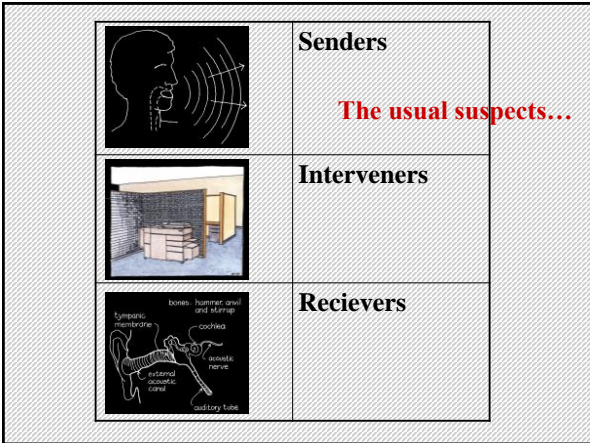
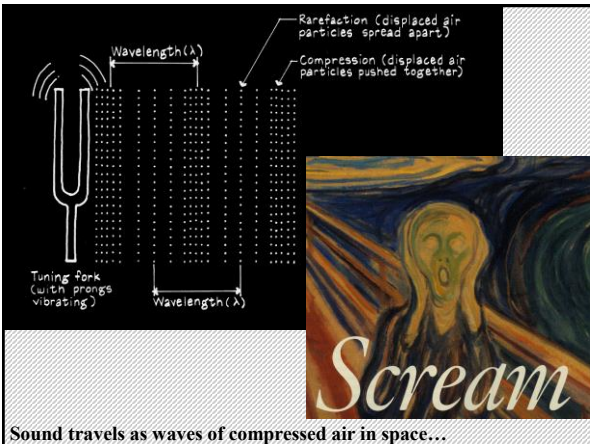


1

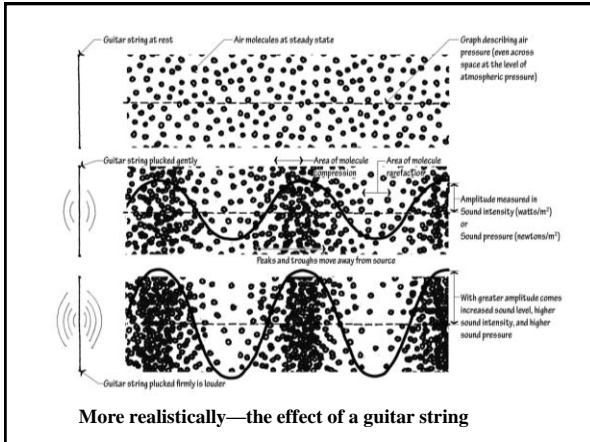


2



Sound travels as waves of compressed air in space...

3



4

Frequency - measured in the number of compressions per unit time
 usually cycles per seconds or ^{also called} hertz
 lower frequency ^{means} lower pitch
 human voice has a range of about 100 - 600 hz fundamental up to 7500 hz w/ harmonics
 human ear perceives 20 - 20,000 hz (upper limit drops as you age) most sensitive to 4000 hz (baby's cry is at this freq.) perhaps natural selection

5

Wave length - measured as distance between compressions (λ)
 usually in cm or inches
 related to frequency inversely

$$\lambda = \frac{c}{f}$$
 λ = wavelength
 c = velocity
 f = frequency
 so large λ means low freq.

6

Sound propagation in building materials....

TABLE 26.1 Sound Propagation Velocity in Various Media

Medium	Velocity	
	Meters per Second	Feet per Second
Air	344	1130
Water	1410	4625
Wood	3300	10,825
Brick	3600	11,800
Concrete	3700	12,100
Steel	4900	16,000
Glass	5000	16,400
Aluminum	5800	19,000

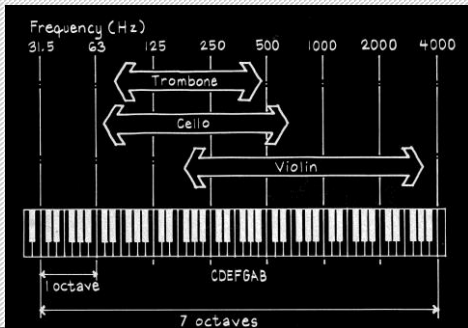
NOTE: These figures are approximate, since the listed materials vary in density. Average frequency is used.

7

Wavelength
36 feet **3.6 inches**

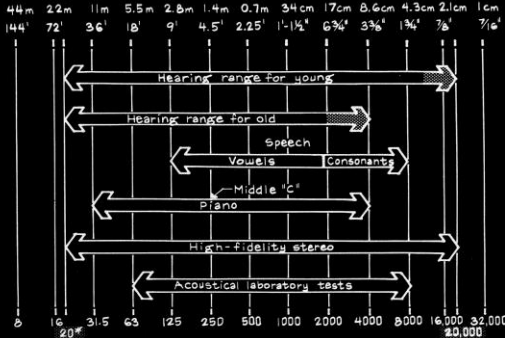
$(1130\text{fps}/31.5=36)$

$(1130\text{fps}/4000=0.3)$



8

Wavelength scales



Range, wavelength, & frequency in air...

9

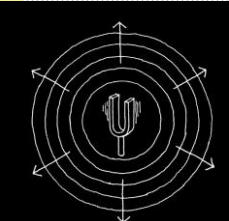
Intensity - measure of loudness

$I = \frac{P}{A}$ where I is in W/cm^2
 P is power watts
 A is in cm^2

from a point source
 since sound spreads evenly in all directions A is area of sphere or $4\pi r^2$

$I = \frac{P}{4\pi r^2}$ (r is in cm)

the intensity of sound like light thus follows inverse square law



for line source - surface area of cylinder

$I = \frac{P}{2\pi r l}$

Analogous to point and line sources of light...

10

About the only place you see the intensity of sound measured in W/cm^2 is on the Arch. registration exam -

the more common scale is in decibels

the reason for this is that the range of human hearing is from 10^{-16} watts/cm² (barely audible) to 10^{-4} watts/cm² (causes pain)

this is a ratio of one to one trillion from the lowest to highest (10^{12}) numbers that large tend to be meaningless

11

so a logarithmic scale based on the threshold of human hearing ($10^{-16} W/cm^2$) has been developed

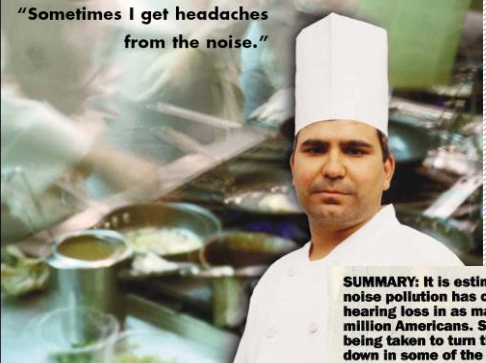
so $10^{-16} W/cm^2 = 0$ dB
 and $10^{-4} W/cm^2 = 130$ dB pain

the formula for conversion from W/cm^2 to dB's is

$dB = 10 \log_{10} \left(\frac{I \text{ in } W/cm^2}{10^{-16} W/cm^2} \right)$

12

"Sometimes I get headaches from the noise."




SUMMARY: It is estimated that noise pollution has caused hearing loss in as many as 10 million Americans. Steps are being taken to turn the volume down in some of the nation's most earsplitting places, and new technologies may help to control noise coming from even the most commonly heard sources.

16

Acoustics in Green Buildings...could be a problem?
 —UC Berkeley POE analysis.

IEQ Satisfaction



Category	Green (21)	Non-Green (160)
Acoustics	-0.5	-0.2
Thermal Comfort	0.5	0.2
Air Quality	1.0	0.5
Lighting	1.0	0.8
Overall Building	1.2	1.0

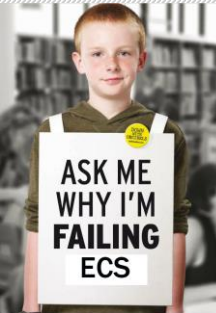


Figure 1: Environmental satisfaction results from CBE's POE survey. More positive numbers indicate greater satisfaction and more negative numbers indicate greater dissatisfaction. Results show that occupants are dissatisfied with the acoustics of green buildings.

17

Since sound levels are logarithmic,
 60 dB + 60 dB ≠ 120 dB
 = 63 dB
 60 dB + 63 dB = ?

Difference in dB Level	Add to Larger dB Level
0	3.0
1	2.5
2	2.1
3	1.8
4	1.5
5	1.2
6	1.0
7	0.8
8	0.6
9	0.5
10	0.4

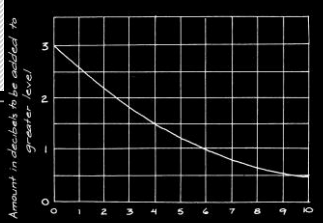


Figure B3.1.2 Nomograph for Adding Decibel Levels

18

dB scale
 This is convenient because your ear perceives sound on a logarithmic scale.
Weber's Law!
 You can barely perceive a Δ dB = 3 dB no matter what the initial level was or clearly perceive a Δ dB of 6 or 7 dB you perceive a Δ 10 dB as twice/half as loud Δ 20 dB as four/1/4 as loud

Point Source... Double distance -6 dB

19

Line Source... Double distance -3 dB

20

Acoustic Intimacy

Sight isolates, whereas sound incorporates; vision is directional, whereas sound is omni-directional. The sense of sight implies exteriority; but sound creates an experience of interiority.

Hearing structures and articulates the experience and understanding of space.

—Juhani Pallasmaa
The Eyes of the Skin: Architecture and the Senses

←1812 Overture, Fourth of July, Boston Pops

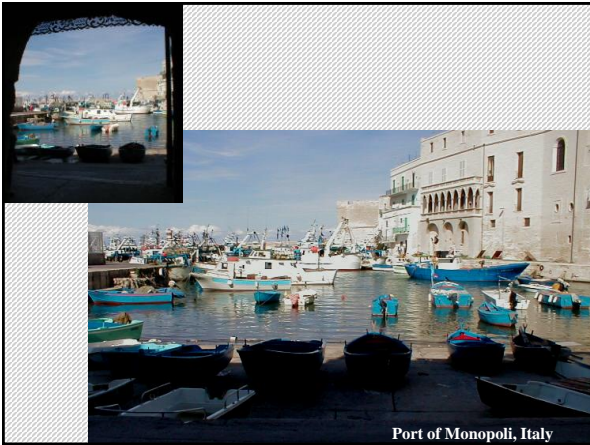
21

Southworth's study of Boston Harbor...



Howth Harbour, Ireland

22



Port of Monopoli, Italy

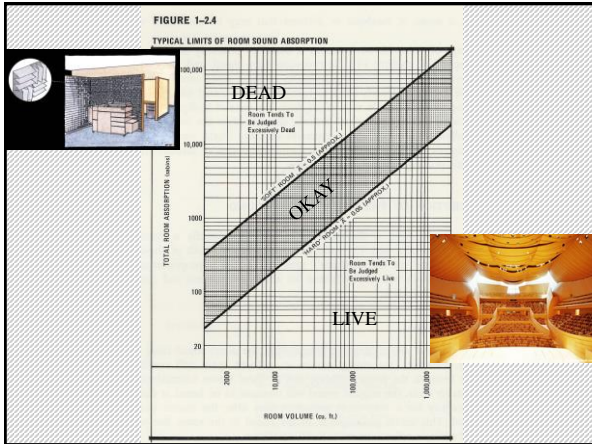
23



Quiet at 70 dB...

Paley Park, NYC

24



25

MY ARCHITECT
A Son's Journey

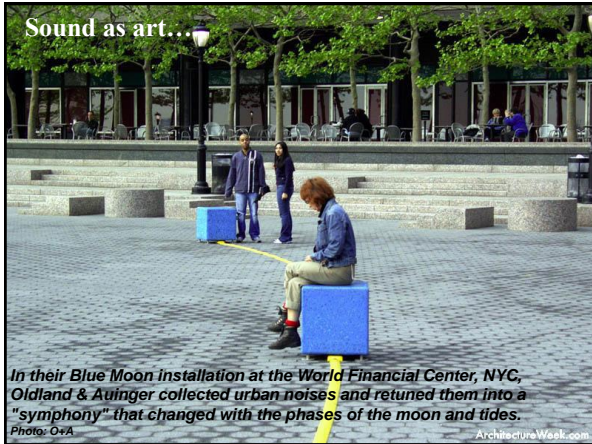
When you watch Lou Kahn on the big screen, you "know" he's talking to you...

AMC Mesa Grand 24 Mesa, AZ

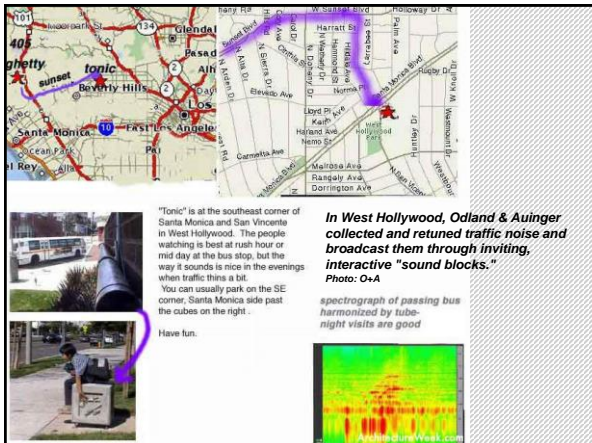
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27



28



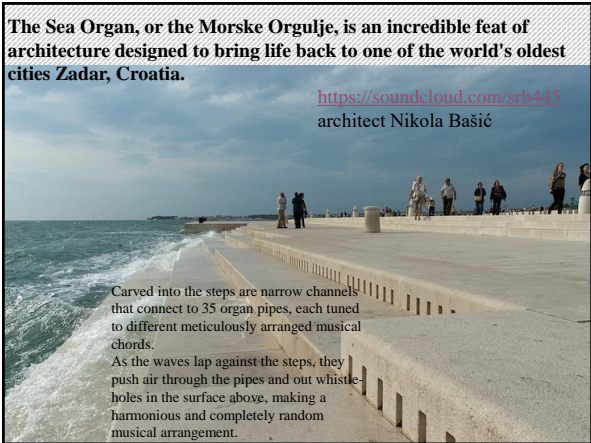
29



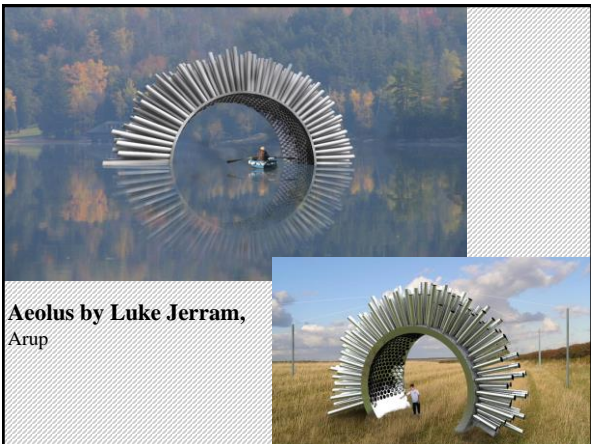
30



31



32



33



Aeolian Harp Pavilion,
RBGE,
Mark Norris

34



Pantheon, Rome

35

Word of the day!

plangent

\ˈplæn-jənt\ *adj* **1:** having a loud reverberating sound ***2:** having an expressive and especially plaintive quality

The **plangent strains of a fiddle emanated from somewhere deep within the faceless gray stone building.*

36
