- ☐ Meeting 2: Sound Theory & Acoustics
  - ☐ mediacollege.com/audio/01/
  - ☐ Sound Theory
    - ☐ Sound Waves
      - ☐ Compression
      - ☐ Rerefaction
    - ☐ Wavelength
    - ☐ Phase
    - ☐ Amplitude
    - ☐ Frequency
      - ☐ cps
      - ☐ Hz
    - ☐ The Audio Spectrum
    - ☐ Fletcher-Munson Curve
    - ☐ Waveform Types
      - ☐ Sine
      - ☐ Square
      - ☐ Triangle
    - ☐ Harmonics/Timbre
    - ☐ Envelope
      - ☐ A =
      - ☐ D =
      - ☐ S =
      - ☐ R =
  - ☐ Acoustics
    - ☐ Problems
      - ☐ Flutter Echo
      - ☐ Standing Waves

- ☐ Treatments
  - ☐ Absorber
  - ☐ Diffuser
- ☐ Calculating Modes
  - ☐ wavelength (λ) = speed (1130 ft/sec) ÷ frequency (Hz)
  - ☐ Hz = 1130 ÷ λ [frequency of wave that fits between two surfaces]
  - ☐ Hz = 1130 ÷ 2λ [frequency of a wave 180° into its wave cycle...next mode of concern]