$$\frac{1}{\sqrt{2}} = 2^{\frac{1}{12}} = 1.0594 \dots$$

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$$\frac{1}{\sqrt{2}} = 2^{\frac{1}{12}} = 1.05946.$$

$$\frac{261.62 H 8}{15 \ B^{\frac{1}{12}}}$$

$$\frac{1}{\sqrt{2}} = 2^{\frac{1}{12}} = 1.05946.$$

$$\frac{277.16 H 8}{293.66 H 8}$$

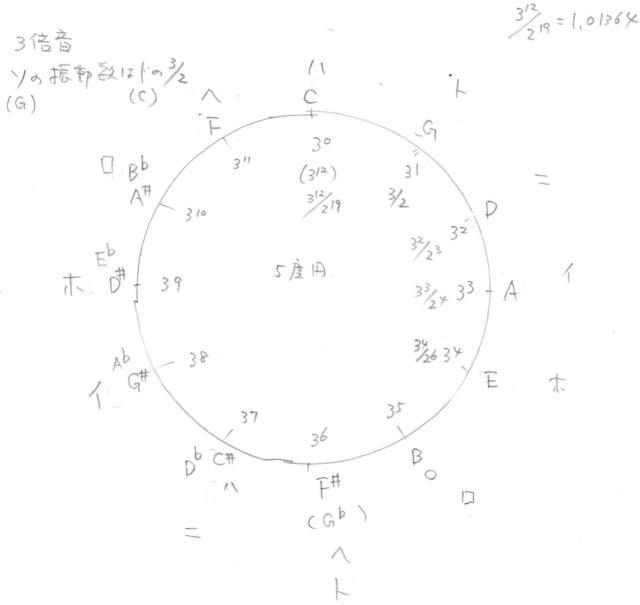
$$\frac{1}{\sqrt{2}} = 1.12246$$

$$\frac{297.2}{12} = 1.12246$$

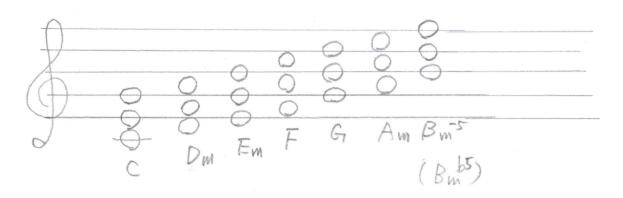
$$\frac{297.2}{12} = 1.12246$$

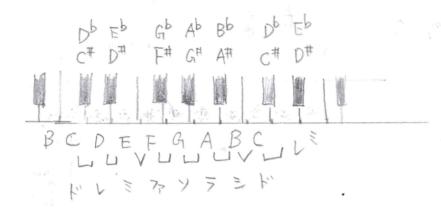
$$\frac{1}{\sqrt{2}} = 1.1246$$

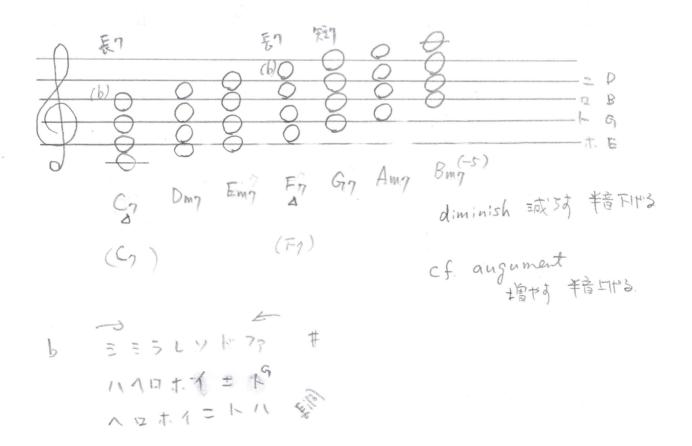
$$\frac{1}$$



タイアトニックコード



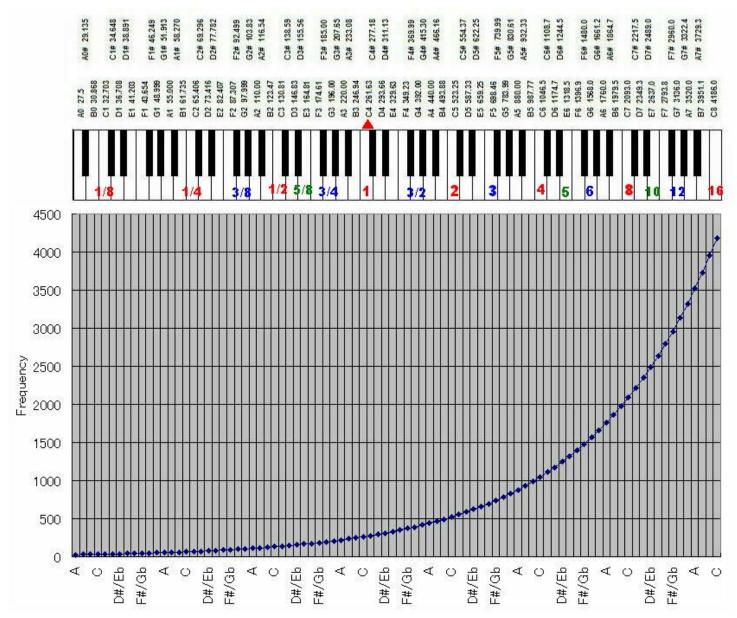




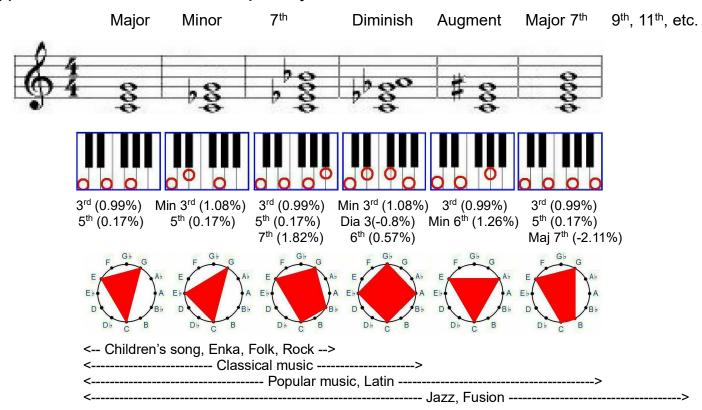
Relationship between music theory and mathematics Correlation between scale and frequency

Interval	n	Ratio(Well)	Ratio(Well) Ratio		Deviation(%)	Note	Frequency(Hz)
Unison	0	1.00000	1/1	=1.0000	0.00000	С	261.62600
Chroma	1	1.05946	135/128	=1.0547	-0.47756	C#(Db)	277.18300
2nd	2	1.12246	9/8	=1.1250	0.25380	D	293.66500
Minor 3rd	3	1.18921	6/5	=1.2000	1.07929	D#(Eb)	311.12700
Third	4	1.25992	5/4	=1.2500	-0.99210	E	329.62800
Perfect 4th	5	1.33484	4/3	=1.3333	-0.15065	F	349.22800
Diatonic tritone	6	1.41421	45/32	=1.4063	-0.79636	F#(Gb)	369.99400
Perfect 5th	7	1.49831	3/2	=1.5000	0.16929	G	391.99500
Minor 6th	8	1.58740	8/5	=1.6000	1.25989	G#(Ab)	415.30500
6th	9	1.68179	27/16	=1.6875	0.57072	A	440.00000
7th	10	1.78180	9/5	=1.8000	1.82026	A#(Bb)	466.16400
Major 7th	11	1.88775	8/15	=1.8667	-2.10820	В	493.88300
Octave	12	2.00000	2/1	=2.0000	0.00000	С	523.25100

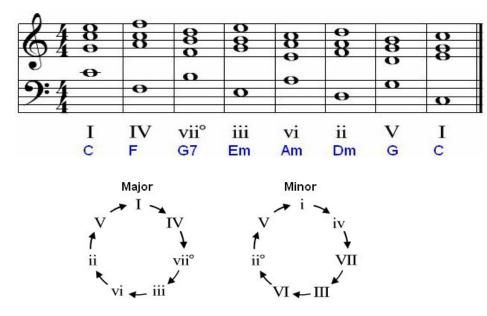
* The beat caused by the frequency differences between the sounds of well temperament and the pure temperament makes harmonious feeling.



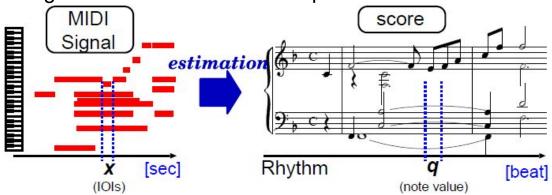
Typical chords and their frequency intervals



Chord Progression



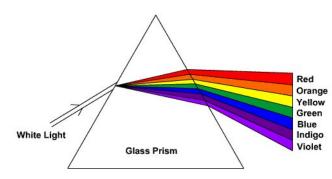
Rhythm recognition for automatic transcription



Music marks for expression

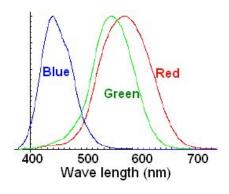


Construction of tone color (Wave form) Light spectrum makes color

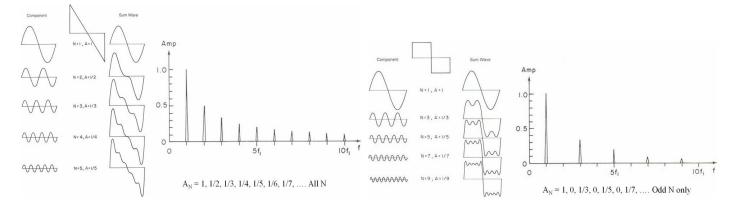


Sound spectrum makes tone color * Tooth Wave

Relative spectral sensitivity of the three types of cones in the human retina



* Square Wave (Sounds like clarinet)



ADSR envelope

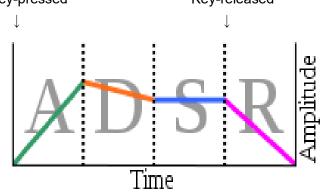
The contour of the ADSR envelope is specified using four parameters:

Attack : How quickly the sound reaches full volume after the sound is activated (the key is pressed).

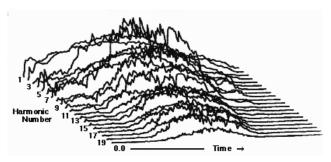
Decay : How quickly the sound drops to the sustain level after the initial peak.

Sustain : The "constant" volume that the sound takes after decay until the note is released.

Release : How quickly the sound fades when a note ends (the key is released). Often, this time is very short.Key-pressedKey-released



Spectrum envelope



http://www.sfu.ca/sonic-studio

20200716

音程・コードの確認ですよ!

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