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Poets have many tools that they can use to create their own poems. The one you may be most familiar with is the sound effect. When words are spoken out loud, they have many excellent sound qualities that poets can incorporate into their poems. The most recognizable sound effect used in songs is rhyme. When two words rhyme, they have a similar end sound. Words that end in the same letters as take and make rhymes, or words with different ends, but the same sound rhymes as zeal and pain. Poetry also uses close rhymes (or oblique rhymes) that are words that almost rhyme, but not quite -- such as bear and far away. Other sound effects use repeating letters or letter combinations. Something repeats the same consonances with words that are close to each other. The statement mommy was not an ordinary doll is an example of sonority because the letter m is repeated. If repeating letters appear only at the beginning of words, this is known as alliteration. For example, a large brown bear bite into a blueberry is an example of alliteration because several words together start with the letter b. If the letters or sounds are repeated, the vowels instead of the consonators -- as in Maybe I would like to fight with nine pirates at once -- is known as assonance. Assonance can sometimes be quite subtle and harder to identify as assonance or alliteration. Sometimes a poet wants to make you imagine hearing something. It's part of a concept called sound recordings, or it gives an impression of how something sounds. One common way to create sound recordings is to use onomatopoeia. Think of words that describe sound -- words like buzzing, clapping or softening. When you say them out loud, they sound like what they're describing. For example, zz in the word buzz kind of sounds like the noise they make. There are many other types of sound effects that a poet can use, but these are just a few of the most common. Now that you understand how poets decide which words to use, let's see how poets put those words together by choosing (or not) to follow the structure. Hello!! I'm planning more Halloween props that will benefit a lot from sound effects. For example... I'm working on a mantel version of a demon-grandfather clock in Disney's Haunted Mansion. It would be great if you had the sound of a mention that goes for a ringing back that the right clock has. This could be a sound loop for only a few seconds. Some other parts of my scheme would be enhanced by short-wish sound effects or mood music... one minute or two at most. I don't have a background in electronics, but I can follow the instructions. Any advice for making some small modules for sound effects? Thanks!! Windows 10 tips for beginners Do you annoyingly listen to the same sound effects every day on Windows 10? In this guide, we will show you the steps to customize your experience or sounds perfectly. 4 Sep 2017 In addition to all the customization options, Windows 10 includes sound effects for system events and apps such as connecting and disconnecting peripherals, notifications, battery alerts, errors, and more. While they can be useful, listening to the same sounds every day can quickly get annoying. However, you don't have to turn off the system if you don't like it, because it's possible to adjust every sound or disable the experience with just a few clicks. In this Windows 10 Guide, we'll follow you through simple steps to completely customize or disable sound effects on your PC. Go to Settings. Click on Personalization. Click on Themes. Click on Sounds. Quick Tip: You can also access these settings by right-clicking the speaker icon in the notification area and clicking Sounds. On the Sounds tab, you can completely disable system sounds or adjust each sound as you want: Disable sound effects: Select No Sounds from the Sound Scheme drop-down menu. Enable sound effects: Select Default for Windows from the Sound Scheme drop-down menu. Change audio events: In the Program events section, click the event that you want to change, and select a sound from the list from the drop-down menu. To know exactly the sound you choose, you can even click the Browse button to add a custom sound while the .wav file. Click Apply. Click OK. When you complete the steps, Windows 10 will use the new custom configuration. However, keep in mind that some when using Windows Themes may sometimes include custom sounds that can override your settings (even re-enabling sounds if you've disabled them before), and these steps may come in handy even if you don't like new sounds and want to return to your default settings. If you're using custom sounds for many events, it's also a good thing to click the Save As button to create a custom sound scheme if your settings ever change, and you want to reuse the configuration you want. How to turn windows sounds and app events has existed for years, and if you didn't know or simply forgot about them, this guide can help you adjust the sound effects on your Windows 10 device. While we focus on Windows 10, you can also refer to these instructions (but with Control Panel) to change the sound effects in Windows 8.1 and Windows 7. More Windows 10 resources For more useful articles, coverage, and answers to frequently asked questions about Windows 10, visit the following sources: Air, like all substances, consists of molecules. Even a small region of air contains a huge number of air molecules. The molecules are in constant motion, traveling randomly and at high speed. They constantly collide with each other and rejoice and strike and jump away from objects that are in contact with the air. The vibrating object will produce sound waves in the air. For example, when The head drum is a hit with a mallet, the drummer vibrates and produces sound waves. The vibrating drummer produces sound waves because it moves alternately outwards and inwards, pushing toward, and then moving away from, the air next to it. The air molecules that hit the drum while moving outwards move away from it at more than normal energy and speed as they received a drum singe. These faster molecules move into the surrounding air. For a moment, the region has a greater than normal concentration of air molecules next to the drum -- it becomes a region of compression. When they move faster, the molecules overtake the air molecules in the surrounding air, collide with them and transfer their extra energy. The compression region moves outwards as the energy from the vibrating drum is transferred into groups of molecules longer and longer. The air molecules that hit the drum while moving inwards move away from it with less than normal energy and speed. As a result, the region has fewer air molecules than usual in addition to the drum -- it becomes a region of rare effect. Molecules that collide with these slower molecules are also receded at less speed than usual, and the region of the rare part travels outwards. The wavy nature of the sound becomes apparent when a graph is drawn showing changes in the concentration of air molecules at some point when the compression alternately flashes and the rare effect passes this point. A graph for a single pure tone, like the one produced by tuning the fork. The curve shows changes in concentration. It starts, arbitrarily, at some point when the concentration is normal and a compressive pulse is coming. The distance of each point on the curve from the horizontal axis indicates how different the concentration differs from normal. Each compression and subsequent rare part makes one cycle. (The cycle can also be measured from each point on the curve to the next corresponding point.) The sound frequency is measured in cycles per second or hertz (abbreviated Hz). Amplitude is the maximum amount by which the concentration of air molecules differs from normal. The wavelength of sound is the distance travelled by the disturbance in one cycle. It is related to the speed and frequency of sound with the formula speed/frequency = wavelength. This means that high frequency sounds have short wavelengths and low frequency sounds have long wavelengths. The human ear can detect sounds with frequencies up to 15 Hz and up to 20,000 Hz. The intensity refers to the amount of energy transmitted by the disturbance. It is proportional to the square of the amplitude. The intensity is measured in watts per square centimetre or in decibels (db). The decibel scale is defined as follows: Intensity of 10-16 watts per centimeter is 0 db. (Written in decimal format, 10-16 is displayed as 0.000000000000000001.) Every tenfold increase in watts per square centimetre means an increase of 10 db. Thus, the intensity of 10-15 watts per square centimetre can also be expressed as 10 db and an intensity of 10-4 (or 0.0001) watts per square centimetre as 120 db. The sound intensity quickly drops with increasing distance from the source. For a small sound source that evenly heats energy in all directions, the intensity varies inversely with a square distance from the source. So, at a distance of two meters from the source, the intensity of one quarter is as large as it is at the distance of one leg; for three legs, only one ninth is as big as one leg, etc. PitchPitch depends on frequency; in general, the increase in frequency causes a feeling of increasing pitch. However, the ability to differentiate between two sounds close to the frequency is reduced in the upper and lower part of the sound frequency range. There is also a difference from person to person in the ability to separate between two sounds very nearly the same frequency. Some skilled musicians can detect differences in frequency as small as 1 or 2 Hz. Due to the way the auditory mechanism works, intensity also affects the perception of resin. Thus, when the tuning fork vibrates at 440 Hz (frequency A above the middle C on the piano) we approach the ear, it sounds slightly lower tone, as if the screws were more slowly vibrate. When the sound source moves at a relatively high speed, the listener hears a sound higher in the pitch as the source moves toward it or its, and the sound lower in the pitch as the source moves away. This phenomenon, known as the Doppler effect, is due to the wavering nature of sound. VolumeIn general, the intensity increase will cause you to feel the volume increased. However, the volume does not increase in direct proportion to the intensity. The 50 dB sound has a 40 dB sound intensity ten times higher, but it's only twice as loud. The volume is doubled with each intensity increase of 10 dB. The volume is also affected by frequency, as the human ear is more sensitive to certain frequencies than others. The hearing threshold -- the lowest sound intensity that will create a sense of hearing for most people -- is about 0 dB in the frequency range 2,000 to 5,000 Hz. For example, the 100 Hz sound is barely heard at 30 dB; The sound of 10,000 Hz is barely audible at 20 dB. At 120 to 140 dB most people experience physical discomfort or actual pain, and this level of intensity is called the pain threshold. Advertising advertising

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