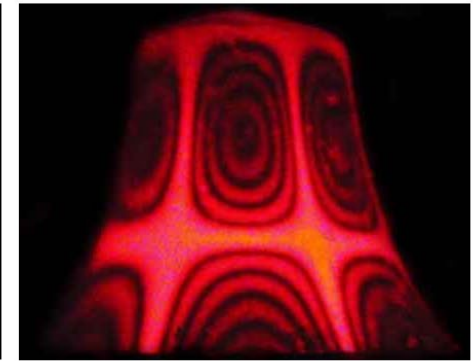
(2,0) mode: 261.8 Hz



(3,0) mode: 770.9 Hz



(3,1) mode: 1250.6 Hz



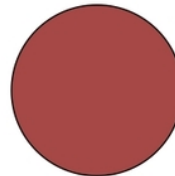
(4,1) mode: 1334.5 Hz

# Drum Modes

- Same as circular sheet, but with one restriction
  - Edge must be a circular node



Mode (0,1)



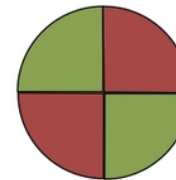
$f_1 = \text{fundamental}$

Mode (1,1)



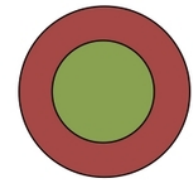
$f_2 = 1.59 f_1$

Mode (2,1)



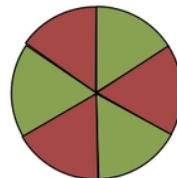
$f_3 = 2.14 f_1$

Mode (0,2)



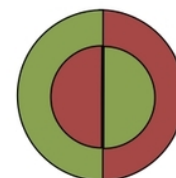
$f_4 = 2.30 f_1$

Mode (3,1)



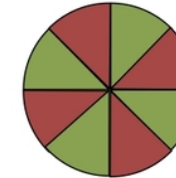
$f_5 = 2.65 f_1$

Mode (1,2)



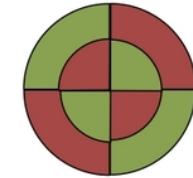
$f_6 = 2.92 f_1$

Mode (4,1)



$f_7 = 3.16 f_1$

Mode (2,2)



$f_8 = 3.50 f_1$



## Drum Modes

- What about the timpani?

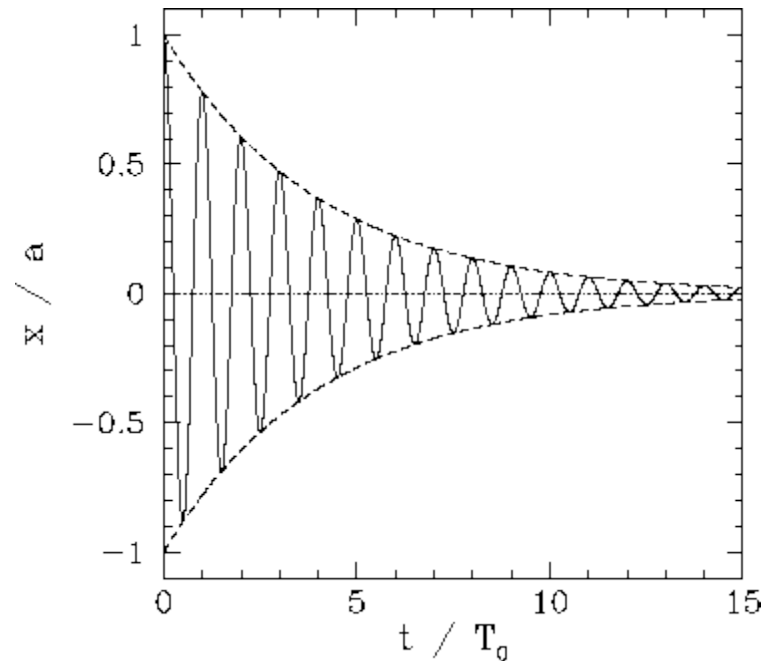
<https://www.youtube.com/watch?v=wgcMG4EijSo>

- Membrane has to move air
- $f_n$  depends on bowl shape
- Fundamental damps away quickly
- Striking point damps out many modes



## Damping time

- Damping time: time it takes for a sound to vanish
- Sound will never completely vanish—damping time measures how long it takes to drop 60 dB





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## Clicker Question 15.5

How much (by what factor) does the intensity of a sound drop if it decays 60 dB?

- A) 1/60
- B) 1/100
- C) 1/2
- D) 1/1,000
- E) 1/1,000,000



BA

## Clicker Question 15.5

How much (by what factor) does the intensity of a sound drop if it decays 60 dB?

- A) 1/60
- B) 1/100
- C) 1/2
- D) 1/1,000
- E) **1/1,000,000**

# Steel Drum

<https://www.youtube.com/watch?v=Ne4eutIKH7Q>





