

## Acoustic Design: Rooms and Walls




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### Design Activity

### Acoustic Issue

#1 Siting a building in a favorable acoustic environment	Sound transmission in a free field
#2 Designing indoor spaces for the proper acoustic environment	Sound absorption and reflection
#3 Designing adjacent spaces for acoustic independence	Characteristics of sound transmission in materials

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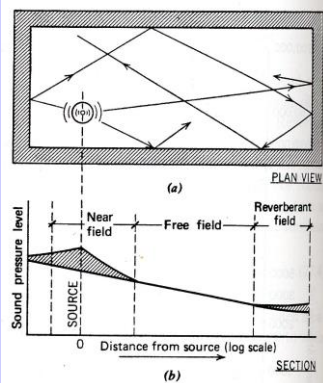
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## Rooms & Reverberant Fields

May have 3 fields  
...or fewer...




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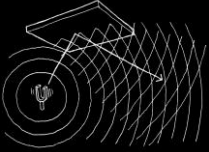
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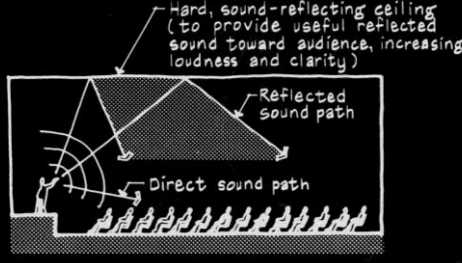
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**Live Spaces**

- reverberant fields dominate



Hard, sound-reflecting ceiling (to provide useful reflected sound toward audience, increasing loudness and clarity)

Reflected sound path

Direct sound path

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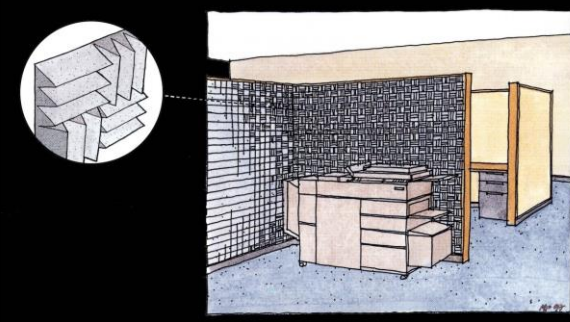
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**Dead Spaces**

- Free field dominates

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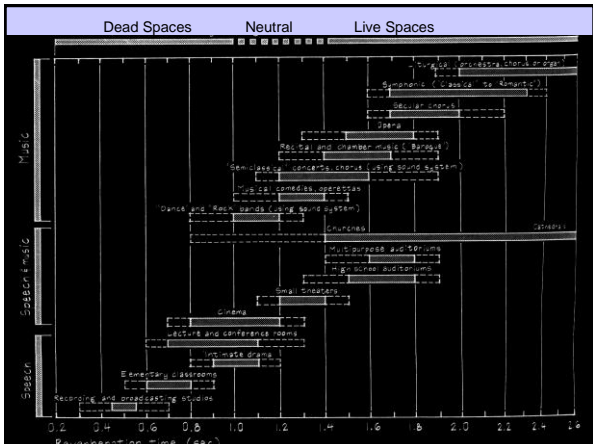
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## Room acoustic goals

<b>Silence</b> —a monarchy of sound	Lecture halls, auditoria, churches, theatres
<b>Quiet</b> —a democracy of sound	Libraries, offices, restaurants, design studios, lobbies
<b>None</b> —an anarchy of sound	Factories, grocery stores, fast food outlets, indoor swimming pools

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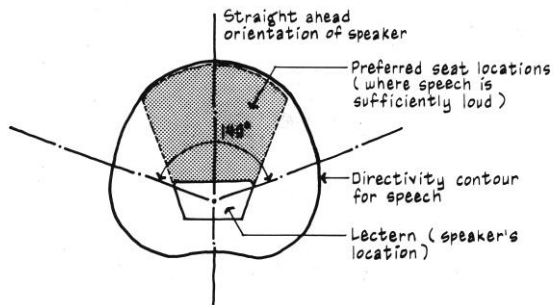
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Auditorium Plan with Speech Contour Overlay



Shape Silence Goal Room to match sound projection

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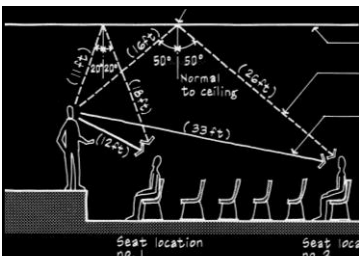
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Use reflected sound to enhance communication...

Sound Path Difference (ft)	Time Delay Gap (ms)	Listening Conditions
< 23	< 20	Excellent for speech and music
23 to 34	20 to 30	Good for speech, fair for music
34 to 50	30 to 45	Marginal ( <i>blurred</i> )
50 to 68	45 to 60	Unsatisfactory
> 68	> 60	Poor ( <i>echo</i> if strong enough)

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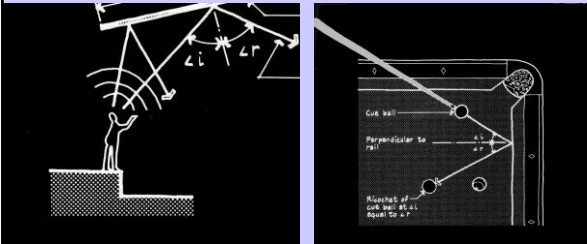
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### Sound Wave Reflecting Angles

- Draw a line perpendicular to reflecting surface
- Incoming angle = reflected angle



Billiards—Acoustics analogy

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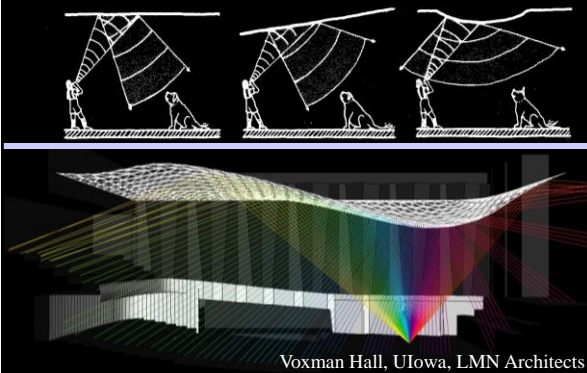
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### Orientation and shape affect reflection...



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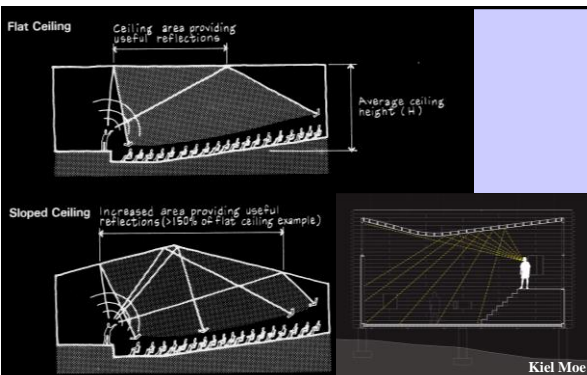
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Sloped Ceilings can add additional reflected sound for those sitting in the back rows—or not.

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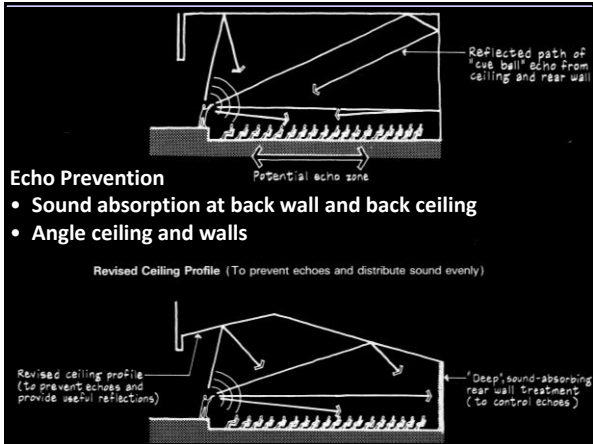
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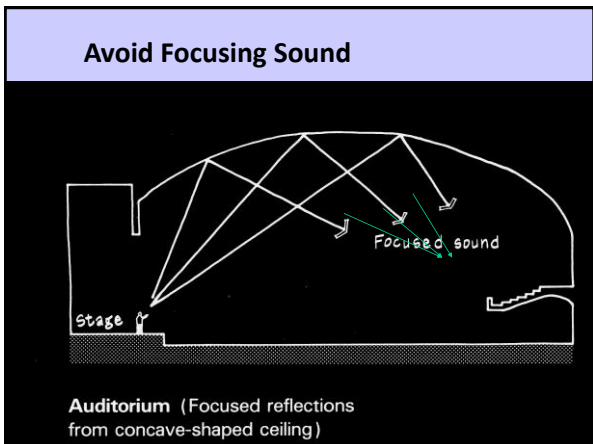
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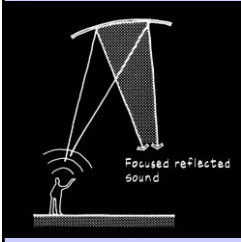
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# SURPRISE Focusing



Dome over elevator lobby at UTexas produces surprising sound levels.

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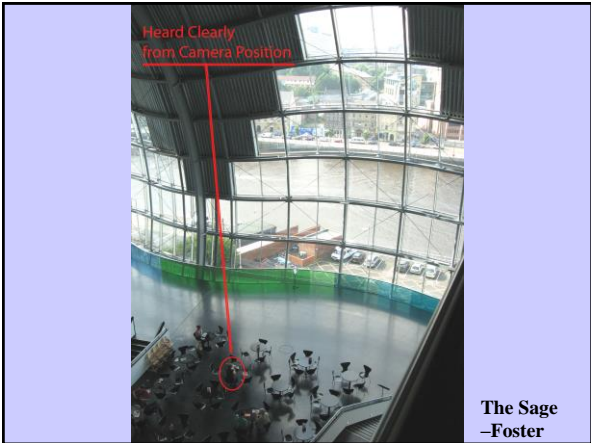
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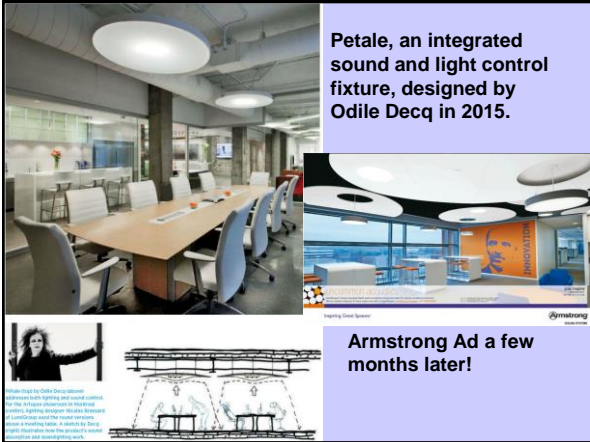
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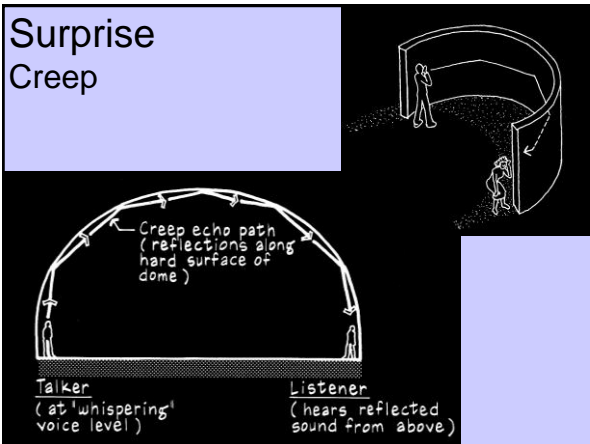
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Quiz: creep?



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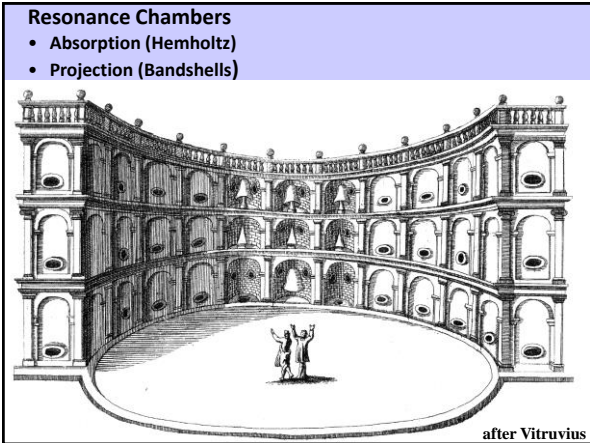
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**Resonance Chambers**

- Absorption (Hemholtz)
- Projection (Bandshells)



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**Noise Attenuation Strategies  
(for sites and rooms)**

- Distance
- Zoning
- Absorption & Diffusion
- Isolation
- Masking
- Barriers (math lecture)

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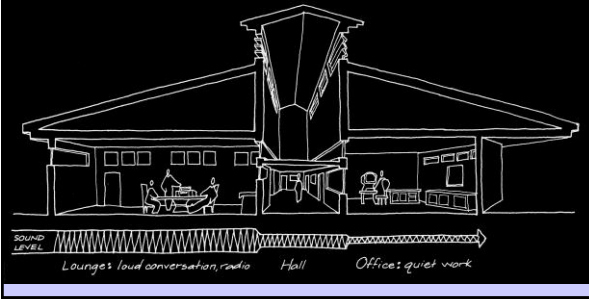
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# Zoning



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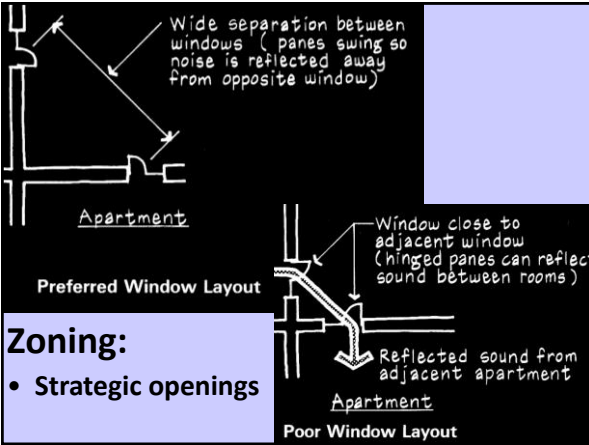
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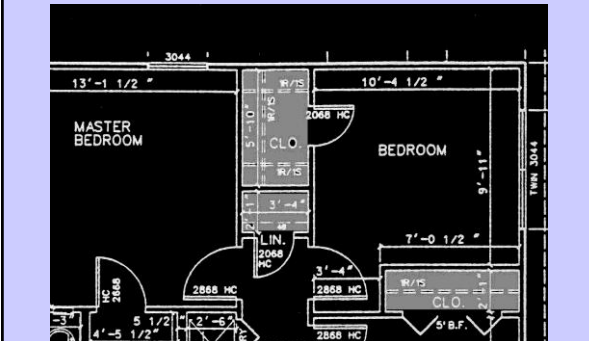
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# Zoning:

- Buffering



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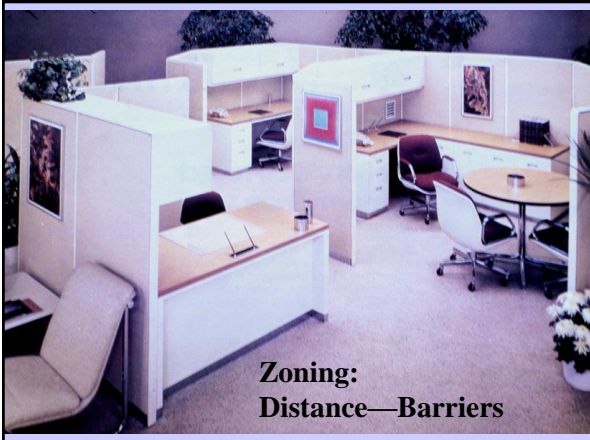
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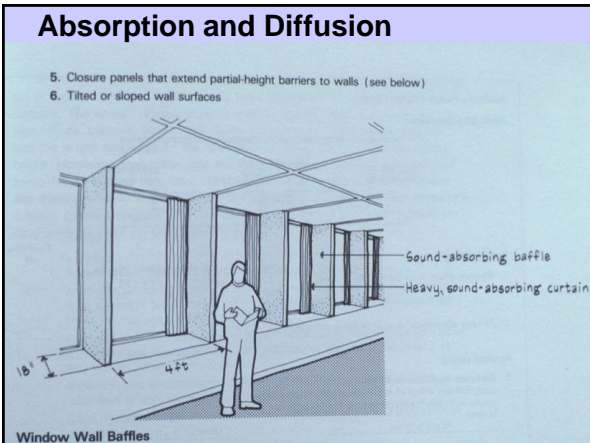
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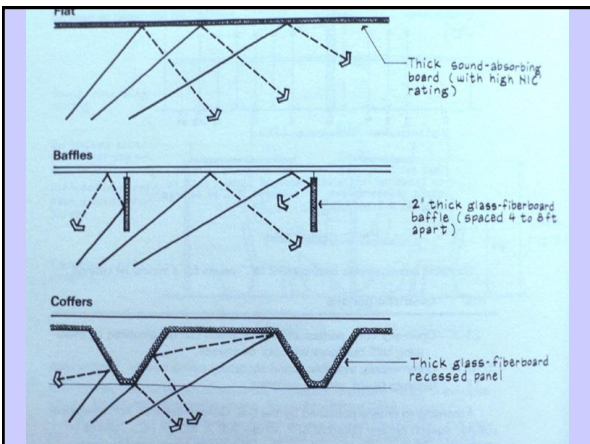
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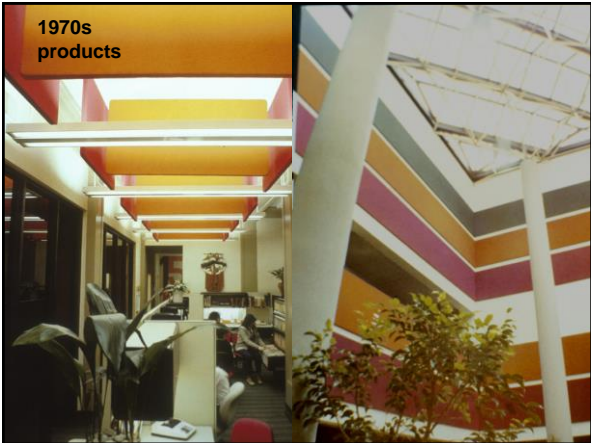
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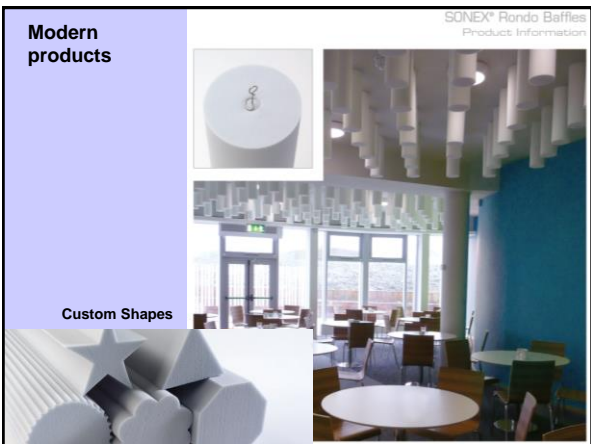
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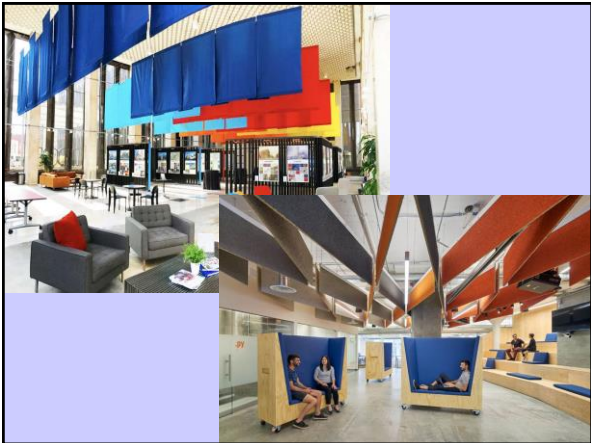
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Before sound  
absorption and after  
(Bonus: light diffusion!)

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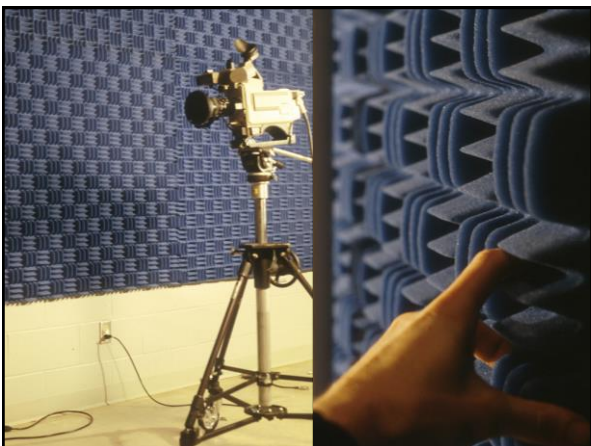
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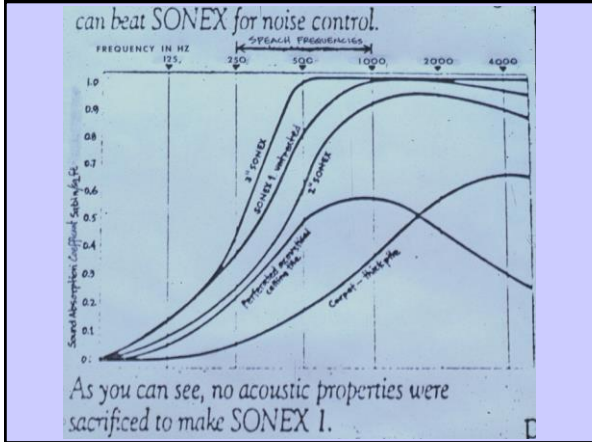
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**Now SONEX can take the heat.**

**Introducing SONEX 1, a new, high-temperature noise killer.**  
Thanks to a revolutionary new material, the industry's most popular noise killer - SONEX - is now available in a form resistant to heat - SONEX 1.

SONEX 1 is a new, high-temperature noise killer. It is made of a revolutionary new material, the industry's most popular noise killer - SONEX - is now available in a form resistant to heat - SONEX 1.

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**Thermafiber**  
Sound Attenuation *Plus* Blankets

The advertisement shows a brown rectangular blanket with headphones on top, and a white rectangular blanket with a grid pattern and headphones on top.

Stark Acoustical Tile absorbs sound and reduces sound transmission. Lets you design noise control into problem areas.

Life safety insulation with a sympathetic ear...up to 62 STC worth!

Other absorbent materials...

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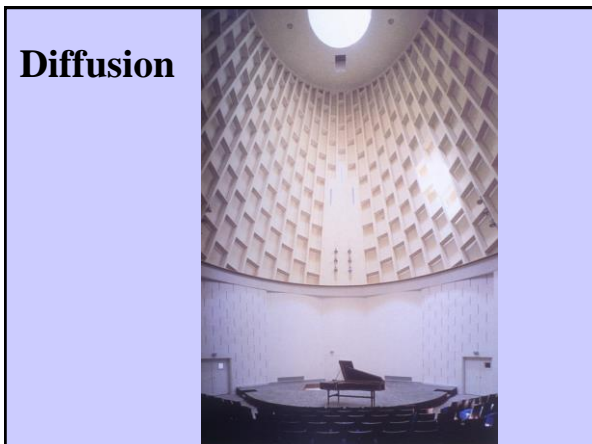
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**Design of room absorbers and diffusers can be complex...**

Cross section

Sound diffusing panel

Relative sound pressure level

Relative microphone position (deg)

Admin Aud photo!

**Prime Root Diffuser**

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**Thamesmead Library Project—Arch 454 Spring 2018**

**Adam Hartman, Adilyne Nolan, & Deona Swager**

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**Study room at St. Edward's School, Oxford, TSH Architects**

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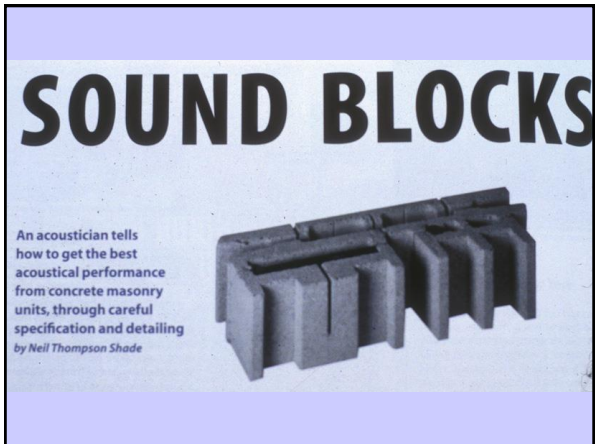
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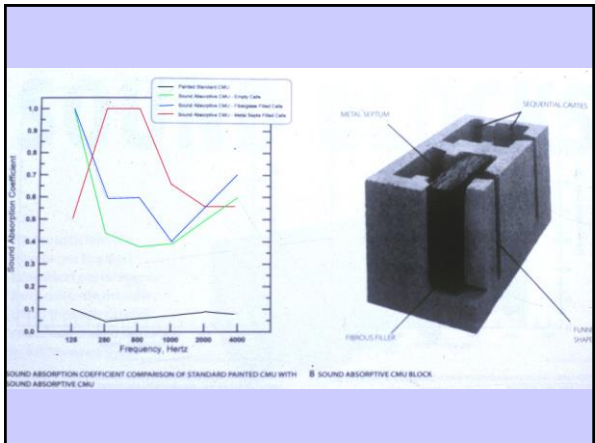
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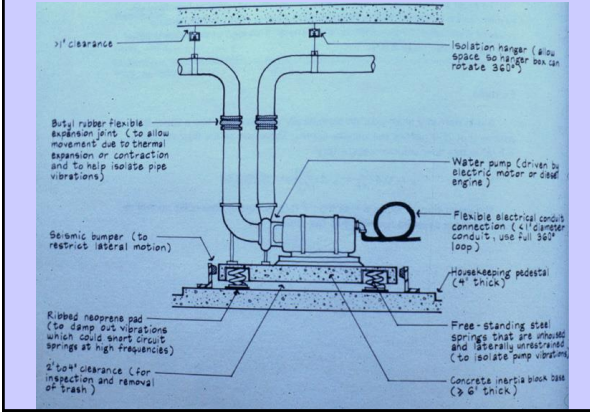
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**Isolation--straightforward**




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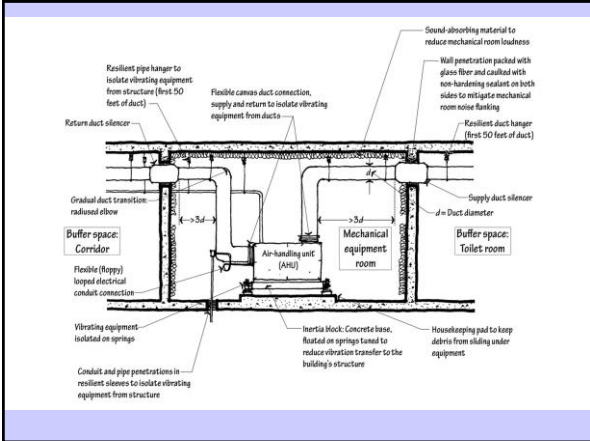
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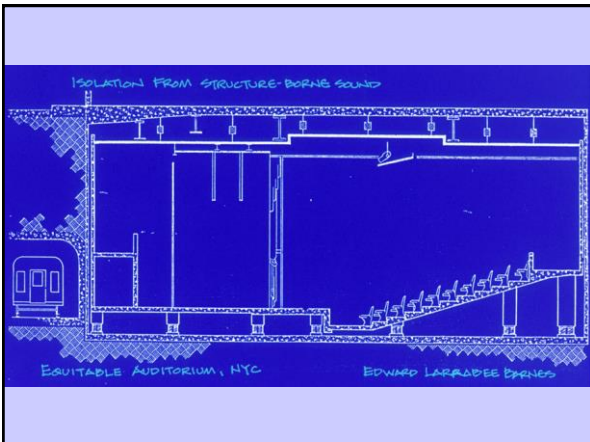
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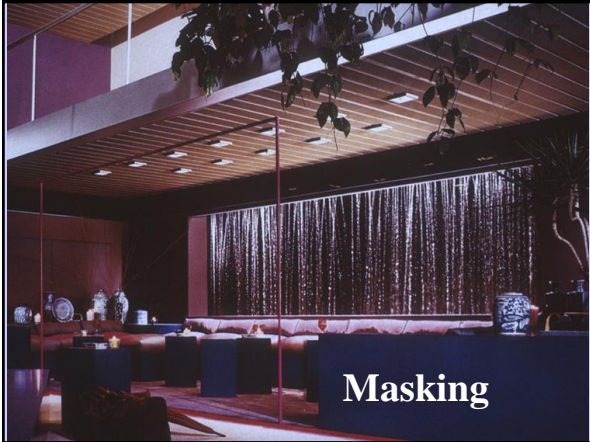
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## SCAMP

### Self Contained Audio and Masking Package



Model SC101

SCAMP contains a digital masking source, amplifier and loudspeaker that provide a convenient method for providing sound masking, music, paging and/or emergency tone bursts. Also features switch selection for mineral fiber or glass fiber ceilings.

The all solid state circuitry SCAMP system provides speech privacy in most office areas by generating a unique sound spectrum that masks unattended speech, noise and floor activity. This spectrum's bandwidth and amplitude are such that, although masking is achieved by adding sound, there is virtually no discernment of the sound itself.

**Background Masking Sound**

The introduction of an unobtrusive and uniform background sound such as the SCAMP system, is imperative for maintaining acceptable speech privacy between work stations, and reduction of business machine and communication signal noise directivity. The background sound that the SCAMP system provides is electronically produced to efficiently mask speech intelligibility and business machine noise. In addition, the level of masking sound is adjusted to complement the business activity noise level, thereby affecting a background sound which is barely noticeable. As seen from the graph, the level of sound from the SCAMP system is shown as plotted against the Noise Criterion (NC) curves. The maximum level of sound masking should not exceed NC-40 and this level is adjustable and should be set to just exceed and thus mask the conversation level that reaches the unattended listener.

The spectrum of this sound masking using either glass fiber acoustical ceiling or mineral fiber acoustical ceiling shall be as below when measured at a four-foot height above the floor level under loudspeaker locations with the gain adjusted for levels between 64 and 52 DBA.

Octave Band Center Frequency (Hz)	Octave Band Sound Pressure Level (dB)	Octave Band Center Frequency (Hz)	Octave Band Sound Pressure Level (dB)
31.5	+ 4 TO + 10	1000	- 4 TO + 0
63	+ 7 TO + 13	2000	- 11 TO - 6
125	+ 6 TO + 14	4000	- 20 TO - 11
250	+ 5 TO + 10	8000	- 18 MAXIMUM
500	+ 3 TO + 6		

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## Surprise and Synesthesia

- Hearing sound as color



Next time...the math...

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