

Purpose: To create something that has the capacity to generate the necessary amount of sound or microwaves in order to affect matter and shatter a glass.

Procedure:

1. Tap the glass to determine its frequency
2. Place the glass on a flat surface.
3. Turn the sound on at the same frequency as the glass. The sound should be past 100 decibels for it to take effect.
4. The glass should be facing towards the sound and will shatter.

Materials: A wine glass with its neck as thin as possible, sound that will be created around 120 decibels, safety goggles