# **Room Acoustics**



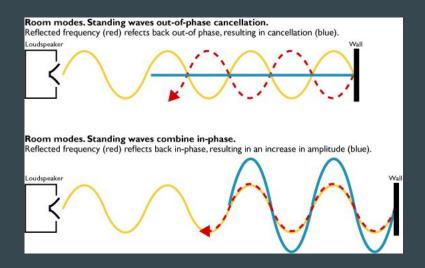
A presentation by Ethan Harte

## The Ideal Listening Experience

The speaker is the only sound the listener should hear.



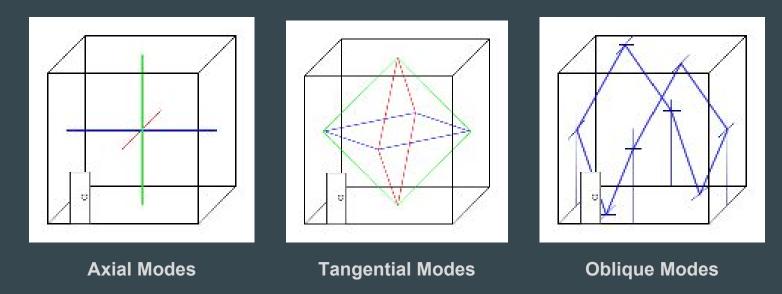
## **Standing Waves (Room Modes)**



#### **Standing Waves:**

- Deconstructive interference eliminates certain frequencies
- Constructive interference amplifies certain frequencies and can cause *ringing*, which is when the signal has some decay time.

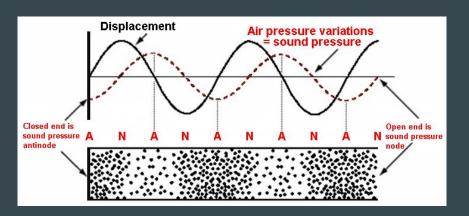
## **Types of Room Modes**



Room Mode Frequencies Occur at:

$$f = \frac{c}{2} \sqrt{\left(\frac{n_x}{L}\right)^2 + \left(\frac{n_y}{W}\right)^2 + \left(\frac{n_z}{H}\right)^2}$$

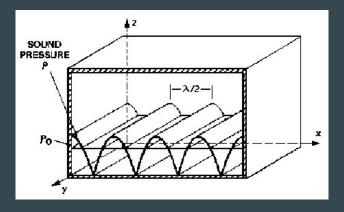
### **How do Room Modes Affect Sound?**



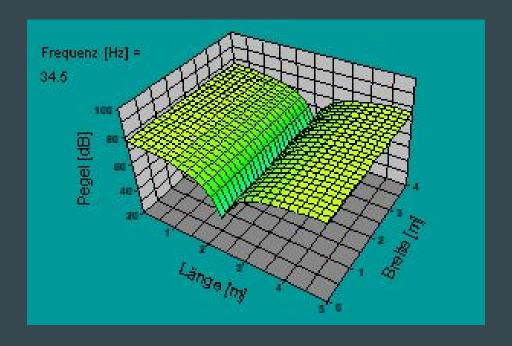
#### Sound Pressure Vs. Sound Displacement:

- Maximum pressure occurs when the air particles are either very dense or very sparse.
- Maximum displacement occurs when a particle has been moved the farthest from it's original location.

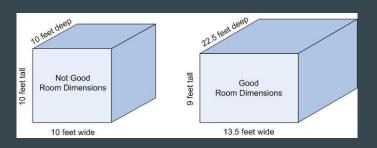
We hear sound pressure, not sound displacement.



## Sound Pressure Inconsistencies



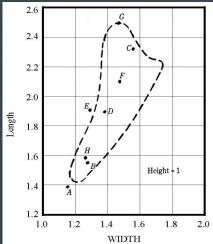
### **Solution?**



Avoid Rooms with a L, W, and H that are multiples of each other.

This is to avoid having the same frequencies become room modes for each axis in the room.

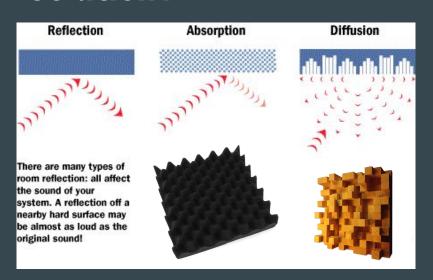
#### "Bolt Area" Chart:



**Table 13-2.** Rectangular room dimension ratios for favorable mode distribution.

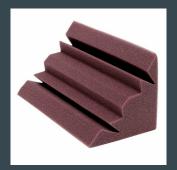
	Author		Height	Width	Length	In Bolt's range?
1.	Sepmeyer <sup>5</sup>	Α	1.00	1.14	1.39	No
		В	1.00	1.28	1.54	Yes
		C	1.00	1.60	2.33	Yes
2.	Louden <sup>6</sup>	D	1.00	1.4	1.9	Yes
	3 best ratios	E	1.00	1.3	1.9	No
		F	1.00	1.5	2.5	Yes
3.	Volkmann³ 2:3:5	G	1.00	1.5	2.5	Yes
4.	Boner <sup>4</sup> 1: <sup>3</sup> √2: <sup>3</sup> √4	Н	1.00	1.26	1.59	Yes

### **Solution?**



#### **Room Treatment:**

- Absorption material can be placed to reduce reflections. This reduces the room mode effects as well as reducing unwanted delay/echo.
- *Diffusion material* is useful because it can reduce the listener's ability to be able to pinpoint a reflection.



Bass Traps are a type of absorption material designed for low frequencies. They are usually placed in corners since the sound pressure level of low frequencies builds in corners.

### References

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