

Properties of Sound

- Sounds waves
 - Type of mechanical wave
 - longitudinal waves
 - In air moves in directions away from the source.
- Speed of sound depends on the medium

Properties of Sound

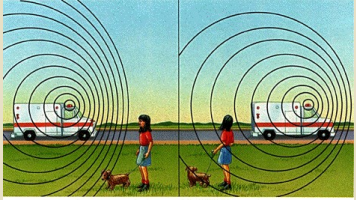
- The density and stiffness of the medium affects the speed at which sound travels through the medium.
- Mediums that are more dense allow sound to travel faster because the particles are close together and do not have to travel a great distance when colliding with neighboring particles.
- Temperature also affects the speed of sounds
 - Hot temperature allow sounds to move faster than cold temperatures.

Speed of sound in Various Mediums

Medium	Speed of sound (m/s)	Medium	Speed of sound (m/s)
Gases		Liquids at 25 °C	
Air (0 °C)	331	Water	1,490
Air (25 °C)	346	Sea water	1,530
Air (100 °C)	386	Solids	
Helium (0 °C)	972	Copper	3,813
Hydrogen (0 °C)	1,290	Iron	5,000
Oxygen (0 °C)	317	Rubber	54

Doppler Effect

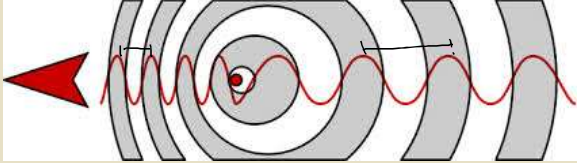
- Frequency changes when the source of waves is moving
- Ex. Siren moving toward you sounds different than a siren moving away from you




[Video Clip](#)

Doppler Effect

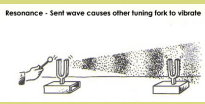
- Doppler effect-an observed change in the frequency of a wave when the source or observer is moving
- A sound wave frequency change is noticed as a change in pitch.
- The Doppler effect occurs for many types of waves, including sound waves and light waves.



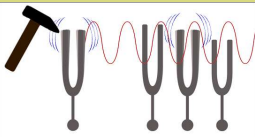
Musical Instruments



- **Resonance** is an effect in which the vibration of one object causes the vibration of another object at a natural frequency
- Instruments use resonance to amplify sound (guitar)



Resonance - Sent wave causes other tuning fork to vibrate




[Tuning Forks Clip](#)

Hearing and the Ear

- ❖ The human ear is a very sensitive organ that senses vibrations in the air, amplifies them, and transmits signals to the brain
- ❖ Sound waves cause membranes in the ear to vibrate (eardrum)
- ❖ Vibrations pass through three regions in the ear: outer, middle, inner
- ❖ Resonance occurs in the inner ear
- ❖ The brain interprets impulses from the nerve fibers as a sound with a specific frequency


[Hearing Test](#) [Hearing test 2](#)



Ultrasound and Sonar

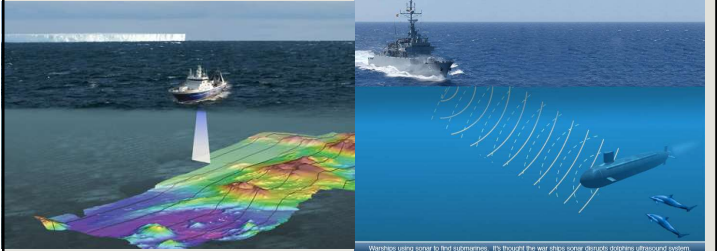
- ❖ Like all waves, sound waves reflect
- ❖ The reflection of sound waves can be used to determine distance and to create maps and images
- ❖ Sonogram made by different boundary surfaces by a computer.

Ultrasound is used to create sonogram (1,000,000,000 Hz and 15,000,000 Hz). Not damaging to human cells



Ultrasound and Sonar

- ❖ **Sonar** is a system that uses reflected sound waves to determine the distance to and location of objects
- ❖ Sonar is used for underwater location
- ❖ Distance can be determined by the formula $d=vt$



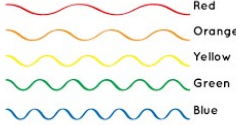
Video

Light

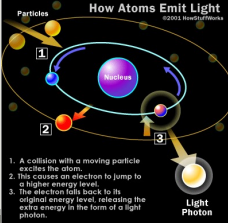
- Type of electromagnetic wave
- Light can behave as waves and as particles.
 - Wave model- interference of light
 - Particle model-light knocking electrons off a metal plate or light traveling through space *photon*

Both models are accepted by scientists

Visible Light



How Atoms Emit Light


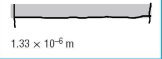







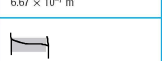
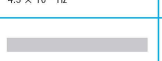
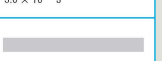


1. A collision with a moving particle excites the atom.
2. This causes an electron to jump to a higher energy level.
3. The electron falls back to its original energy level, releasing the extra energy in the form of a light photon.

Light

The energy of light is proportional to frequency

- Each photon of light carries a small amount of energy.
- The amount of this energy is proportional to the frequency of the corresponding electromagnetic wave.

Type of wave	Wavelength	Wave frequency	Photon energy
Infrared 	1.33×10^{-6} m 	2.25×10^{14} Hz 	1.5×10^{-19} J 
Visible light 	6.67×10^{-7} m 	4.5×10^{14} Hz 	3.0×10^{-19} J 
Ultraviolet 	3.33×10^{-7} m 	9.0×10^{14} Hz 	6.0×10^{-19} J 

Light

The speed of light depends on the medium

- In a vacuum, light travels at the same speed,
 $c = 3 \times 10^8$ m/s.
- Nothing travels faster than the speed of light.
- Light is the fastest signal in the electromagnetic spectrum.
- Light slows down when passing through a medium
 - Transparent mediums like air, water, glass

Medium	Speed of light ($\times 10^8$ m/s)
Vacuum	2.997925
Air	2.997047
Ice	2.29
Water	2.25
Quartz	2.05
Glass	1.97
Diamond	1.24

Light

Electromagnetic Spectrum- Types of light

EM Spectrum- consists of waves at all possible energies, frequencies, and wavelengths

The visible portion of the electromagnetic spectrum

EM clip

Electromagnetic Spectrum

THE ELECTROMAGNETIC SPECTRUM



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Electromagnetic Spectrum

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Electromagnetic Spectrum-Types of light

- Radio waves are used in communication and radar
 - Lowest frequency
 - FM, AM, and TV signals
- Microwaves used in cooking and communication
 - Telecommunication over a long distance. (Space to Earth)
- Infrared light can be felt as warmth
 - Sun or a heat lamp warm you.
 - Weather satellites read (temperature changes) for the tracking of cloud movement

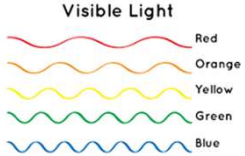



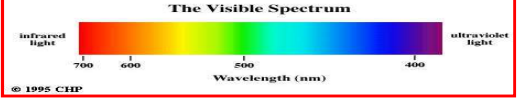
Visible Light Spectrum

Visible Spectrum – Light we can see

- Roy G. Biv – Acronym for remembering the colors of visible light
- Largest to Smallest Wavelength.

R- Red
O- Orange
Y- Yellow
G- Green
B- Blue
I- Indigo
V- Violet



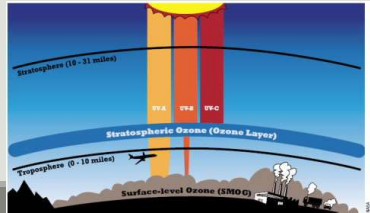


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How are the visible light spectrums above and below different?

Electromagnetic Spectrum-Types of light


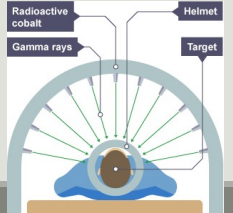
- Ultraviolet light has higher energy and shorter wavelengths than visible light.
 - Sunlight contains ultraviolet light (UV rays) (9%)
 - UV rays can pass through thin layers of clouds, causing sunburn.



Electromagnetic Spectrum-Types of light

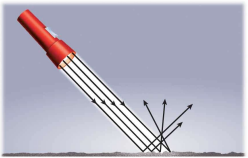
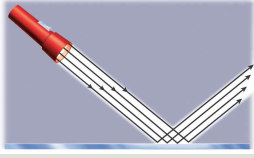
X rays and gamma rays are used in medicine.

- Both have higher energy and shorter wavelengths than UV rays
- Gamma rays have the highest energy and the shortest wavelengths.
- Both rays can kill living cells, or turn them into cancer cells.
- Gamma rays can be used to treat cancer, by killing diseased cells

Reflection

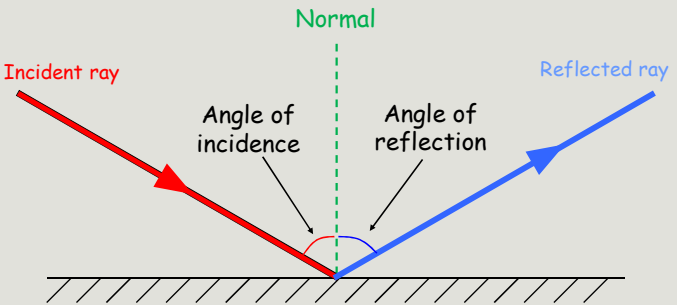
Rough surfaces reflect light rays in many directions. Smooth surfaces reflect light rays in one direction.

The *angle of reflection* is the light rays reflecting off the surface.
 The *angle of incidence* is the light rays striking the surface

Reflection

Reflection from a mirror

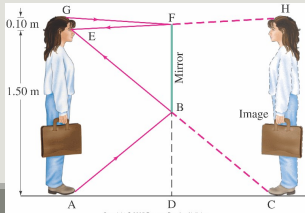


Mirror

Mirrors

1. Flat mirrors

- Form virtual images by reflection.
- A virtual image is an image that forms at a point from which light rays appear to come but do not actually come.
- Some of the light rays are reflected off the mirror into your eyes.
- Perceive an image of yourself behind the mirror





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Mirrors


2. Curved mirrors

- Can distort images
- The normal line points in different directions for different parts of a curved mirror.
- Two types:
 - Convex mirrors
 - Concave mirrors

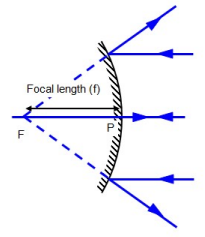



Mirrors

Curved Type 1: Convex mirrors




- Curve or bulge out
- Produce a stretched out image
- Light rays that start out parallel are reflected in different directions
- Make objects appear **smaller** than they actually are
 - Ex. Mirrors on the passenger side of vehicles

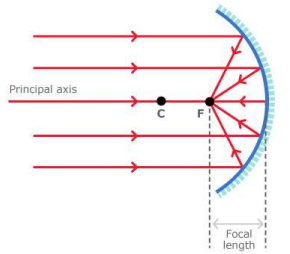


Mirrors

Curved Type 2: Concave mirrors



- Caved in shape
- Create real images AND virtual images
- A real image results when light rays are focused onto a single point or small area
- Ex. Used by telescope
- Ex. Radio telescopes gather radio waves from extremely distant objects.



Seeing Color

White light

- contains all visible colors - ROY G. BIV
- **an object...**
 - reflects the color you see
 - absorbs all other colors

Black is the absence of color; all light is absorbed

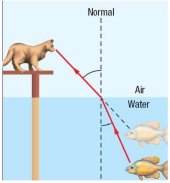
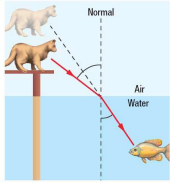
- No light gets to your eyes

**REFLECTS
ALL COLORS**

**ABSORBS
ALL COLORS**

Refraction of light

- Refraction- Light waves bend, or refract, when they pass from one transparent medium to another
- Objects appear to be in different positions
- Refraction of light in the atmosphere creates *mirages*.

A To the cat on the pier, the fish appears to be closer than it actually is.

B To the fish, the cat seems to be farther from the surface than it actually is.

Lenses

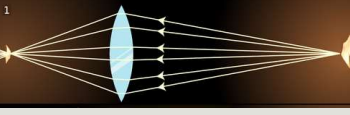
Lenses

- A lens is a transparent object that refracts light rays, causing light rays to change direction
- Rely on refraction

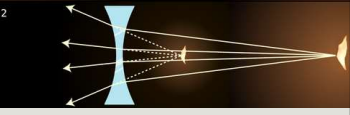
A *converging lens* bends light inward (virtual or real image)

A *diverging lens* bends light outward (virtual image only)


Co- together



Di- apart



Dispersion and Prisms



- A *prism* is a transparent block with a triangular cross section.
 - Different colors of light are refracted differently.
 - Light waves with different wavelengths travel at different speeds.
 - In the visible spectrum:
 - violet –slowest bend more than red-fastest
- The slower light refracts more when passing between media

