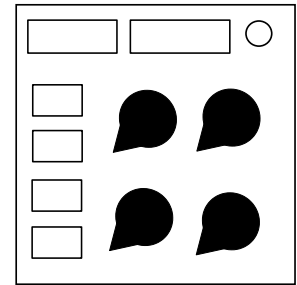


On the Subject of Sound Design

Mmm sounds.

- The module will consist of four dials labelled **A (Attack)**, **R (Release)**, **P (Pitch)**, and **PW (Pulse Width)**. The four buttons on the left side of the module correspond to the four types of **Waveforms** (sine, triangle, saw, and square). There is also a **Submit** button and a **Play** button.
- The dials will turn upon clicking them. This will set the value of the dial from 0 (south west) to another number depending on how many times the dial can rotate. The Waveform buttons can be pressed to select a Waveform. Upon pressing them, they will move in. They will move back out when another button is pressed. The Submit button will submit the chosen values, and the Play button will repeat the sound clip.



The following list will explain the functions of the four dials:

- **Attack:** The attack of a sound is how long the sound takes to fade in. This is represented by a 0% (South west), 50% (North), or 100% (South East) on the dial.
- **Release:** The release of a sound is how long the sound takes to fade out. This is represented by a 0% (South west), 50% (North), or 100% (South East) on the dial.
- **Pitch:** The pitch of a sound is how high or low the sound is. This is represented by a C (South West), D (West), etc. for every 45 degrees (the sound will always be on a C major scale).
- **Pulse Width:** The pulse width of a **square wave** is the elapsed time between the edges of a single pulse (rising and falling movement of a sound wave). This is represented by a 0% (South west), 50% (North), or 100% (South East) on the dial. A higher pulse width will sound "harsher" and more "8-bit" than a lower one. Any other wave will not have a pulse width, therefore the knob will stay at 0%

To solve this module, you will need to recreate the sound heard by selecting the Waveform, Attack, Release, Pitch, and Pulse Width. Once you do this, hit Submit to lock in your answer.