MATHS Summary of string instrument timbre natural fregs. shape functions N=1 yi(x) = sin(TIX) Cshring 2L n=2 N yz (x) = sin (21 x) 2. estring n=3 N N general motion is a sum of n=4 these with strengths &, $y_n(x) = sin\left(m\frac{x}{L}\right)$ i etc. fr= n String DEXCITATION: hitting at location xn Basic rule: More advanced treatment: excitation on is dn = Sin (not E) zero if mode n or A plucking of location xh has a node at xh hi sin (not) More mathematically: $\propto_n = y_n(x_h) = sin(n\pi x_h)$ [or, bowing, complicated, excites all xn] Ensessage: plucking excites high narmonics less than hiltingsing!. lightly touching string 'kills' (damps, ie removes) certain modes

DAMPING: n=3 A XF L Basic rule: guitar/violinists call this

Eg Xf = 3 L mode n survives only if there is a node at xp only modes surviving are 3,6,9,...

Unless told otherwise, assume the partials

you hear are proportional to excitations on

SOUND PRODUCTION:

a harmonic.

Exception is electic guitar. A pickup, L

Basic rule: you hear the excitation of unless mode n has a node at xp.

More mathematically: $Cn = \alpha_n \sin(n\pi \frac{x_p}{L})$

pluck

Burult 5/4/07