



Quick Music

Rapid Music Education

Primary Course Material



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Quick Music: Primary Course

Quick Music Summary

What it does

- 🎵 **Teaches how to play basic piano in four hours or basic guitar six hours** (less than this for some people)
- 🎵 Meant to be taught along side a teacher familiar with the method but can be a self-taught course
- 🎵 Designed for Joe Average, a person with or without any existing musical training
- 🎵 Geared towards rational, intelligent people who actually want to learn (teens and adults)
- 🎵 Uses piano and guitar as examples but applies to all music and instruments. Big statement, but true. In particular, it helps vocalists understand and communicate with instrumentalists.
- 🎵 Will leave you with the ability to communicate more effectively with other teachers, students, and musicians
- 🎵 Most immediately applicable to “social music”; the kind of music you might play/sing among friends in a social circumstance.
- 🎵 Teaches you skills that are applicable to rock, blues, folk, R&B... the kind of music you actually listen to and might want to play. This course is free of “*The Old Gray Mare*” and “*My Bonnie Lies Over The Ocean*”.

What is does NOT do

- 🎵 Won't make you into an instant virtuoso. Quick Music teaches enough to have fun. Virtuosity still takes time and practice.
- 🎵 Won't make you massage buddies with Britney Spears or her most prominent assets

Who is it good for

- 🎵 Wannabe musicians who have little time.
- 🎵 Angry wannabe musicians who don't believe it's possible to learn at all, let alone learn quickly.
- 🎵 Those who want to play and sing at a campfire, family outing, or tailgate party.
- 🎵 Existing musicians who can play but do not know exactly why things work the way they do
- 🎵 Wannabe songwriters who need more knowledge to get their ideas down on paper.



Quick Music Detailed Overview

Purpose

Quick music is designed to teach Joe Average to understand the rudiments and vocabulary of music, to begin playing useful music on a piano or guitar, and to do so **in four (4) to six (6) hours**. The knowledge demonstrated is common to all instruments however. What you learn here improve your ability to understand, play, and communicate musical ideas with other musicians regardless of instrument.

Quick Music is designed for capable, thinking people who actually want to learn. **If you are an idiot** or do not want to learn, **do not continue**. Instead, continue practicing your mantra: *"Would you like fries with that?"*

Yeah right!

OK. Assuming you are a capable person who is interested in music, you are likely to say the following:

Yeah flippin' right!!! No one can teach or learn music in a few hours!

Some people couldn't teach music in a million years either. The proof is in the pudding. And if you don't like pudding, the proof is in the references available elsewhere in this course.

Almost every person has disbelieved. The stronger the disbelief, the more effective and wondrous the result when it later succeeded. So bring it on!

Anger... a great motivator

This course was born out of frustration and anger. So if you are frustrated and angry, so much the better.

I am you. **I am Joe Average**. Lessons were taken, monies paid, and time spent. Teachers and methods good and bad. Much was learned over time... but slowly and inconsistently.

Only years later when designing music related computer software did I have a chance to see music in all its amazing simplicity. **And then I became angry**. I could not believe that I had spent years learning things that could have been taught sometimes in minutes.

Quick Music was born out of a desire to help others avoid wasting their time or giving up on music.

Logic... not memory

Quick Music teaches using logic and understanding rather than memorization. If knowledge just makes sense then you won't have to work at remembering it.

Many people have an interest in learning to play an instrument like piano or guitar. Almost anyone can learn to play acceptably if they pick any learning method, any teacher, and stick with it... even if it's a bad method or teacher. But... most people do not stick with it. Why? Because in this fast food society we don't have the patience to learn the hard way.

Teachers often make the problem worse through memory based teaching rather than comprehension based learning. Such teachers often use phrases like *"This is good for now... just do it... you don't need to understand... it works"*. This frustrates students, particularly adult students.

If you can **very quickly learn to have fun playing music** then you will have the incentive to continue playing and continue learning.



Quick Music: Primary Course

Prerequisites

You will need a few things to continue successfully. They are divided into **things** and **thoughts**. You can gain value from the course if you don't follow these recommendations... but not as much value.

Thoughts

- ♪ Trust me, the method works. If something seems irrelevant... it is not. There is method to the madness.
- ♪ Read the GOAL section later in the document. If your goals do not match the goals of this course... don't waste your time any further.
- ♪ You won't start by playing an instrument; that will come part way into the course. You will start with facts and history. While this may seem slower, a few well chosen facts will make later steps logical, memorable, and ultimately faster.

Things

- ♪ You will need access to a computer. If you are reading this course on-line then you will need internet connectivity.
- ♪ If you have downloaded the entire course, then you can print it out. You will still require access to the computer for multimedia demonstrations.
- ♪ You will need access to a basic keyboard with full size keys (not a toy keyboard with colored keys and a bunny rabbit in the corner).
- ♪ Yes... even if you are planning to play guitar, sax, harmonica... or even sing. You will need a keyboard. Didn't you hear me the first time?
- ♪ If you are planning to learn to play guitar then you will need a decent guitar. Decent does not mean expensive. It means:
 - acoustic or electric
 - light or medium-light gauge strings (easier to press down, fewer muscles required)
 - low clearance (distance between strings and fret-board is small; also easier to press down).
 - a flat chair (like a stool) that is at a height that leaves your knees roughly even with your waist.
 - all these things make it easier to play; the bio-mechanics will be addressed later
- ♪ A music stand of some kind so you can place your papers where you can see them
- ♪ Undisturbed time. No phone, no pool, no pets. Wait... that's only if you have a trailer for sale or rent. Seriously... this won't work if you are interrupted constantly or you are inhibited because others are around when you are practicing.

Quick Music Course

Goals

Included here are examples of the end results of Quick Music training. If this is not what you want to achieve, then may not be the course for you.






It is important to note that everything covered by Quick Music will apply to other styles, more advanced learning, and all instruments (as the theory covered here is general).

Quick Music will directly help you achieve any of these

- ♪ Accompaniment to singing in a social circumstance
- ♪ Drinking margaritas on the beach and singing sing-a-long songs... like Margaritaville!
- ♪ Ability to play along with a more accomplished solo instrumentalist or vocalist
- ♪ Basic theory necessary to communicate with other musicians
- ♪ Basic theory necessary to "play by ear"
- ♪ Basic scale and chord theory
- ♪ Rudiments of improvisation

Quick Music can not directly help you achieve these goals... though learning everything in Quick Music will help you learn the following faster with an appropriate teacher.







- ♪ Complex soloing
- ♪ The ability to write the score for the next Star Wars movie
- ♪ Wicked improvisation
- ♪ A Grammy by next weekend

 Sample Goals		
Item	Description	Picture / Audio
	<p>A pick-up jam in Central Park.</p> <p>Good music without ever having played together before.</p> <p>Made simple because of techniques demonstrated within Quick Music.</p>	
	A sound sample of simple accompaniment with no lead	 (clip not yet available)
	A sound sample of the same accompaniment with a lead	 (clip not yet available)
	You won't be doing this any time soon; but that's OK. The first step is just to learn enough to have fun.	 (clip not yet available)

Requirements

As noted in the overview, there are a few requirements to fulfill if you are to get the most out of this course. They are:









- 🎵 A desire to learn (obviously) and a belief that it is possible to learn quickly (it is)
- 🎵 A keyboard (piano, synthesizer... anything with full size keys)
- 🎵 A computer with a sound card and speakers. Having electrical power is always good also!
- 🎵 A decent guitar (light strings, **low clearance** over the fretboard)
- 🎵 Undisturbed time and private space!

 Required Tools		
Item	Description	Picture / Audio
🎵	Keyboard	
🎵	Electric Guitar & Amplifier Typically has low clearance (space between strings and fretboard). It is therefore easier to press the strings down.	
🎵	Acoustic Guitar May or may not have low clearance. Depends on the quality of the guitar or the setup. Pictures below help to define clearance.	
🎵	Low string clearance (good!) Much easier to press the strings down.	
🎵	High string clearance (bad!) Harder to press the strings down.	

Schedule: Zero-to-Music in about Five Hours!

First, you can skip this page if you like. This is just to let you know how long it will take, what will be covered, and in what order.

This will give you some idea of how long the process will take. You can actually use this like a time scale or checklist to see how far you've managed to get and how far you have left to go!

 Example		
Item	Estimated Time	Topic
	45 minutes	Terms & Concepts <ul style="list-style-type: none"> • Why you should care • Frequency • Note • Octave <ul style="list-style-type: none"> • a bit of math and physics • Number of notes in an Octave
	30 minutes	History & Note Naming <ul style="list-style-type: none"> • Why you should care • How people played • A standard • An old melody and an old scale • All notes were created equal! • Ideal vs. real keyboards
	60 minutes	Scales <ul style="list-style-type: none"> • Why you should care • What they are • How many of them are there • The pattern for remembering them • A bit of playing!
	45 minutes	Chords <ul style="list-style-type: none"> • Why you should care • What they are • How many of them are there • The pattern for remember them • A bit of playing!
	30 minutes	Basic Accompaniment <ul style="list-style-type: none"> • Why you should care • Examples • Why it can be so simple and fast! • Hearing the chord changes • Reading chord changes • Examples • A bunch of playing!
	45 minutes	More on Accompaniment <ul style="list-style-type: none"> • Tricks of the trade! • Transposing • Examples • Simple improvisation • Examples • A bunch of playing!
	45 minutes	A Little Practice <ul style="list-style-type: none"> • Different chord patterns • Different styles • Exceptions
Five (5) hours... or less!		Done!



Lesson #01: Terms and Concepts

Why you should care

If you don't learn these terms, the rest of the course will not make sense.

Also, it helps you talk with other musicians. If you don't have the same terms the result can be just a like a sit-com, where two actors are arguing about a problem when they don't even have the same problem.

Frequency

All sound is caused by vibrations in the air. The faster the air vibrates, the higher the sound. Frequencies are measured with the term "hertz", often shown as "hz".

People can generally hear sounds in the **40hz** (low) to **22,000hz** (high) range. Anything lower and you can feel it but you can't hear it. Anything higher and it might bother your pet but you'll hear silence.

If the frequency gets too high (ultra-sonic) and has enough power, it can clean teeth and jewelry!

See **example #01** in the chart below.

Note

The frequency spectrum has uncountable numbers of different frequencies, even in the range we can hear.

If the frequencies are too close together, the human ear can't tell them apart and they are useless for music.

Conversely, if the sounds are far enough apart, the human ear can tell them apart quickly and easily and they become useful for music.

A note is just a **frequency that is far enough another** frequency (or many) so that a human can actually hear the difference well enough to make music.

See **examples #01 and #02** in the chart below.

Octave

There are uncountable frequencies in the spectrum we can hear.

There are far fewer "notes" in that spectrum (roughly 100 we can use).

And even that's intimidating.

Everyone needs a measuring stick to measure distance. It breaks the long distances up into smaller amounts like a mile, a yard, a foot, or a meter that people can understand.

Music has a measuring stick also. It is called an octave.

If you pick any note on any instrument, you will come to find that there is another note above or below that sounds very much the same.

Normally you can clearly hear two notes when two notes are played at the same time. However, when you play two notes that are separated by an octave, it sounds like a single note.

If you pick a note and then find a note one octave away (by the sound matching), there will be many notes in between (that didn't sound like they matched).

You can take the end of an octave and keep moving upward or downward in the spectrum to find additional octave points. Very quickly you run out of spectrum (you just can't hear the sound any more).

An octave forms a natural measuring stick. Learn about a single octave and you therefore understand all octaves through the entire spectrum!

See **example #04** in the chart below.

A bit of math

Octave points are not arbitrary. All musicians in all societies through time have discovered this relationship between notes.

The reason is simple physics and math.

If you pick any particular frequency and call it a note, then all you have to do is double the frequency to find the next higher octave point.

Equally, you can cut the existing frequency in half to find a lower octave point.

If you want to think of it graphically, one wave is exactly twice the size of the other and therefore two higher sounds fit exactly into the space of a lower sound.

Number of notes per octave

Octave points were easy to find by everyone. But how many notes are in an octave?












The short answer is twelve (12).

Every culture (European, Russian, Asian, American, etc) determined that there were 12 notes per octave. The primary exception is Indian music which has 24 notes.

We'll skip the math here, but rest assured that math and physics can be used to describe why there are 12 notes per octave and where they are; harmonics, nodal points, and beat frequencies all help to cover this.

See **example #05** in the chart below.

Examples

 Frequency, Note, and Octave Examples		
Item	Description	Picture / Audio
 01	A frequency spectrum (low to high)	 (clip not yet available)
 02	Frequencies too close together	 (clip not yet available)
 03	Frequencies far enough apart	 (clip not yet available)
 04	Various notes played together When two notes are exactly an octave apart, they sound like a single note they match so well!	 (clip not yet available)
 05	All the notes in an octave between middle "C" and the next "C"	 (clip not yet available)

Lesson #02: History and Note Naming

Why you should care

A bit of history and a bit of math makes basic theory easier to remember.

And, unless you can name the notes (and scales and chords) you will be spending a lot of time doing this:

You: Hey Bob... play that note.

Bob: What note?

You: You know... that one that's up a bit.

Bob: You mean this one?

You: No, the other one.

Bob: How about that one?

You: Are you an idiot? I said the OTHER one!

Bob: I'm going to smack you with my piano!

How people played

In the past, Thag the Neanderthal burped after a good meal.

Somewhere he managed to get the good idea to stretch a bit of deer gut across an antler... and the first harp was born!

Later Thag managed to get busy and invent fire and the wheel, but these were not as important as musical instruments. Somewhere in there Thag tripped, hit his head on a hollow log, and invented the drum. But how much history to you really want here?

The point is that for a long time instruments were simple. Either instruments were not in need of tuning (like drums) or musicians played individually or in very small groups.

If two musicians playing together are going to sound good, their notes have to be at the same frequencies. So typically, one musician tuned his instrument until it sounded good and then other musicians would adjust their instruments to match. Then the party could start.

This gets unmanageable if there are more than a couple of musicians. A standard was needed so that everyone could go sit in their respective corners, prepare their instruments, and come out swinging. Or singing. You know what I mean.

Fortunately for us, a standard is happily making its presence known in the next section.

A standard for tuning

Somewhere along the line the standard became 440 hz. This was called "A".

A = 440hz

Touch the image to hear A being played:



It's very important to note that as long as you know where a single note is, your octave points and all the notes in them are instantly defined by the math. **Know one note... know them all!**

So Joseppi the Mechanic-Dude invented a tuning fork that could vibrate at 440hz. These were handed out to everyone who wanted to play along. Everyone then went back to their corner, found their "A string" or their "A button", tuned it, and then adjusted the rest of their instrument to match.

Today, automated tuners for guitars and other instruments hold to the A=440hz standard. Electronic pianos and synthesizers adhere to this standard also.

An old melody and an old scale

Our music today covers many styles. Were we to invent the keyboard today we might name the notes differently.

At the time the keyboard was being standardized however, the pop music of the day was typically a bit melancholy or sad.

So... Bob and Joe Doofus the instrument makers decided to take the notes they were using most often and call them A through G. Everything else would get an "up there" (sharp) or a "down there" (flat) moniker.

If you'd like to hear a very very old melody typical of an age of open sewers, peasants, nasty kings, and other reasons to be sad, click here:



Scarborough Fair melody (a very old melody)

All notes are created equal!

People often get the impression that white keys are more important than black keys, or that black keys are "half notes".

All notes are of equal importance and size... they are equally spaced within the octave.

The only reason a piano keyboard has some notes that are smaller and differently colored are because you can reach more keys with a single hand this way. It's strictly ergonomics mixed with a little history!

Ideal vs. real keyboards

One of the problems most people have in learning about music is the naming of the notes. It seems a bit odd or arbitrary.

It helps if you understand that all the notes are equal. In a perfect world, they'd all have note names that were easy to remember, unique, and organized.

Unfortunately, the names (as used in Western music notation) evolved about the time keyed instruments (harpsichords, pianos) were invented and according to the "pop music" of the day.

Basically, the a keyboard with all equal keys was just too wide and too hard to handle. So some keys were squished out of the way.

As it turns out, playing all the notes together, or trying to use all the notes in a song results is a noisy noise rather than music.

So... the musicians of the day took seven (7) of the notes that were commonly used for the pop music of the day (in a minor or "sad" key) and made them big and prominent. These are the white keys on a keyboard.

The other five (5) notes were squished out of the way a little bit and made smaller and black.

The white notes were given the names **A, B, C, D, E, F, and G**.



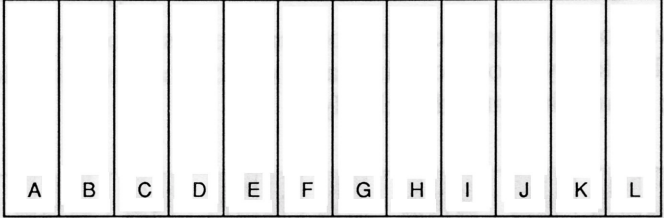

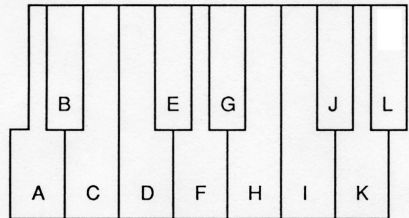

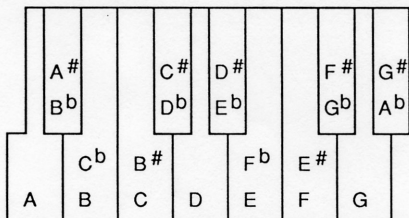
If you add the terms **sharp (#)** and **flat (b)** to the mix, you can refer to all the rest of the notes. **Sharp** simply means "up one note" and **flat** means "down one note".

sharp up one note

flat down one note

This means some notes can have two names. For example, **A[#]** and **B^b** are the same thing.

Regardless of what instrument you use (guitar, piano, computer, saxophone, violin, etc), the notes are named the way they appear on a piano. You've got to start somewhere! The chart following has examples of what an ideal keyboard, a slightly improved keyboard, and an actual keyboard look like.

 Keyboard layouts		
Item	Description	Picture / Audio
	Simple keyboard Unique note names	<div style="border: 1px solid black; padding: 5px;"> <p>The simple keyboard: identical keys and unique note names</p>  <p style="text-align: center;">A B C D E F G H I J K L</p> <p style="text-align: center;">←————— Octave —————→</p> </div>
	Ergonomic keyboard Unique note names	<div style="border: 1px solid black; padding: 5px;"> <p>The practical keyboard: compressed keys and unique note names</p>  <p style="text-align: center;">←————— Octave —————→</p> </div>
	Actual keyboard Actual note names	<div style="border: 1px solid black; padding: 5px;"> <p>The real keyboard</p>  <p style="text-align: center;">←————— Octave —————→</p> </div>



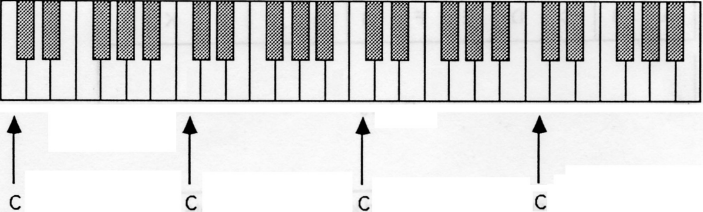
Where to find a starting point

Fine. So you know the names of the notes. But how can you remember where any of them are?




Easy. The "C" note on a piano keyboard is easy to find. It's just left of the two black keys. Everywhere!

Once you know where "C" is you should be able to find all the other notes (by counting through the alphabet up or down).

Remember, there are only seven (7) letter names, **A** through **G**.

 Find a note you know!		
Item	Description	Picture / Audio
	Full keyboard, "C" positions, no text	

Guitars Only

-  Tuning with an electronic tuner
-  Tuning via the internet
-  Tuning with a tuning fork

Lesson #03: Scales

Why you should care

All melodies are composed of scales.

Learn a scale and you'll find it easier to play or learn a song.

What are they

There are only 12 notes to choose from. If you play them all together, they sound like @%#&%!!! Music is therefore composed of a subset of the available 12 notes.

Each subset of the 12 notes is called a scale.

How many of them are there?

There are many different ways to pick and choose subsets. You can have five note subsets, six note subsets, seven note subsets... you the picture.

Each subset typically has a name. For example: major, minor, blues, mixolydian, harmonic minor, melodic minor, pentatonic.

All we care about are **major** scales and **minor** scales.



The pattern for remembering them

You could spend weeks, months, or years memorizing scales.

Who needs that?

Or... you could put two bits of knowledge together and know them in a heartbeat!

The two bits of knowledge:








-  All 12 notes are equal, regardless of their silly names and the odd way they appear on the piano
-  Because they are all equal, if you learn a scale in one place you should be able to move it to any point among the notes and still have it work!

[please refer to graphic in “handouts” document]





A bit of playing

OK. Take a break and check out the various ways melodies sound when played with different scales. Happy, sad, down-and-dirty... all are a reflection of the type of scale used.

Examples

 Examples		
Item	Description	Picture / Audio
 10		 (clip not yet available)
 20		 (clip not yet available)
 30		 (clip not yet available)

Guitars Only

-  Comparing frets to notes on a piano keyboard
-  Playing a major scale on a single string
-  Playing a major scale on more than one string
-  Examples of different scale patterns

Lesson #04: Chords

Why you should care

text

What they are

text

How many of them are there

text








The pattern for remembering them

text









A bit of playing!

text

Examples

 Examples		
Item	Description	Picture / Audio
 10		 (clip not yet available)
 20		 (clip not yet available)
 30		 (clip not yet available)

Guitars Only

-  Tricks of the trade
 - sitting
 - holding the guitar
 - thumb and finger position (grip, pinching, circumference, etc)
 - practice
-  Comparing frets to notes on a piano keyboard
-  No need for perfection (redundancy in notes of chord, ability to have dead strings)
-  The style of imperfection (sounds better with a bit of imperfection)
-  Playing an **“open”** chord
 - chart of open chords
-  Playing a **“bar”** chord
 - chart of bar chords
-  Examples
-  Examples of different scale patterns

[please refer to graphic in “handouts” document]

Lesson #05: Basic Accompaniment








Why you should care

Because this is where the fun is! This is the entire reason for putting up with history, general theory, scales, and chords... to be the center of attention, everyone’s hero, and otherwise save the world!

Or at least, you’ll have fun with run, coke, a piano or guitar, and some friends.

If you don’t have friends, I suggest renting some and continuing with the program.

Examples #1

 Examples		
Item	Description	Picture / Audio
 10		 (clip not yet available)
 20		 (clip not yet available)
 30		 (clip not yet available)

Why it can be so simple and fast!

text








Hearing the chord changes

text








Reading the chord changes

text






Examples #2

 Examples		
Item	Description	Picture / Audio
 10		 (clip not yet available)
 20		 (clip not yet available)
 30		 (clip not yet available)

A bunch of playing!

 Examples		
Item	Description	Picture / Audio
 10		 (clip not yet available)
 20		 (clip not yet available)
 30		 (clip not yet available)

Guitars Only

-  Tricks of the trade
-  Using a single form
-  Using multiple forms
-  Transitions between chords
-  Strumming techniques

Lesson #06: More on Accompaniment

Why you should care

text








Tricks of the trade

text

Transposing

text






Examples #1


 Examples		
Item	Description	Picture / Audio
 10		 (clip not yet available)
 20		 (clip not yet available)
 30		 (clip not yet available)

Simple Improvisation








text

Examples #2




 Examples		
Item	Description	Picture / Audio
 10		 (clip not yet available)
 20		 (clip not yet available)

 Examples		
Item	Description	Picture / Audio
 30		 (clip not yet available)

A bunch of playing!
text

 Examples		
Item	Description	Picture / Audio
 10		 (clip not yet available)
 20		 (clip not yet available)
 30		 (clip not yet available)

Guitars Only

-  Tricks of the trade
-  Picking techniques
-  Walking bass lines








A little practice!

Chord patterns
text





Styles
text

Exceptions
text

Examples

 Examples		
Item	Description	Picture / Audio
 10		 (clip not yet available)
 20		 (clip not yet available)
 30		 (clip not yet available)

Guitars Only

-  strum techniques
-  finger picking techniques
-  scales
-  styles

Next Steps

How to learn more

Finding a teacher.








Improving your skills through practice

text

Play with jammin' friends!

text

Examples

 Examples		
Item	Description	Picture / Audio
 10		 (clip not yet available)
 20		 (clip not yet available)
 30		 (clip not yet available)

Support & Tools

- www.ParkJammer.com
 - lyric sheets for some well known tunes written in an accurate but simplified manner
 - contacts for people who play “social music” regularly
- www.WholeNote.com
 - reviews of equipment
 - sources of equipment
 - great tools for learning music
- www.MusiciansFriend.com
 - reviews of equipment
 - sources of equipment

Jamming

Playing along with a group

General

- Go prepared (equipment, music, chair, stand... a friend you play with regularly)
- Tune yourself... and everyone else!
- Know a handful of tunes well
- Ask for the key!
- Quietly walk the chord root notes
- Then join in with the full chords
- Know when to back off!
- Of microphones and amplifiers

Examples		
Item	Description	Picture / Audio
10		(clip not yet available)
20		(clip not yet available)
30		(clip not yet available)

Lead vs. Rhythm

General

- Which is more important?
- Striking a balance
- Calling solos

Leading a group

General








- There's always a leader
- No diddling... play or don't!
- Group volume control
- Subtle management (control the mixing board... and mix 'em out!)
- Showing up
- Talent vs. attitude

Reading & Writing Music

[please refer to graphic in “reading & writing” document]

Appendices

References & Testimonials

 References & Testimonials		
Item	Person	Feedback
	Person 1	n/a
	Person 2	n/a
	Person 3	n/a
	Person 4	n/a
	Person 5	n/a
	Person 6	n/a

Definitions

Spectrum

A band or range of frequencies; the audible spectrum runs from 20 Hz to 20,000 Hz (20 kHz). The spectrum is simply a term to describe a group of frequencies. There are a variety of different spectrums that are generally accepted as standards (such as the audible spectrum and visual spectrum). Spectrum can also refer to any specific band of frequencies such as the spectrum from 1,000 Hz to 1,200 Hz. Spectrum can also be called band.

Decibel (DB)

Logarithmic scale measuring the intensity of sound (the sound pressure level); a 10 decibel (dB) increase represents in a doubling of sound level.

Since the decibel scale is logarithmic, there is not a linear relationship between levels. For example, on a linear scale, 4 is twice as big as 2 and 8 is twice as big as 4 and 4 times as big as 2. When measuring decibels, 20 is twice the sound level of 10 decibels but 30 is twice as loud as 20. That makes 40 decibels twice the sound level of 30 decibels and four times the sound level of 20 decibels (on a linear scale, 40 is two times 20). In an audio system, to produce three decibels more sound output, the amplification power must be doubled.

One decibel is the smallest perceptible change in sound level that the human ear can detect. Some examples of sound pressure levels are: whisper - 20 dB, normal speech - 70 dB, passing subway train - 100 dB, large jet plane - 120 dB. The threshold of pain is around 120 dB.

Decibels are most often used to describe sound pressure level (commonly referred to as volume). However, the term is also used in various other measurements such as signal-to-noise ratio, gain and dynamic headroom. In these instances, decibels refer the measurement of signal increase or signal strength instead of sound pressure level, but the scale and basic idea behind it remain the same.

Volume

The relative loudness or power of an audio signal resulting from the amplitude of a sound wave. Higher amplitudes result in sound waves with more power.

Amplitude is the distance from a sound wave's zero or midpoint to its highest point or peak. From sea level, a ripple on a pond would have a low amplitude while a tidal wave would have a very large amplitude. The tidal






Quick Music: Primary Course







wave, with its large amplitude, is very powerful. Similarly, sound waves with higher amplitudes carry more acoustic power resulting in higher volumes.

Volume is measured in decibels. A three decibel (dB) change in sound pressure or volume is perceptible to human hearing. A 10 dB change in volume is a doubling of sound pressure level, thus adjusting the volume by 10 dB results in a perceived doubling of volume.

More Information

-  www.Webopedia.com
-  www.AudioVideo101.com
-  www.WholeNote.com

Some Additional and Related Topics

-  MIDI
-  SMPTE
-  Home video and audio recording
-  MPEG (2, 3, 4)
-  Effects
-  Instrument Repair