Subject: Where to start?
Posted by Keven on Wed, 02 Aug 2017 19:04:33 GMT
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Hey guys I am not great at putting things together, but I'd like to try in my free time as a hobby.
What should I start with?

Subject: Re: Where to start?
Posted by gofar99 on Wed, 02 Aug 2017 21:41:30 GMT
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Hi, I guess you need to decide on what sort of thing you want to create... speakers, amps, ...
whatever.

Subject: Re: Where to start?
Posted by moss24 on Tue, 08 Aug 2017 06:09:49 GMT
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I have basic knowledge in Physics (electronics was never that easy for me) so I'm wondering if
this really matters if I want to build speakers from scratch?

Subject: Re: Where to start?
Posted by Wayne Parham on Tue, 08 Aug 2017 15:03:55 GMT
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Of course, an understanding of physics is fundamental when designing speakers. You need to
work with things like mass/spring systems, resonance, wave propagation and electronics.

Subject: Re: Where to start?
Posted by Zohanna on Tue, 10 Oct 2017 19:54:25 GMT
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Wow, I never knew you needed physics to be able to build systems. I would have thought that
you only needed a good understanding of electronics and those types of components. Well, now I
know.

Subject: Re: Where to start?

Posted by Wayne Parham on Tue, 10 Oct 2017 21:53:31 GMT

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To build the most kits, you only need to know technical trades like using hand tools and soldering. If you're going to build loudspeakers, you might need to have some carpentry skills.

Designing things is another matter. For amplifiers, you'll need to know advanced electronics and for loudspeakers you'll also need to know acoustics.

Subject: Re: Where to start?
Posted by Kingfish on Sat, 03 Mar 2018 05:50:37 GMT

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Start with speaker cabinets. I could have sworn they taught us that in shop class in my sophmore year. You can't get more basic than that.