1 SSP2012 / Assignment 1: Getting familiar (again) with Praat

Download Praat from Praat's web site. Read the Praat Intro, available in the Help menu.

- 1. Create a mono sound signal (pure tone) with an amplitude of 0.45, a frequency of 1000 Hz and starting phase of 0. Make its duration 0.05 seconds and it sampling frequency 22050 Hz.
- 2. Like (1), however, the starting phase is now $\pi/2$. Use the SoundEditor to view the two sounds.
- 3. Although both sounds have the same frequency, they do not exactly sound the same (listen carefully with a headphone). Explain.
- 4. Draw the spectrum of sound (1). In making the spectrum, uncheck the Fast option.
- 5. Create a sound signal which is the *sum* of the three frequencies 200, 400, and 600 Hz. The amplitudes of the three components are 4, 2, and 1, respectively. Listen to this signal.
- 6. Scale a copy of this signal such that its maximum amplitude will be 0.99. You can use the Modify>Scale peak... command. Draw all sounds in a grid in the left column, i.e. the 200, 400, 600 component and the sum above each other. In the right column display the spectrum where the frequency range is from 0 to 1000 Hz.

An example script for drawing in a grid could be:

```
nx = 2
ny = 5
wx = 6
dx = wx / nx
wy\ =\ 10
dy \;=\; wy \;\;/\;\; ny
Erase all
Font size ... 10
for irow to ny
  for icol to nx
    vpx1 = (icol - 1) * dx
    vpx2 = vpx1 + dx
    vpy1 = (irow - 1) * dy
    vpy2 = vpy1 + dy
    Select outer viewport ... vpx1 vpx2 vpy1 vpy2
    < do some drawing ... >
  endfor
endfor
Select outer viewport... 0 vpx2 0 vpy2
```

- 7. Draw a time slice of 0.03 s of this signal.
- 8. Measure the amplitudes of the individual peaks in the spectrum with the SpectrumEditor. How do the dB values of the amplitude relate to the 4-2-1 relation above?