3.8.1: Sound Texture

This simulation explores the aural texture of four basic periodic waveforms: sine, triangle, square, and sawtooth. The sine waveform has a single frequency and is the building block of other periodic waves by summing harmonics in a Fourier Series as we will see in the next section. The richness of the sound is called the timbre (defined in the previous chapter) and is determined by the amplitude of the harmonics in the Fourier sum.