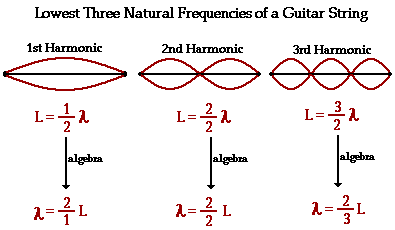
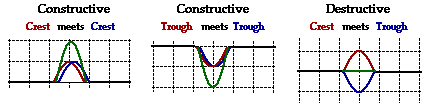
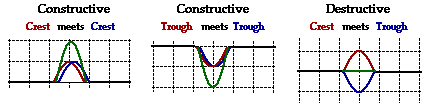
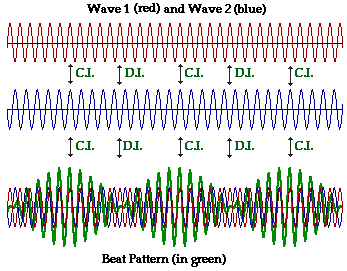
* + Music vs. Noise
  + Resonance
  + \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
  + Interference
  + Acoustics
* **Music**
  + specific pitches and sound quality
  + regular \_\_\_\_\_\_\_\_\_\_\_\_\_
* **Noise**
  + no definite \_\_\_\_\_\_\_\_\_\_\_\_\_\_
  + no set pattern
* **Forced Vibration**
  + when one vibrating object \_\_\_\_\_\_\_\_\_\_\_\_\_ another object to vibrate at the same frequency
  + results in a louder sound because a greater surface area is vibrating
  + used in \_\_\_\_\_\_\_\_\_\_\_\_\_\_, pianos, etc.
* **Resonance**
  + special case of forced vibration
  + object is induced to vibrate at its natural frequency
* **Fundamental**
  + the lowest natural frequency of an object
* **Overtones**
  + multiples of the fundamental frequency
* **Interference**
  + the ability of 2 or more waves to combine to form a new wave
* **Beats**
  + variations in sound \_\_\_\_\_\_\_\_\_\_\_produced by 2 slightly different frequencies
  + both \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ and destructive interference occur



* **Acoustics**
  + the study of \_\_\_\_\_\_\_
* **Reverberation**
  + echo effect produced by the \_\_\_\_\_\_\_\_\_ of sound