

SoundSphere — Concept Poster

Print this and pin it up — an at-a-glance map of the SoundSphere cast and the ideas each one carries. Come back to it whenever you want to remember who teaches what.

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Meet the cast — and what each one teaches

Character	What they carry
Wave	Frequency — the pitch axis; high-frequency sounds vibrate fast, low-frequency sounds vibrate slow
Bloom	Envelope — the attack / sustain / decay / release shape of a sound (how it begins, holds, and fades)
Layer	Timbre — the overtone fingerprint that makes a violin sound like a violin and a flute sound like a flute (even at the same pitch)
Ring	Space — reverb, echo, and room ambience (how the same sound feels different in a bathroom vs a stadium vs a forest)
Tune	Synthesis — how primitive sound-elements (frequencies + envelopes + layers + space) combine to build entirely new sounds

Key ideas at a glance

The big concepts this cast helps you master:

- Understanding Your Sensory World
 - The Zones of Regulation
 - Sound Science and Properties
 - Soundscape Design Fundamentals
 - Self-Regulation Strategies
 - Sensory Communication and Self-Advocacy
 - Advanced Sound and Emotion
 - Master Sound Regulation Capstone
 - Sound & Acoustics
 - Neurodiversity
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