



It's going to sound a little bit weird, but sound takes on the characteristics of the surfaces that it strikes. As a good example, sit in your car in your driveway and shut the engine off and leave your stereo on. Listen to that sound, that's glass sound. Most of the surfaces in your car are glass so you're going to get a really good idea of what glass sound is. If you have a tone control, turn the low frequency all the way down, maximize the treble and really listen to the reflections in your car. You won't be able to stand it for too long nor should you.

Why? The natural materials on this planet produce the best sound. All the materials that the Earth produces or that we produce from the Earth make the best sound. Synthetics like plastics and glass are no good. Wood with its cost, ease of manufacturing, ease of build and selection, and there are so many great woods to choose from. Woods can be easily stained and sealed, they're readily available in all parts of North America that I'm familiar with so it's a good choice. Some other softwoods such as alder, pine, and birch work well and are economical.

The purpose of materials used in instruments (which '**produce**' sound) and those used in audio playback devices (which '**reproduce**' sound) are different.

Please pay attention to bold words. "Produce" and "Reproduce" have rather completely different meanings. You see, wood, brass and some other chosen materials are selected in instruments because they react to various physical forces (from vibration, airflow friction, brute force, etc) and make interesting sound based on their properties.

But for playback devices, the main purpose of materials containing transducers is prevent unwanted sound from the transducers (because they cannot physically perfectly transfer electronic signal into physical sound wave.) So, for speakers and headphones, we have to deal with enclosures/damping materials. For the purpose, materials with good acoustic absorption and highly resonance-resistant are highly desired for the job.