Created own sounds: DO, RE, MI, FA, SOL, LA, TI

Measure 1 - 2: Origin sounds of the notes

Measure 3 : Envelope: ADSR
They are 0.5 seconds notes but all the four levels of the sounds: Up, Down, Sustain, Fading out.
I also make the measure 4, which is the origin sounds with the same frequency with measure 3 to compare the difference of these two measures.
There's a longer version of ADSR play at the end of the sounds for telling the sounds change of four levels (ADSR) better.

Measure 5 - 6: Attack and Sustain :Attack sounds at the beginning of notes and sustain. Can clearly hear the sounds of hitting the instrument by changing the amplitude and frequency of the wav.

Measure 7 - 8: Origin sounds of the notes

Measure 9 - 12: Instrument attacking sounds showing again (With no Sustain this time) To generate the hitting sounds more clearly.

Measure 13 - 15: Cross FadeIn and FadeOut : The sounds of A's end is overlapping with the sounds of B's beginning. Using Cross FadeIn and FadeOut to making the sounds transfer smoothly.

Measure 16 - 17: Pitch for testing 2^(1/6) and 2^(3/6) In my score file. The Input Notes are all "DO" by using different Pitch to speed up the frequency of the sounds. The input is

“DO” but the frequency will generate the sounds more like “MI” and higher frequency sounds by implementing a different Pitch on it.
Generated Sound frequency = Input frequency * Pitch

Measure 18: : Better audio to Identify the Envelope: ADSR

For making a better identification of the 4 levels of sounds: Attack, Decay, Sustain and Release by using longer notes.