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IV. Pressure Distribution

1. Pressure Distribution – Mains





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Sample Control Room	
Lov Ana	v Frequency alysis (LFA)
Specu Ana	ular Reflection alysis (SRA)
NIF	RO [™]
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Glossary

- Frequency Response: the output to input relationship of a system. Mathematically, it is the Fourier transform of the output divided by the Fourier transform of the input. Represents how the room behaves to a known input signal.
- Schroeder Frequency: it is the transition frequency in which the room modes start overlapping and become proportional to the reverberation time. It will be used to determine the upper limit of our analysis. The expected reverberation time and the room volume are used to estimate it.
- Sound Pressure Level: it is a representation of the sound pressure in decibels, a logarithm of the ratio of given sound pressure to the reference sound pressure.
- Impulse Response: the way a system responds to an impulse. For example, the reverberation of a room can also be thought of as its impulse response. It's the time equivalent of the frequency response.
- **Decay Spectrum**: the decay of the impulse response over time. The decay of the room modes is directly related to their reverberation time.
- **Boundary Element Method:** method used to calculate the sound pressure inside the room. Accounts for the direct sound and the reflected sound at the receiving positions.
- Acoustical Center: it's the point chosen to properly represent the acoustical source. According to the IEC standard, it is the point where one can observe diverging spherical wavefronts. It is dependent on the frequency of analysis the higher the frequency the closer the point will be to the face of the speaker cabinet.



I. Geometric Optimization

1. Boundary Changes

The room boundary has been altered to further improve the frequency response at the listening positions. The Figure below shows the minimum and maximum limits of the room boundary in a dotted blue line, which are determined by the outer shell and the positions of the HVAC ducts shown in red.



The Figures on the right show an overlay of the existing drawing, in purple, and the optimized geometry, in red, along with the coordinates for each wall vertex. In there, X represents the width, Y the length, and Z the height, with the origin set at where the center of rear wall meets the floor. From now on all the drawings will be of the optimized room geometry.



Geometric Optimization Floorplan and Section

Listening positions:

Mix Position (1st row): Centered, X.XX from rear, X.XX high [m]

Mix Position (2nd row):
 X.XX from center, X.XX from rear, X.XX high [m]

Couch Position:

X.XX from center, X.XX from rear, X.XX high [m]

Speaker position:

✤ Mains:

X.XX from center, X.XX from rear, woofers at X.XX and X.XX high [m]

Floorplan



Project notes:

- Can move ceiling and all the walls
- Optimized for soffit mounted speakers
- Optimization animation

Room spectral properties:

- First resonant frequency ≈ 23 [Hz]
- Schroeder frequency: $\approx 107 \text{ [Hz]}$

Section



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Plan and section view of the room – Speaker and listener positions are marked and listed. The speaker acoustical center is indicated by the dot in front of the speaker cabinet.

The room spectral properties are given by the room dimensions. The minimum frequency relates to the biggest wavelength that the biggest dimension in the room supports. The Schroeder frequency determines were the modal region ends.

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II. Treatment Recommendations2. Specular Reflection Analysis

By using the Image-Source Model, we can trace the reflections to the mix position and their origin. This provides information to determine if there are any reflections going to the mix position that we can treat with absorption and the locations where we can apply it. It also helps determining the size and location of the diffusor.

The Figures in this page indicate the 1st and 2nd order reflections coming from the **main speakers** that arrive at the mix position. The next pages will show a separate analysis of 1st and 2nd order reflections for ease of visualization.











II. Treatment Recommendations

4. RFZ/DFZ Analysis

The Figure on the right shows the room impulse response at the mix position without all the proposed treatments and diffusors. Our goal here is to evaluate the RFZ/DFZ design of the room and the effectiveness of the proposed design.

Between the direct sound and the reflection coming from the rear wall, which arrives at 30 [ms], we have three harmful interfering reflections arriving at the mix position. The first reflection comes from the console, the second from the lateral walls and the third from the ceiling.

After the rear wall reflection, we can observe that the decay of the response is not smooth due to the lack of diffusion in the rear of the room.







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II. Treatment Recommendations4. RFZ/DFZ Analysis

After the treatments and diffusors were applied, we observe a severe improvement in the impulse response at the mix position, which is shown at the Figure to the right.

Except for the console bounce, the other two harmful reflections were properly controlled, successfully creating the Reflection Free Zone.

The application of the diffusors also improved the Diffuse Field Zone coming from the rear of the room.





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