



# Acoustic and Systems Considerations for Critical Listening & Interior Design

presented by

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Walters-Storyk Design Group

[www.wsdg.com](http://www.wsdg.com)

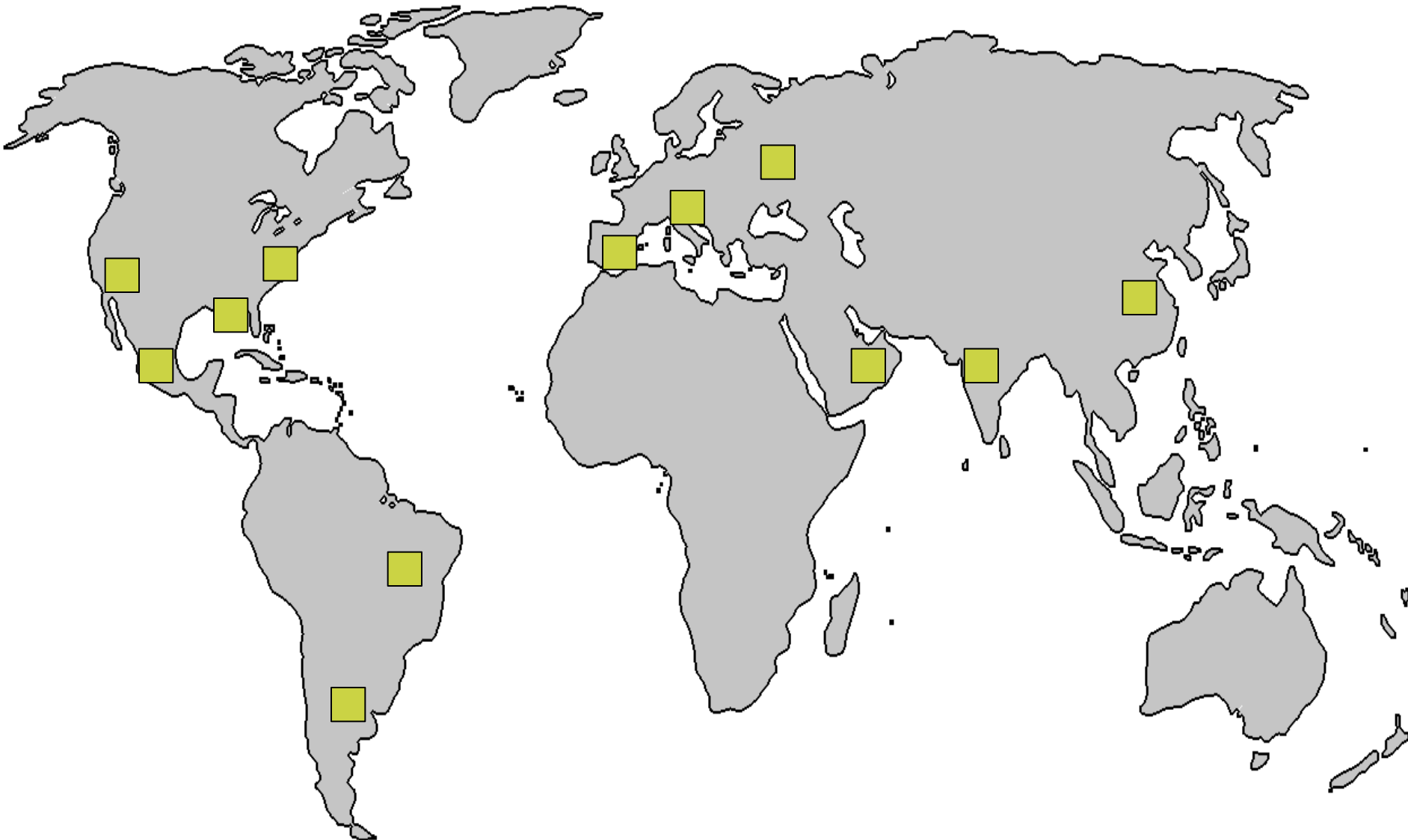


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# WSDG – Offices and Representatives



# ARCHITECTURAL ACOUSTICS - AUDIO VISUAL - TECHNOLOGY INTEGRATION

## Architectural Acoustics

- Recording Studio Design
- Media Facility Planning & Consulting
- Room Acoustics & Surface Treatments
- Structural Acoustics & Sound Isolation
- Acoustic Measurements & Simulations



# ARCHITECTURAL ACOUSTICS - AUDIO VISUAL - TECHNOLOGY INTEGRATION

## Audio Visual

- Electroacoustical Systems
- Systems Design & Integration
- Home Theater & Residential Systems Design

# ARCHITECTURAL ACOUSTICS - AUDIO VISUAL - TECHNOLOGY INTEGRATION

## Technology Integration

- Media Distribution
- IT and Communication Systems
- Control Systems
- Theatrical Technology

- **Recording Studios – Post Production Facilities**
- **Broadcast Studios – Film, Radio, TV, Webcast.**
- **Corporate Offices, Hospitality, Museums, Casinos.**
- **Auditoriums, Theaters, Movie Cinemas, IMAX, Presentation Rooms**
- **Arenas, Stadiums, Large Venues**
- **Acoustic Restauration of Historic Spaces**
- **High End Dedicated Home Theaters**

**45 years of worldwide experience**

**More than 70 profesionales as architects, acoustic engineers,  
designers, systems integrators**

**More than 3500 projects**

# Challenge

*Unite the disciplines of*

**architecture - acoustics - technology integration**

in order to create exciting spaces that are

*acoustically accurate and quiet* within the community.

# STADIUM

80000 SEATS





**STADIUM**  
**20000 SEATS**





# ARENA

## 15000 SEATS





# ARENA

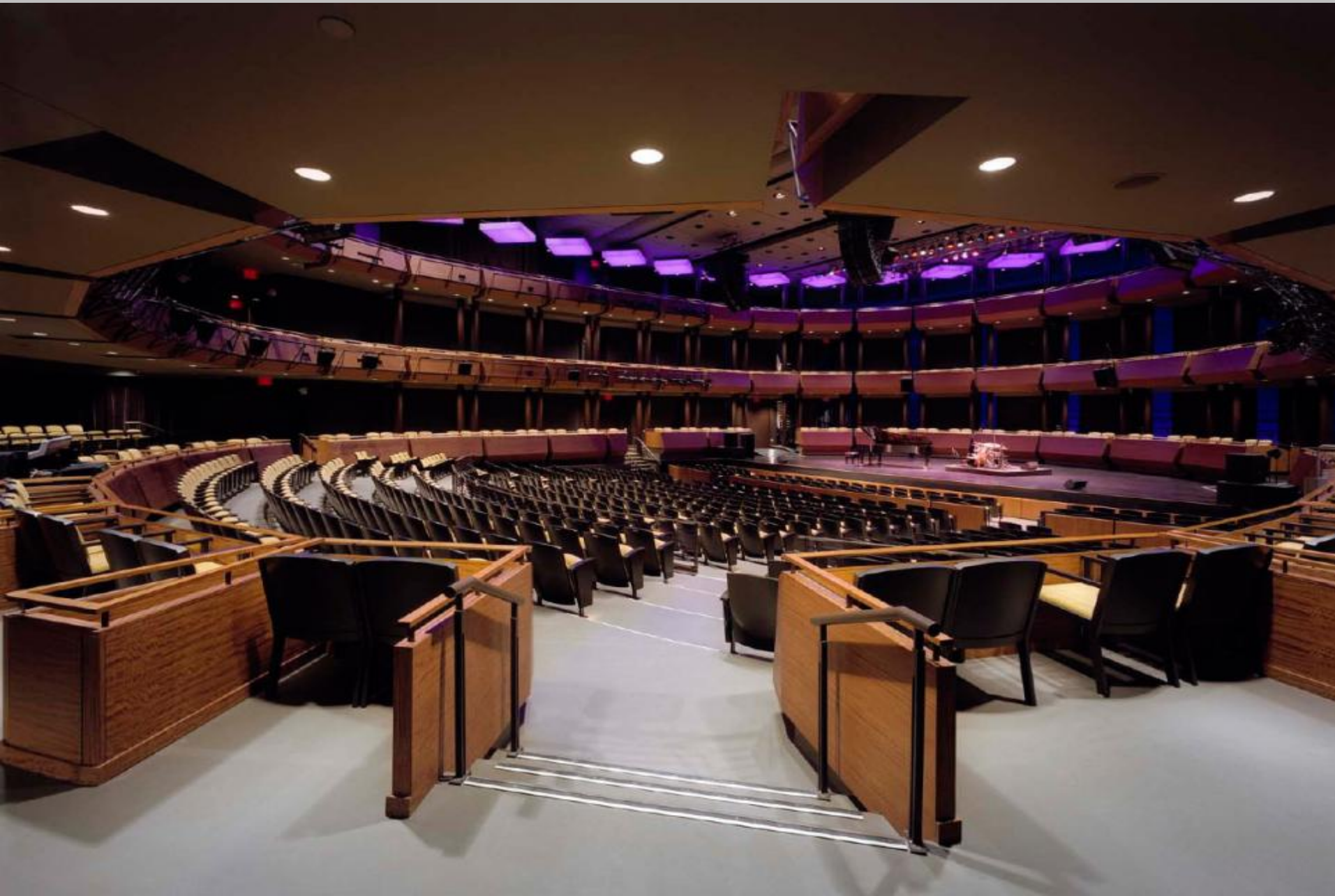
## 5000 SEATS





# AUDITORIUM – THEATER

3000 Seats



# AUDITORIUM – THEATER

3000 Seats





# AUDITORIUM – THEATER

1500 Seats





# AUDITORIUM – THEATER

## 600 Seats





# AUDITORIUM – THEATER

## 600 Seats





# AUDITORIUM – THEATER

400 Seats



# LECTURE HALL 150 SEATS





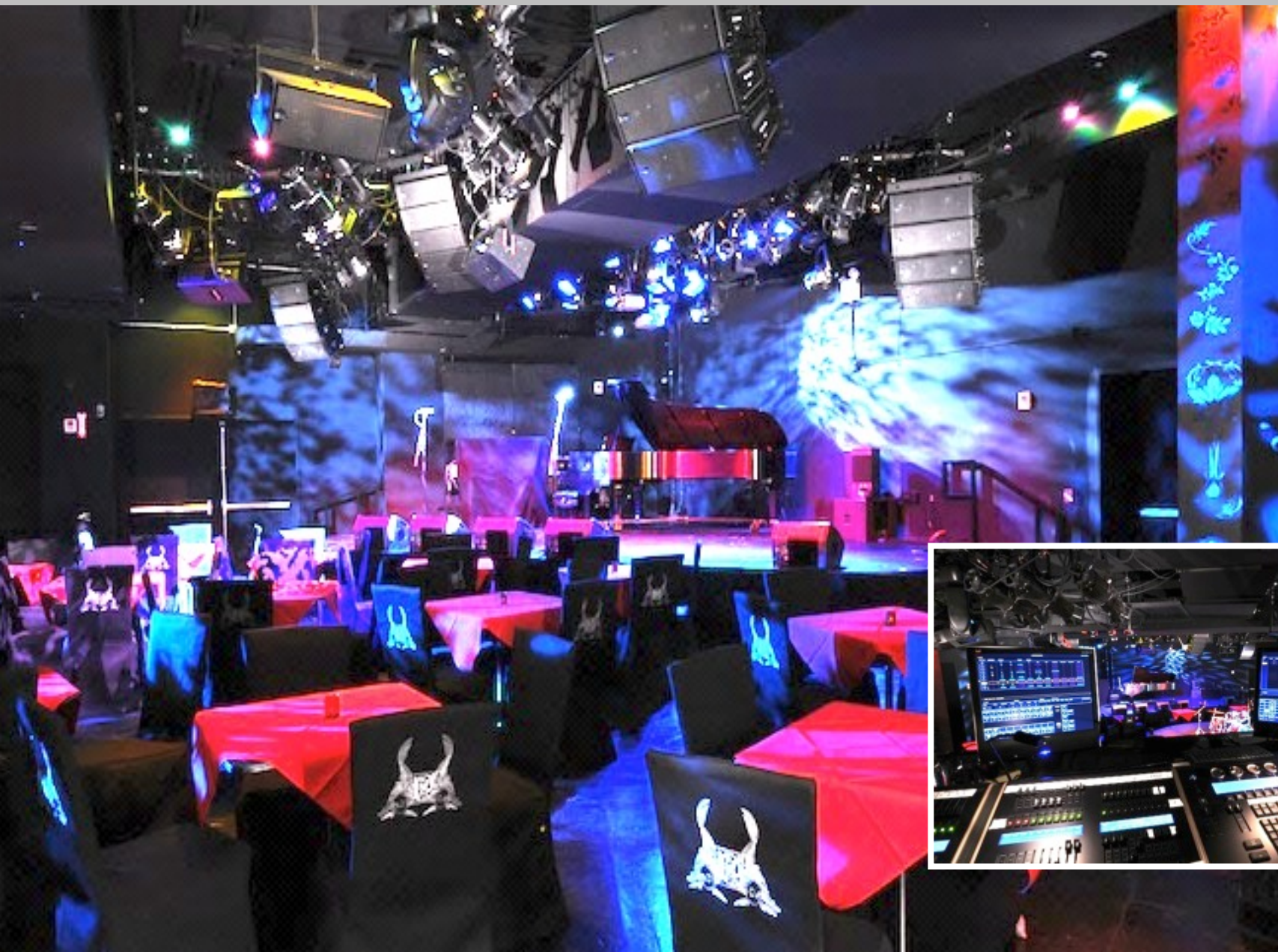
# PRESENTATION – CONFERENCE ROOM

## 30 Seats



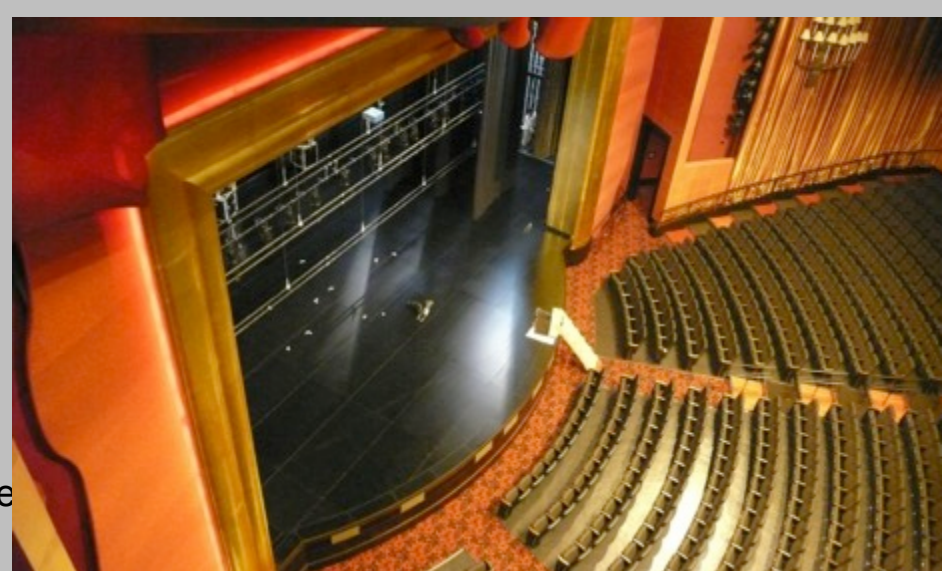
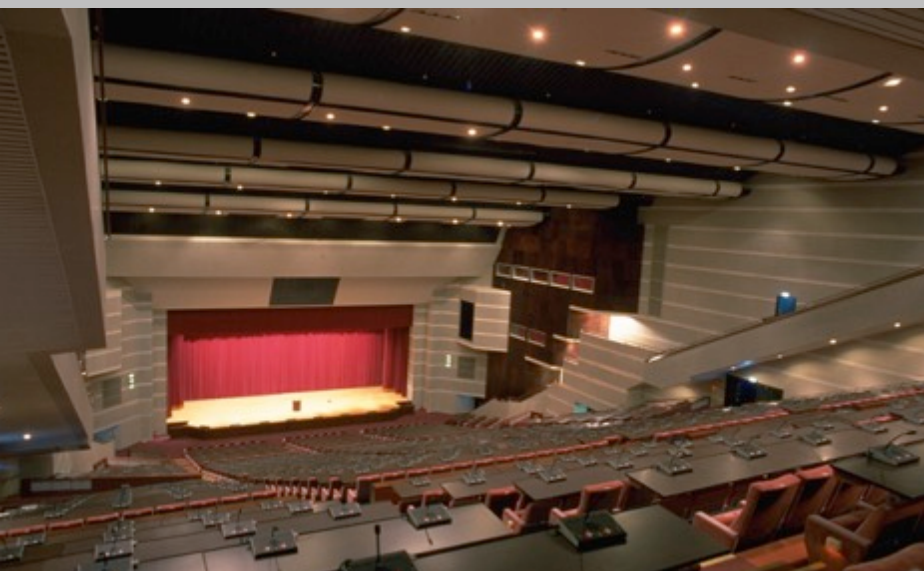


# NIGHT CLUB





# MULTIPURPOUSE HALL



Inter

# MULTIPURPOSE HALL



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# MULTIPURPOSE HALL







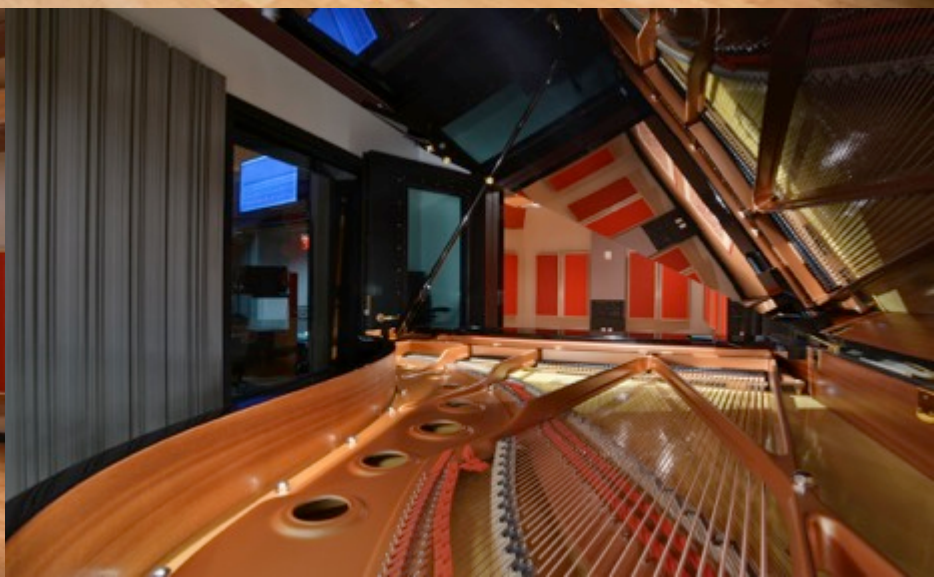


# RECORDING STUDIO





# RECORDING STUDIOS





# RECORDING STUDIOS





# MULTIPLEX MOVIE CINEMA COMPLEX





# IMAX MOVIE CINEMA



## HOSPITALITY – F&B



ning &



## HOSPITALITY – F&B





# SHOPPING MALLS





# FACADE LIGHTING

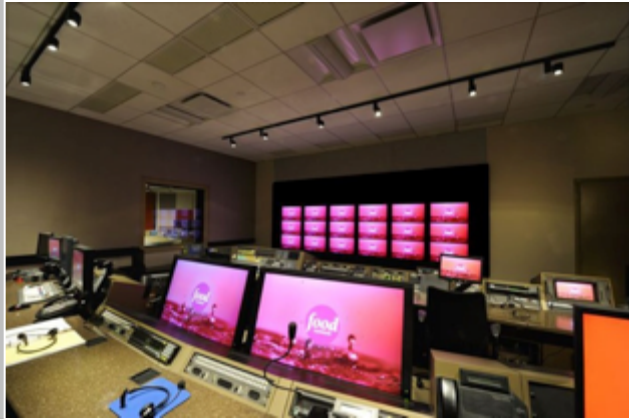


# TRANSPORTATION HUBS





# BROADCAST – TV STATION





# BROADCAST – MOBILE TV STUDIOS



# DISTRIBUTED AUDIO AND VIDEO DIGITAL SIGNAGE





# MASTER CONTROL ROOM



# RESIDENTIAL MEDIA ROOMS





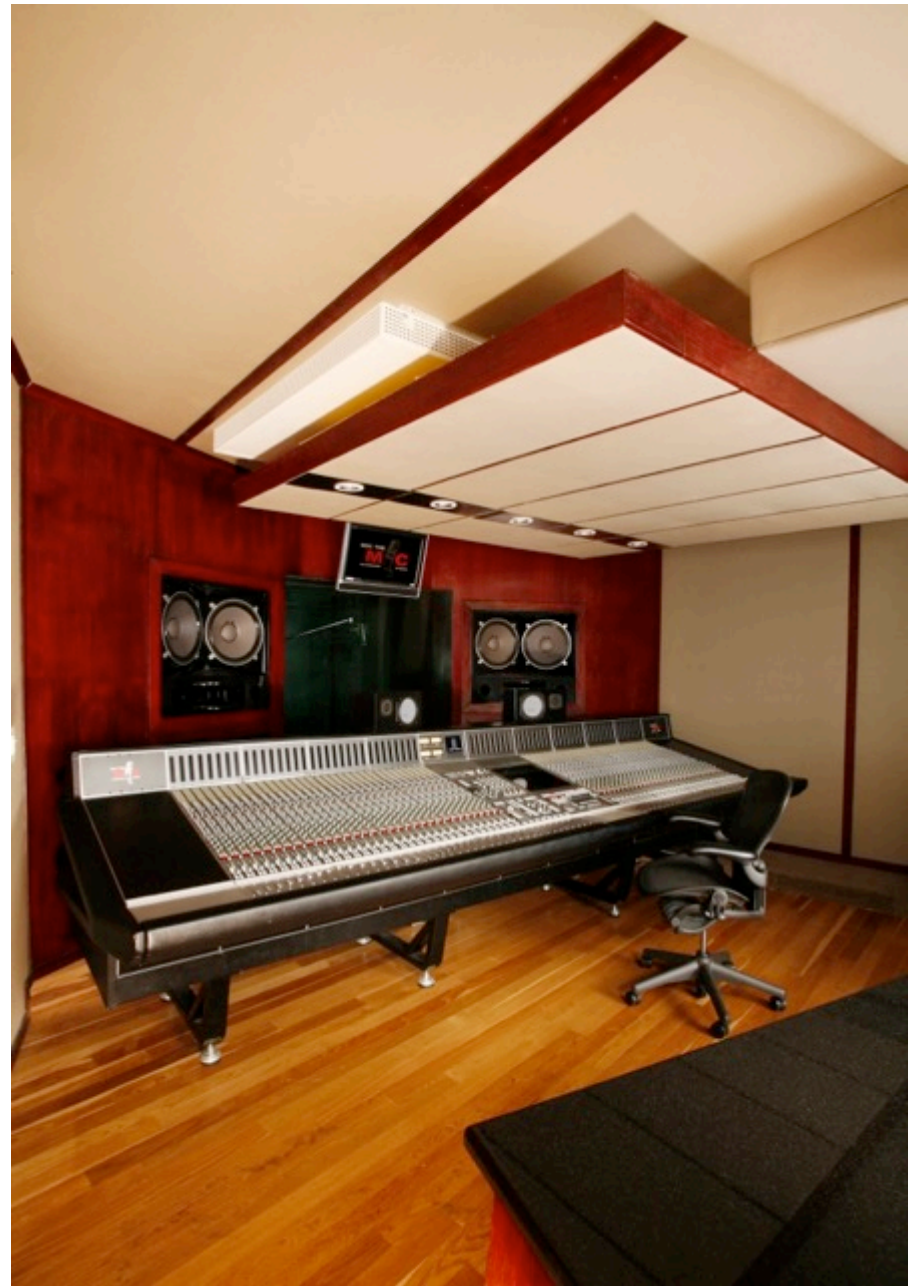
# RESIDENTIAL MEDIA ROOMS





1. NORTH ISO BOOTH
2. NORTH CONTROL ROOM
3. S.L.
4. NORTH LOUNGE
5. MIDI PRODUCTION
6. ISO BOOTH
7. KITCHENETTE
8. CENTRAL LOUNGE
9. RECEPTION
10. ENTRY VESTIBULE
11. WC
12. OFFICE
13. CMR
14. STORAGE / MECH.
15. CLOSET
16. ELECTRICAL CLOSET
17. SOUTH CONTROL ROOM
18. SOUTH ISO BOOTH
19. SOUTH LOUNGE
20. ELEVATOR

0 5 10 FEET







FLOOR PLAN



# Acoustics Fundamentals





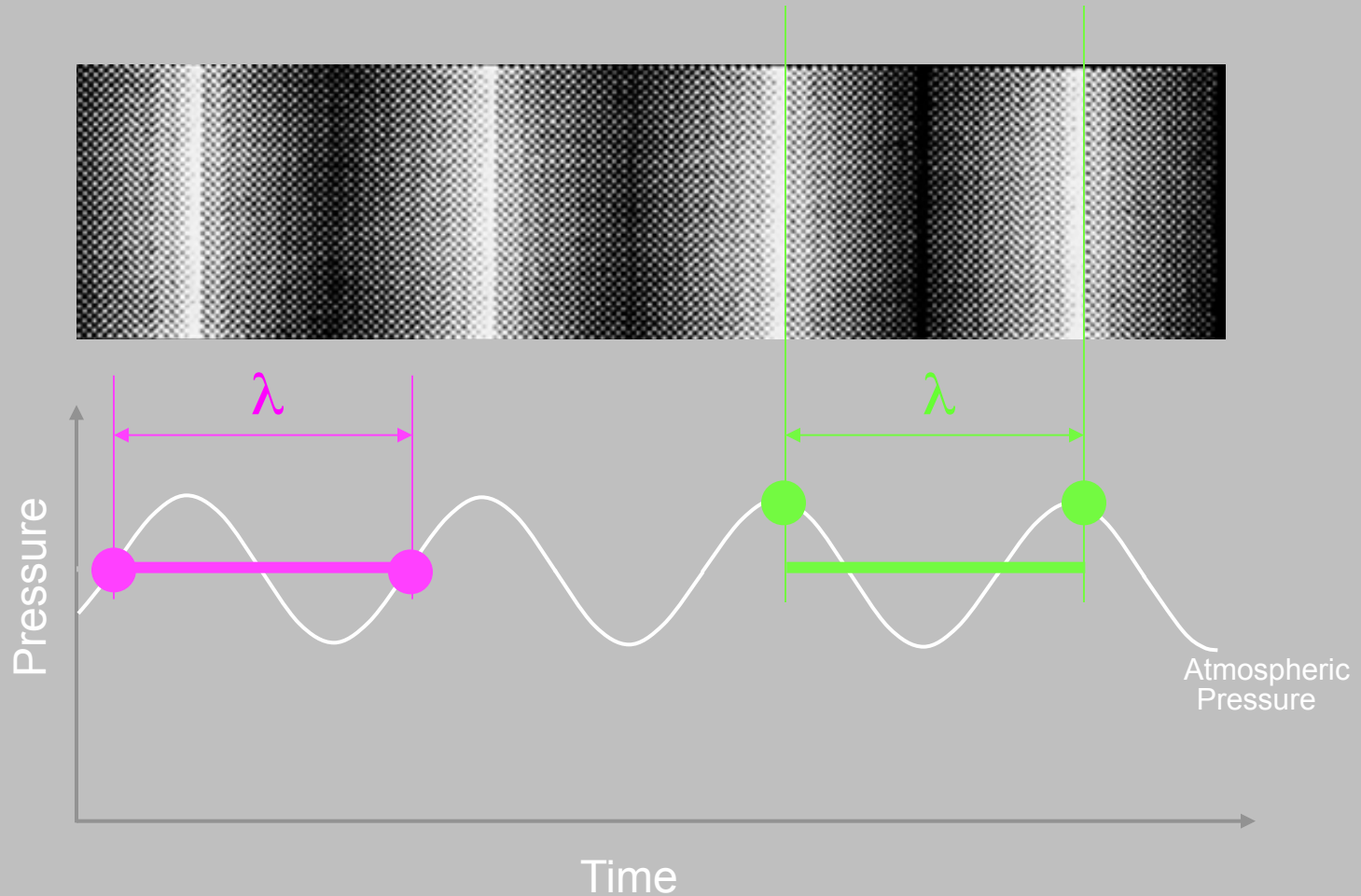
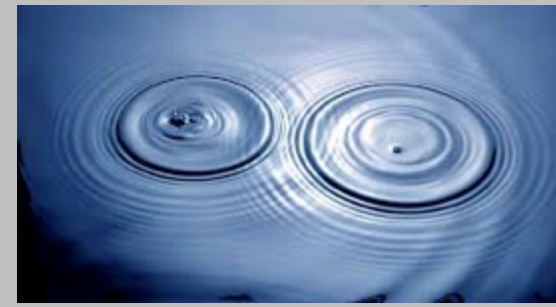
Acoustics  
is the study of sound.

Sound  
is the change of pressure in a  
medium (air) over time.

All acoustical parameters must be  
thought of as being

**FREQUENCY DEPENDENT**

# Wavelength





# Wavelength & Speed

$$c = \lambda f$$

$c$ , the velocity of sound, is constant.

Imperial Units:  $c \approx 1130 \text{ ft/s} = 1.13 \text{ ft/ms} \approx 1 \text{ ft/ms}$









SI Units:  $c \approx 344 \text{ m/s} = 34.4 \text{ cm/ms} \approx 30 \text{ cm/ms}$

Therefore, if  $\lambda$  gets small,  $f$  must get large.  
If  $\lambda$  gets large,  $f$  must get small.

Low frequencies have long wavelengths.  
High frequencies have short wavelengths.

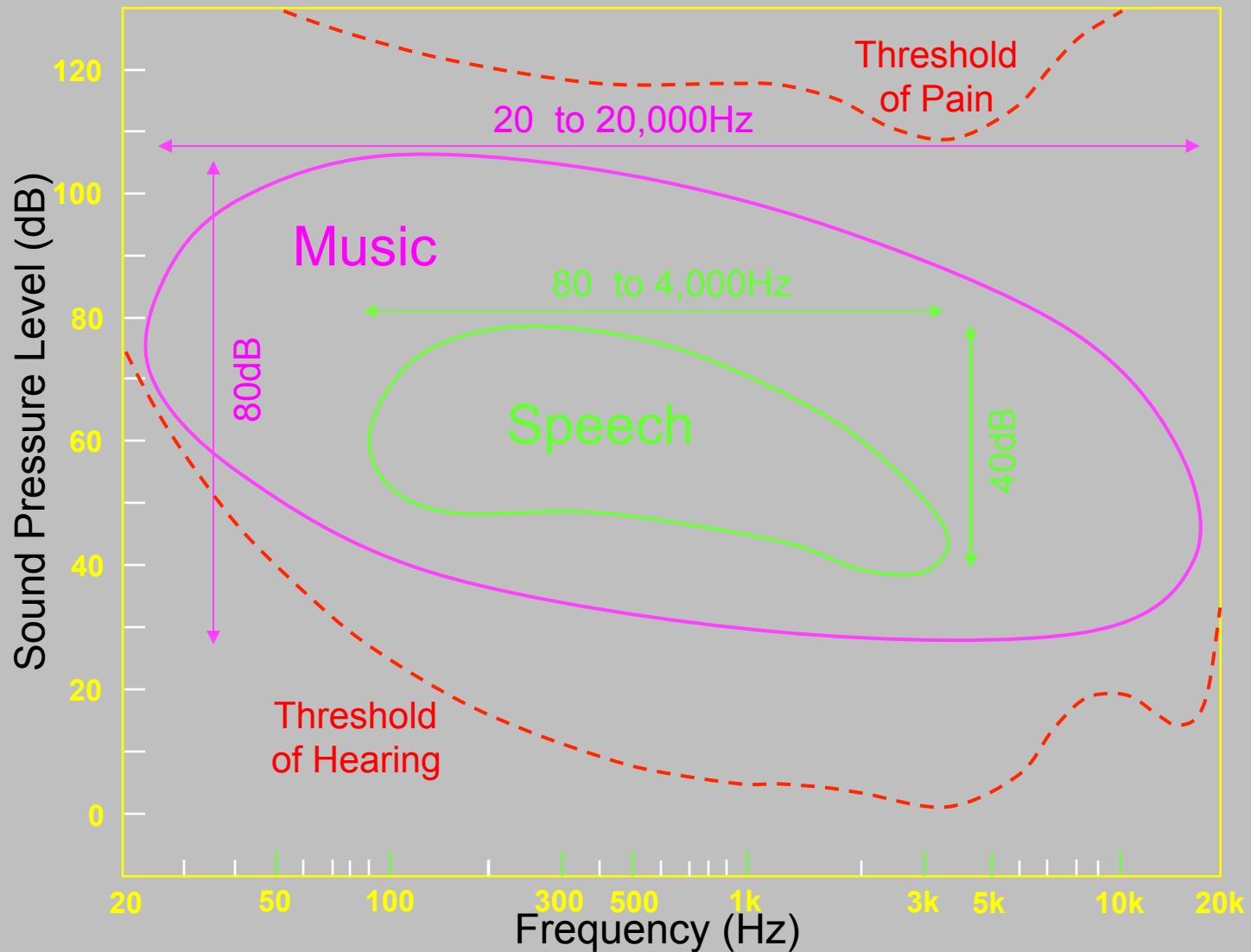
# Frequency Range in Bands

The most common frequency bands have their centers at octave or 1/3 octave intervals.

| Octave Bands  |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|
| 63  | 125   | 250   | 500   | 1k  | 2k  | 4k  | 8k  |
|  |  |  |  |  |  |  |  |



# Speech and Music



# Acoustic Sound Levels

## dB SPL Chart

Our ear's sensitivity for loudness and frequency is logarithmic – measured in decibel (dB)

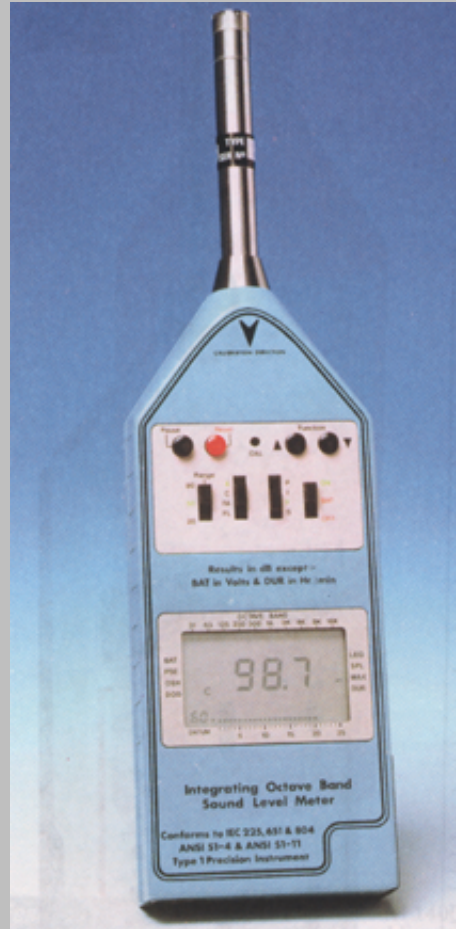
| Event<br>(Average Values)   | dB<br>SPL | Air Pressure<br>(in Pascal) |
|-----------------------------|-----------|-----------------------------|
| Gunshot (d=3m)              | 140       | 200                         |
|                             | 130       | 63                          |
| <b>Threshold of Pain</b>    | 120       | 20                          |
| Air Hammer (d=10m)          | 110       | 6,3                         |
| Truck (d=1m)                | 100       | 2                           |
|                             | 90        | 0,63                        |
| Workshop                    | 80        | 0,2                         |
| loud Conversation           | 70        | 0,063                       |
| Restaurant                  | 60        | 0,02                        |
| Living Room                 | 50        | 0,0063                      |
| empty Concert Hall          | 40        | 0,002                       |
|                             | 30        | 0,00063                     |
| Whisper (d=1m)              | 20        | 0,0002                      |
| soft Wind                   | 10        | 0,000063                    |
| <b>Threshold of Hearing</b> | 0         | 0,00002                     |



# Measuring Sound Levels



*Handheld SPL Meter  
by Radio Shack  
under \$100*



*Handheld SPL Meter  
with octave band filters  
approx. \$4000*



*SPL Meter APP  
on Smartphones  
approx. \$20*

# Applied acoustics in design

- transfer and isolation (NC, STC)
- internal room (rt60, a, NRC)

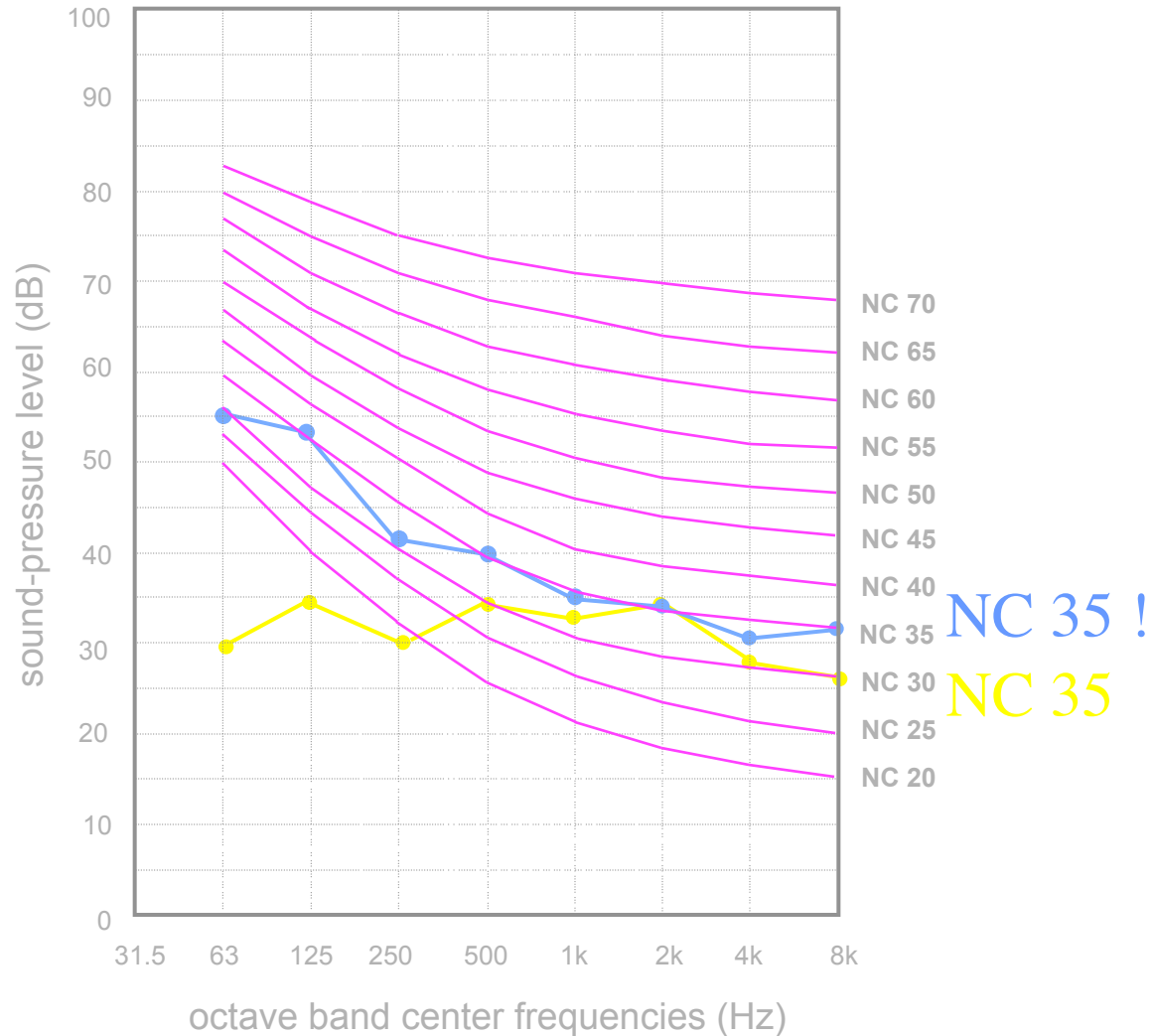


# transfer and isolation acoustics

# Noise Criteria Curves (NC)

One of the most commonly used single-number readings for quietness is the Noise Criteria (NC).

NC curves are convenient but can be deceiving in accuracy for individual frequency values



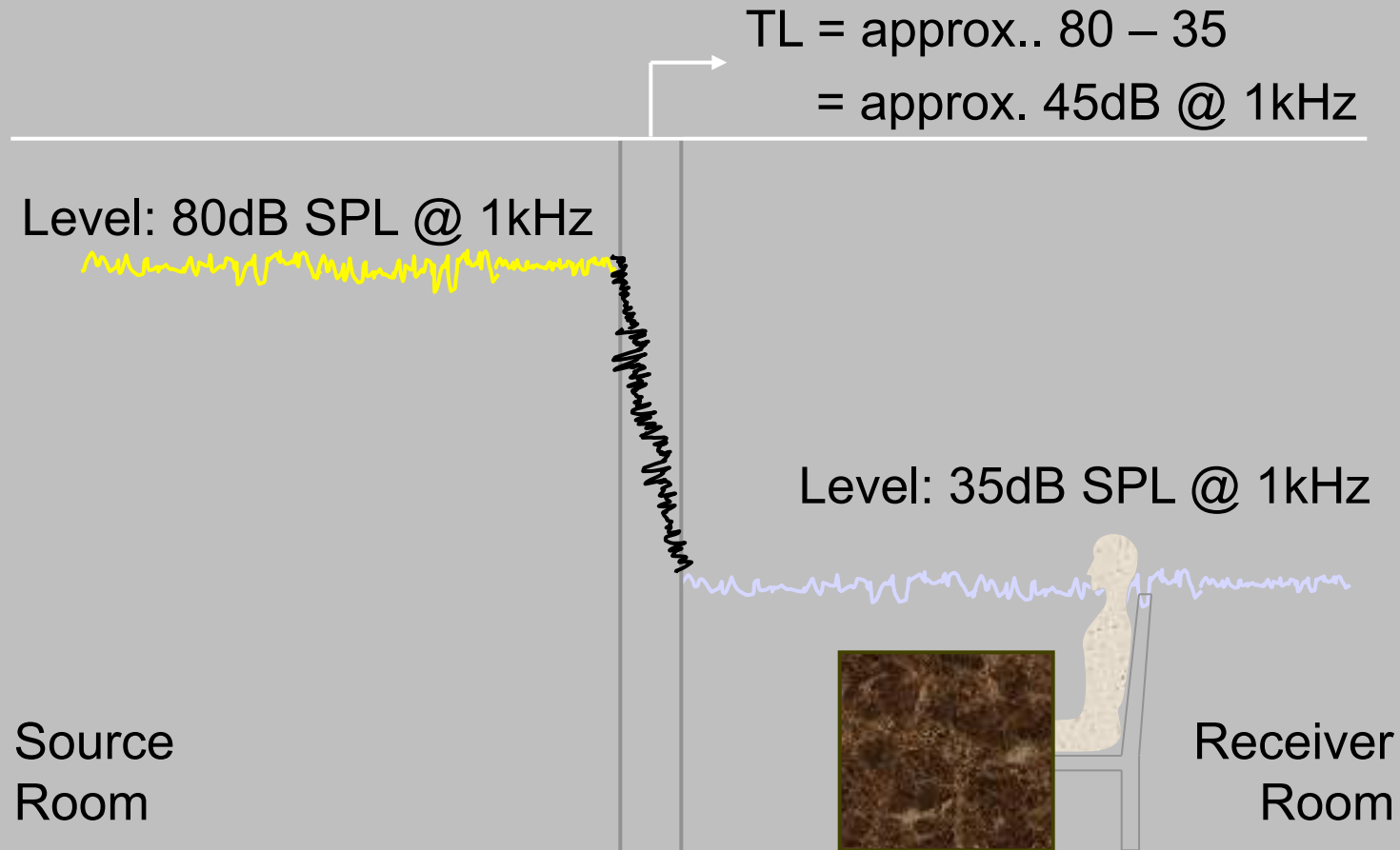


# Typical NC Values

| Conditions      | NC level |
|-----------------|----------|
| Sleeping        | 25-35    |
| Living          | 35-45    |
| Office          | 30-45    |
| Audio Studio    | 15-20    |
| Restaurant      | 35-50    |
| Home Theater    | 20-25    |
| Conference Room | 25-30    |

# Transmission Loss (TL)

The most common way of determining airborne sound insulation is the two room method.





# Room-within-Room Design

Two keywords for sound isolation design

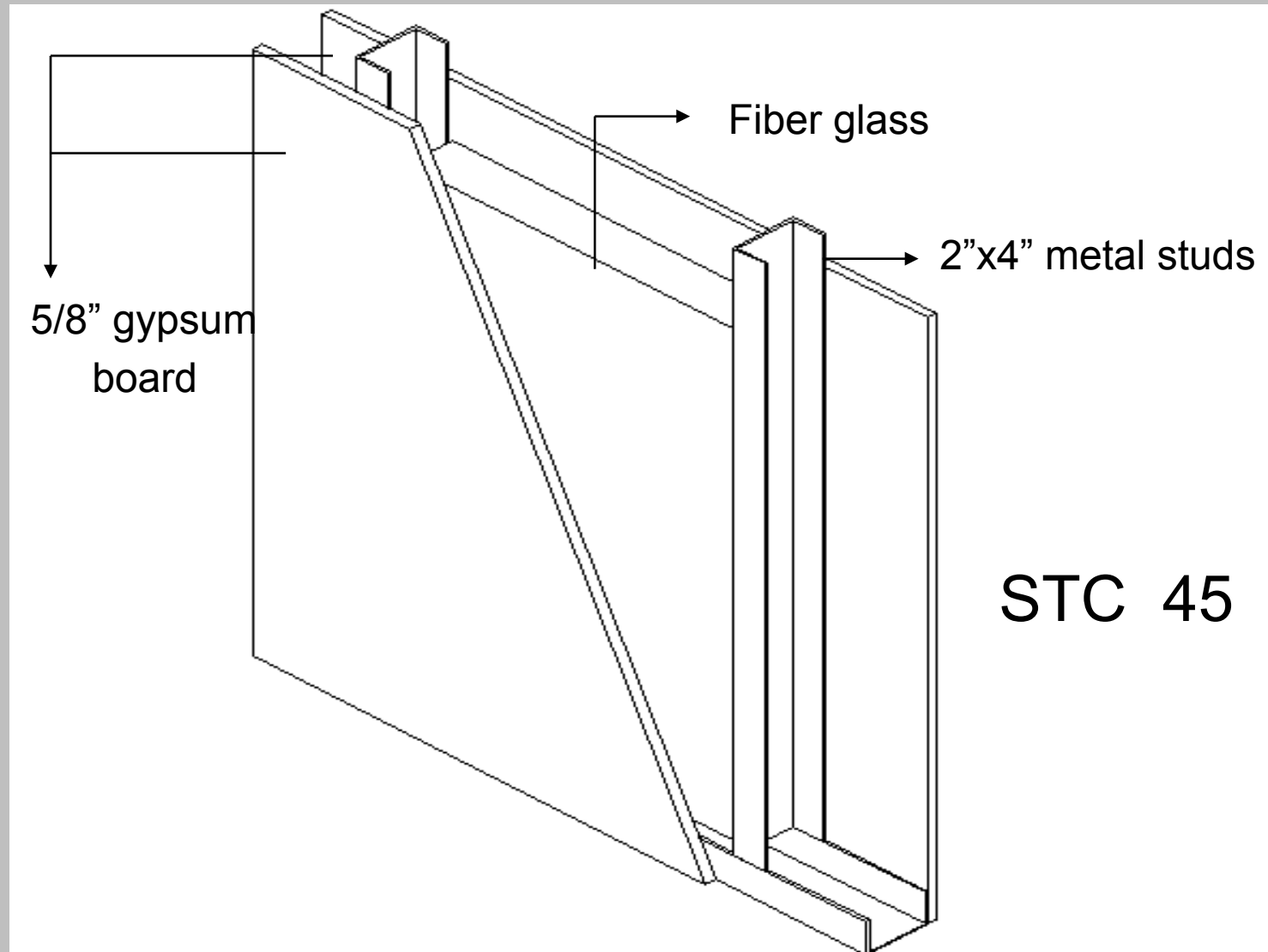
Mass  
Decoupling

A clever combination of both: physical mass and mechanical decoupling will result in good sound isolation.

High performance acoustic isolation often results in  
Room within Room Construction



# Sound Transmission Class





# Partitions

## Metal Stud Systems

2 Layers of 5/8"  
Gypsum Board

Attenuation Blanket

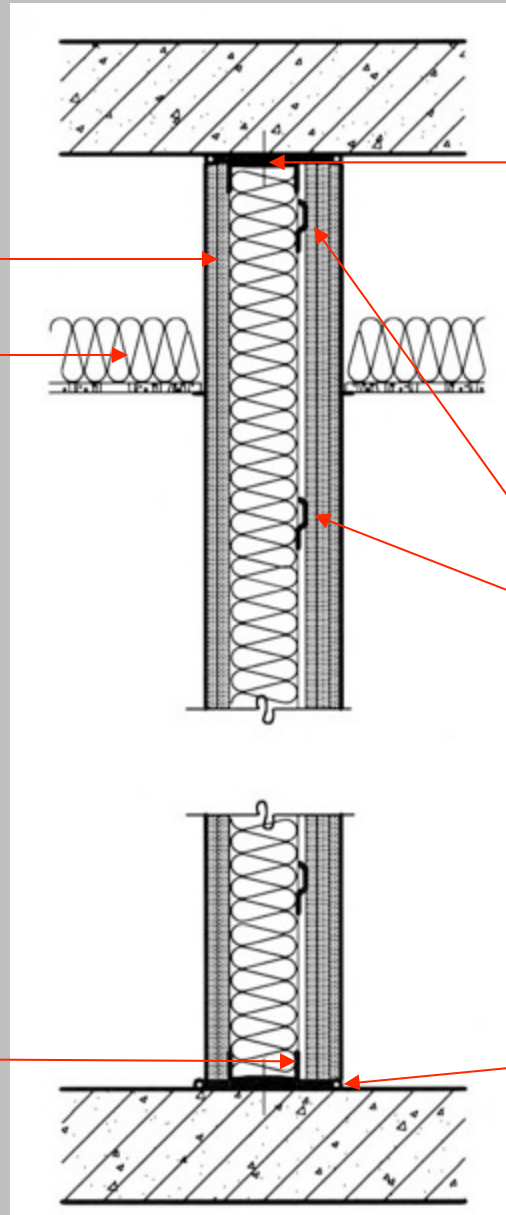
Open Cell Neoprene

Resilient Channel

**STC 52**

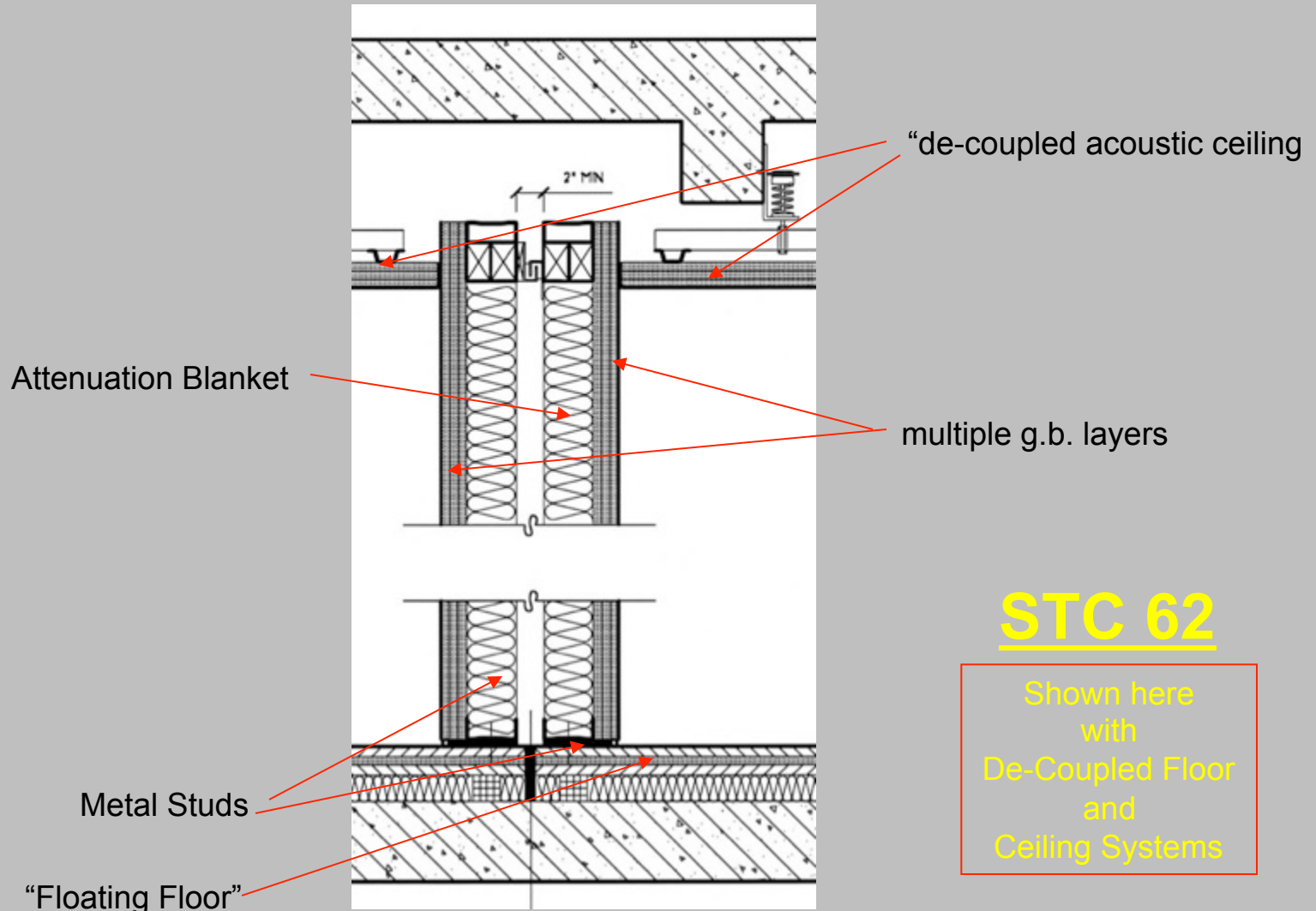
Metal Studs

Acoustical Sealant

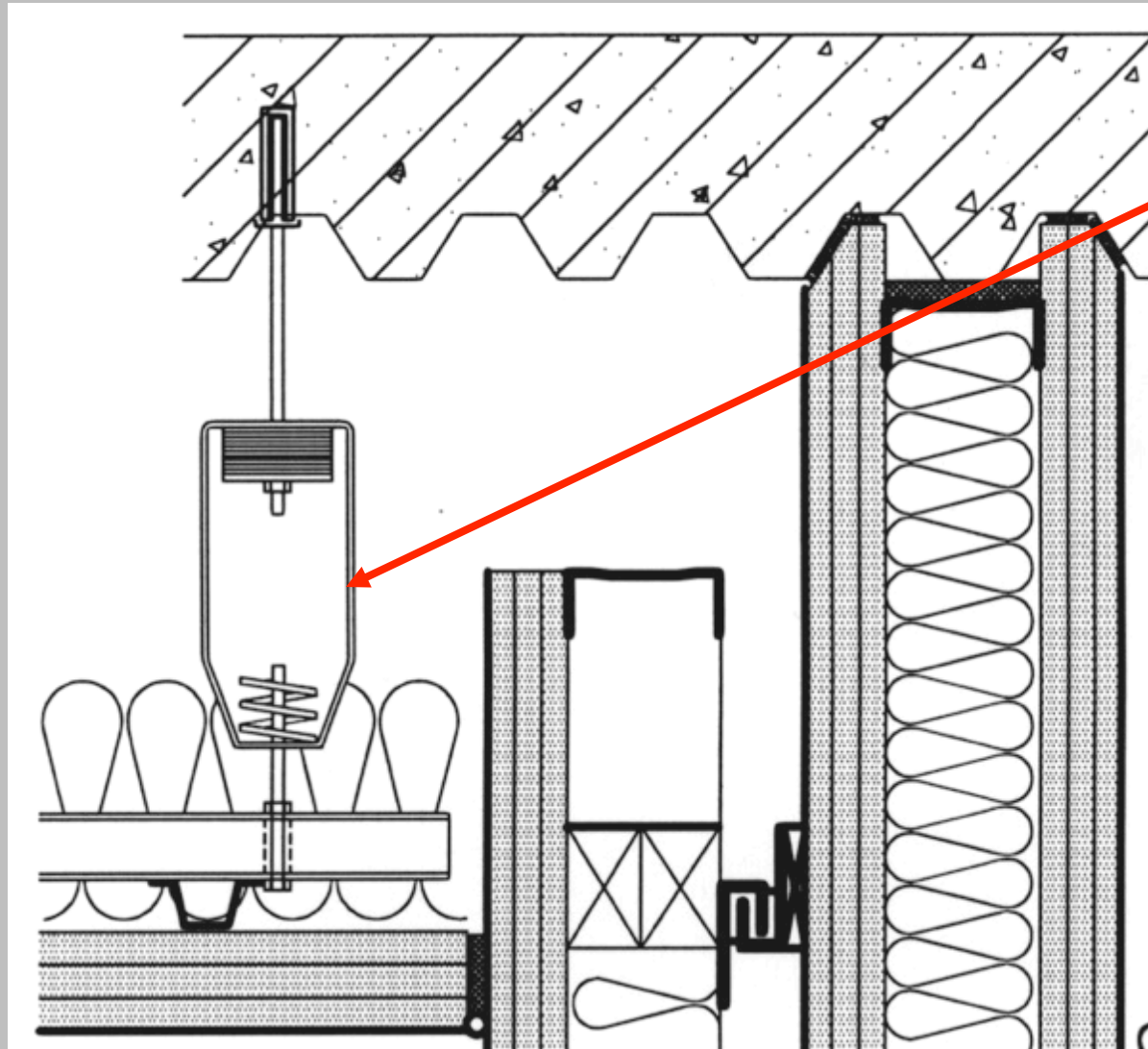


# Partitions

## Metal Stud Systems



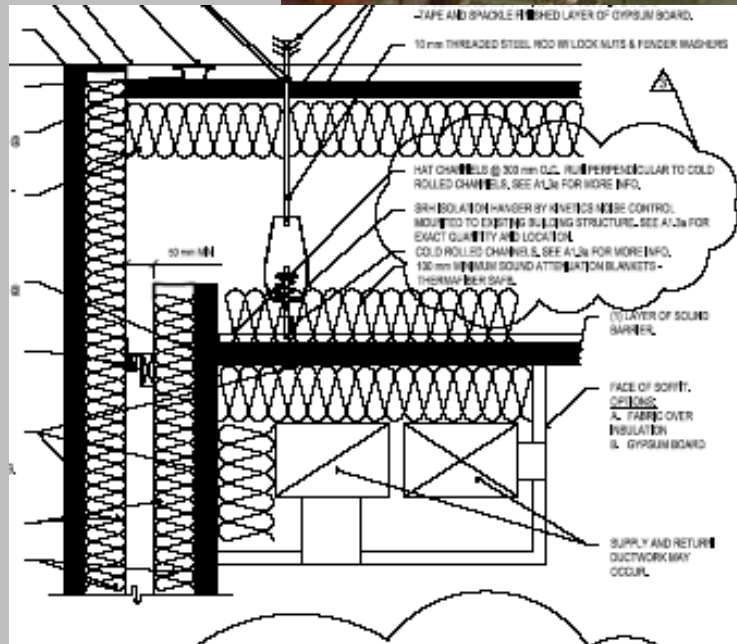
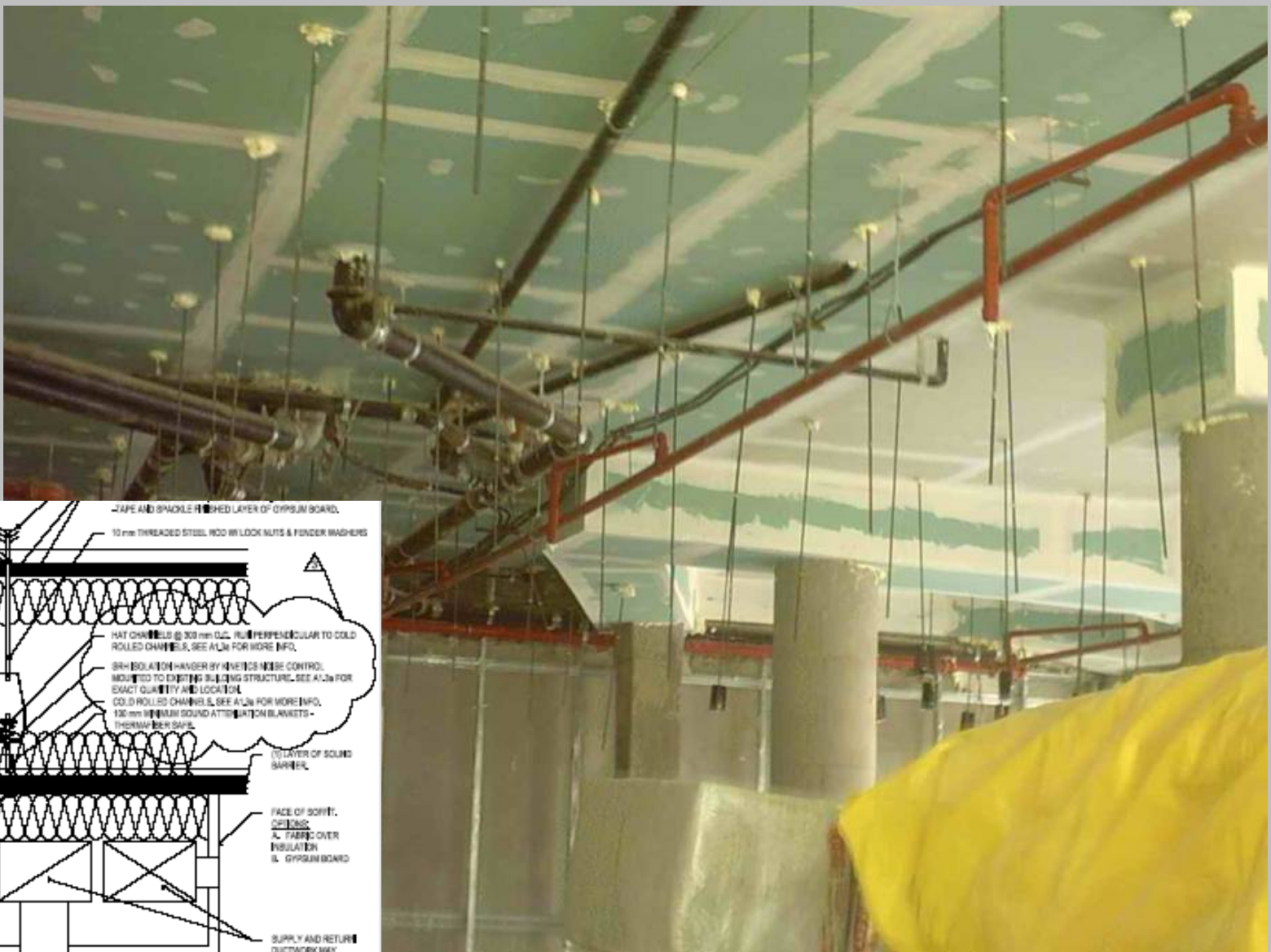
# Room-within-Room Design

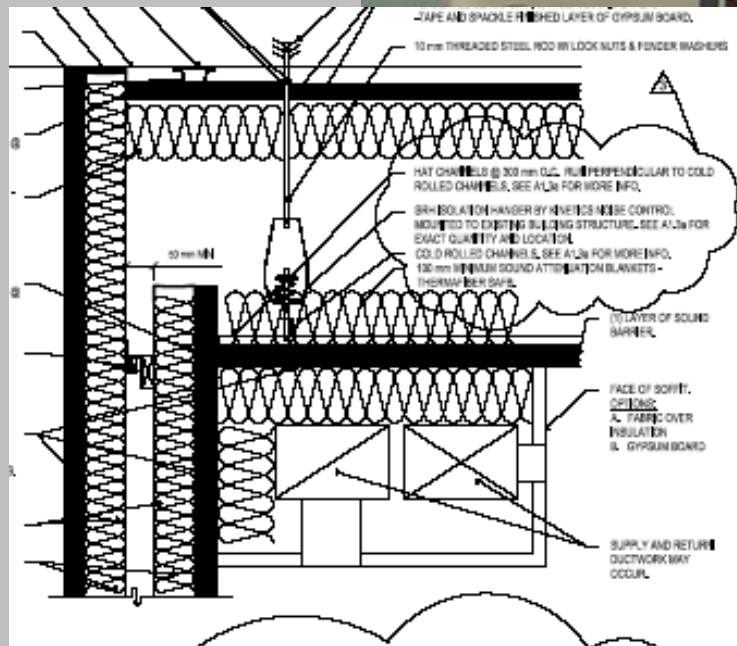
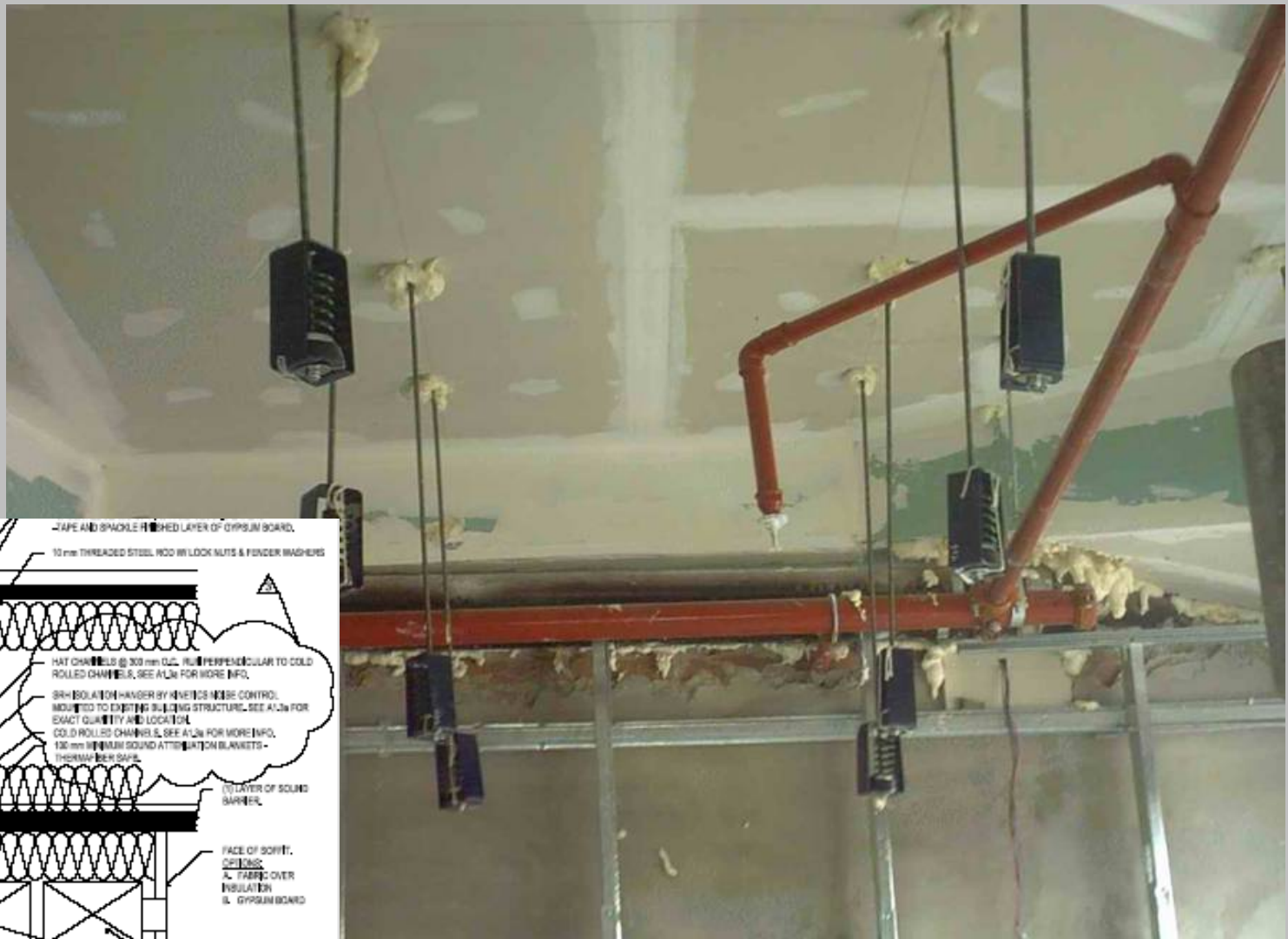


spring isolator

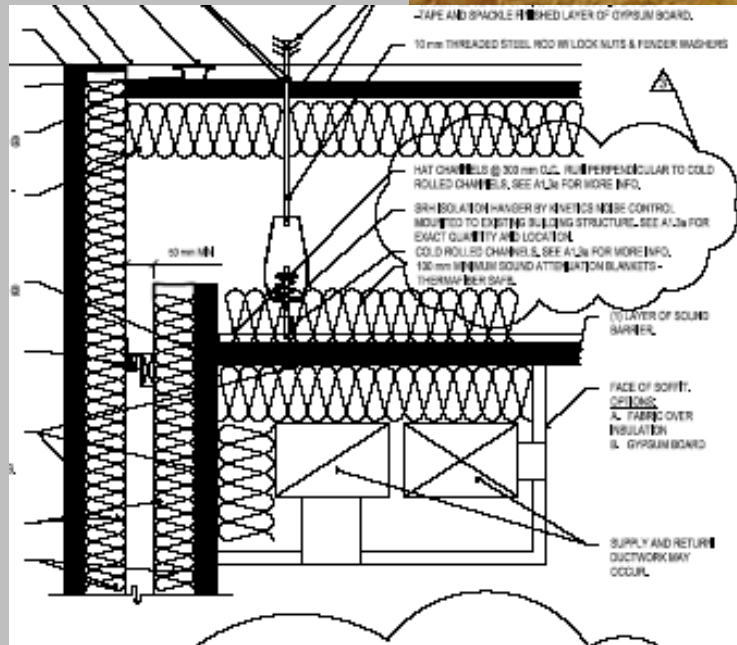
Detail of  
ceiling spring  
isolator system



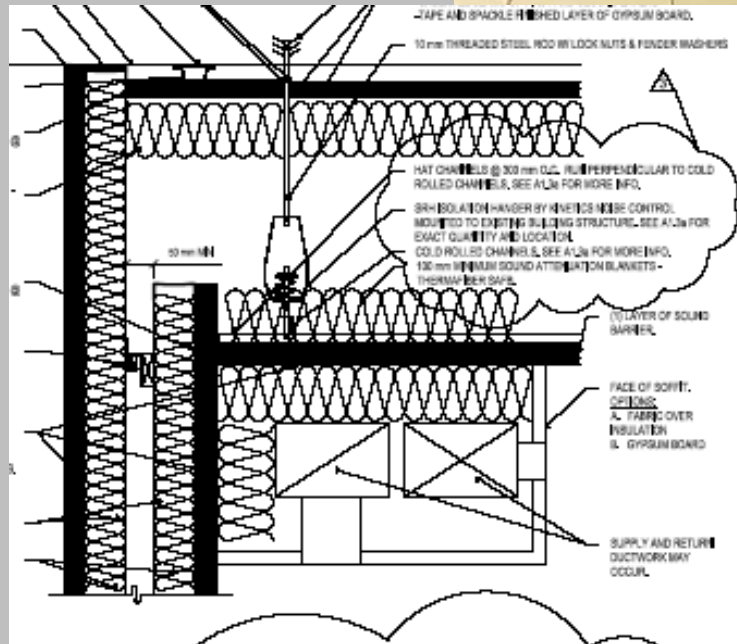


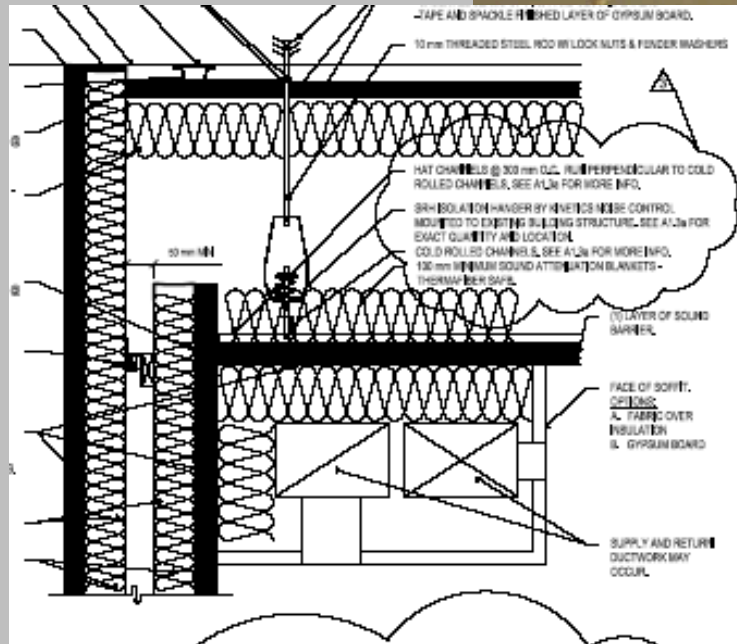














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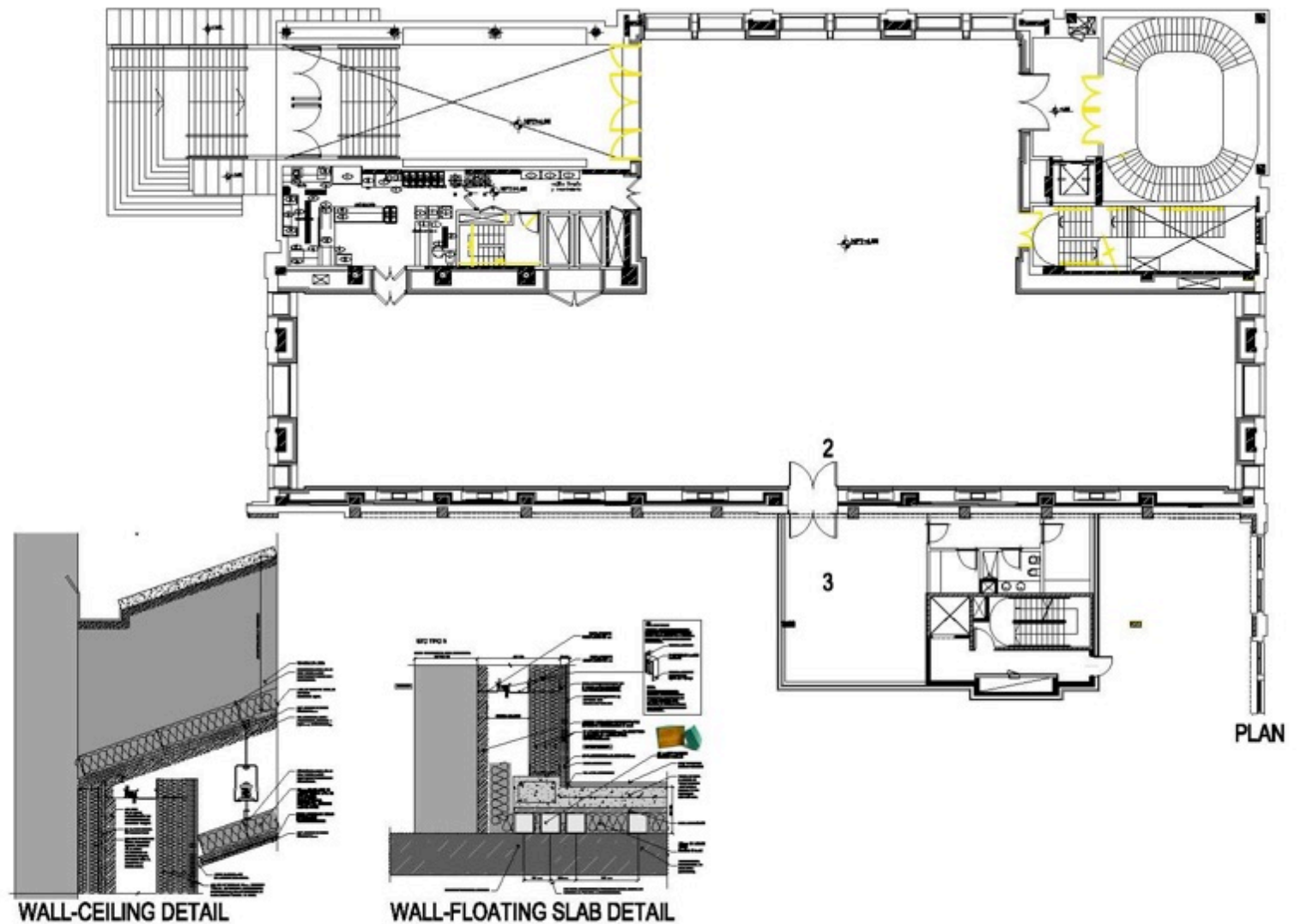






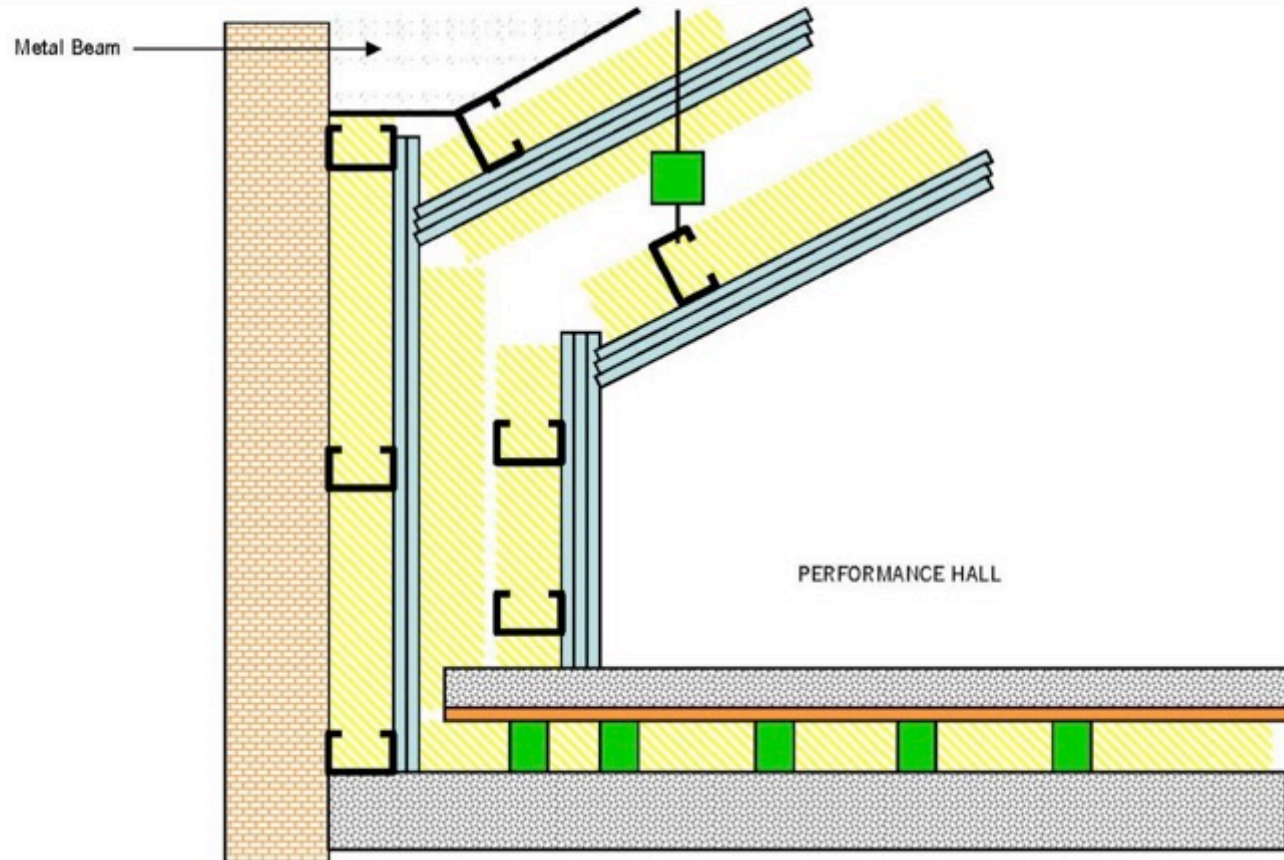






LOS MOLINOS  
BUENOS AIRES, ARGENTINA

Walters-Storyk Design Group  
GASCON 1364, Bs. As. ARGENTINA





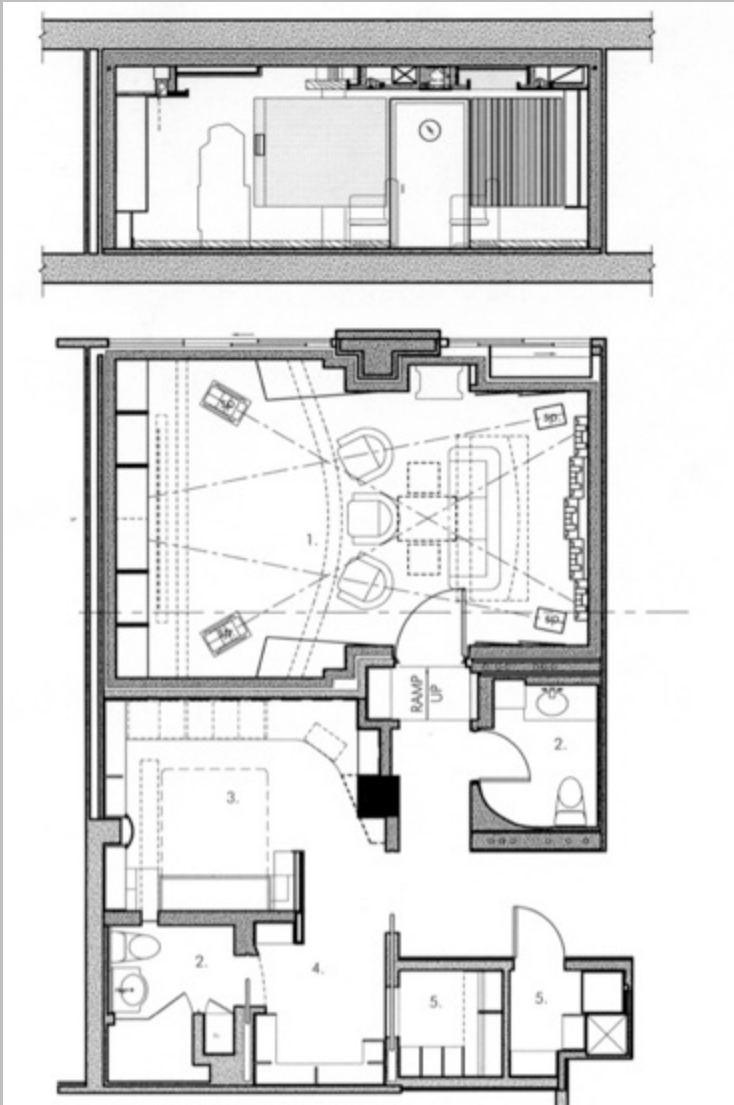
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*early project reminders*

- make an acoustic site survey
- develop a robust program statement with exact quietness requirements





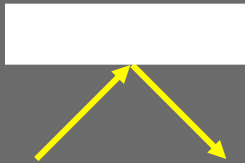
# internal room acoustics

# Acoustical Palette

Geometry links the real world to what we hear

## Acoustical Treatment

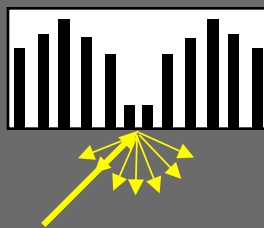
REFLECTION



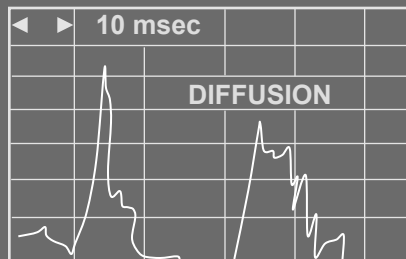
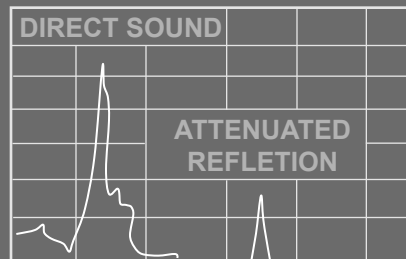
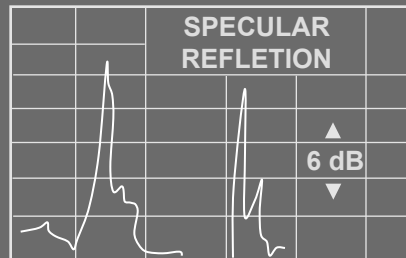
ABSORPTION



DIFFUSION

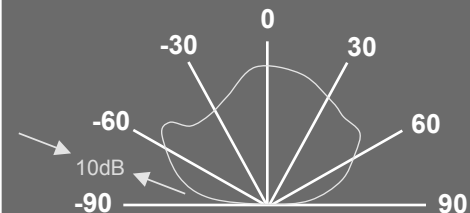
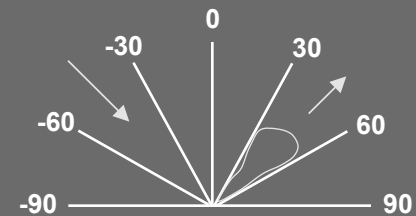
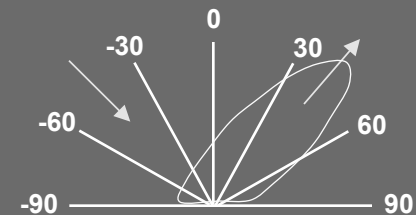


## Temporal Response

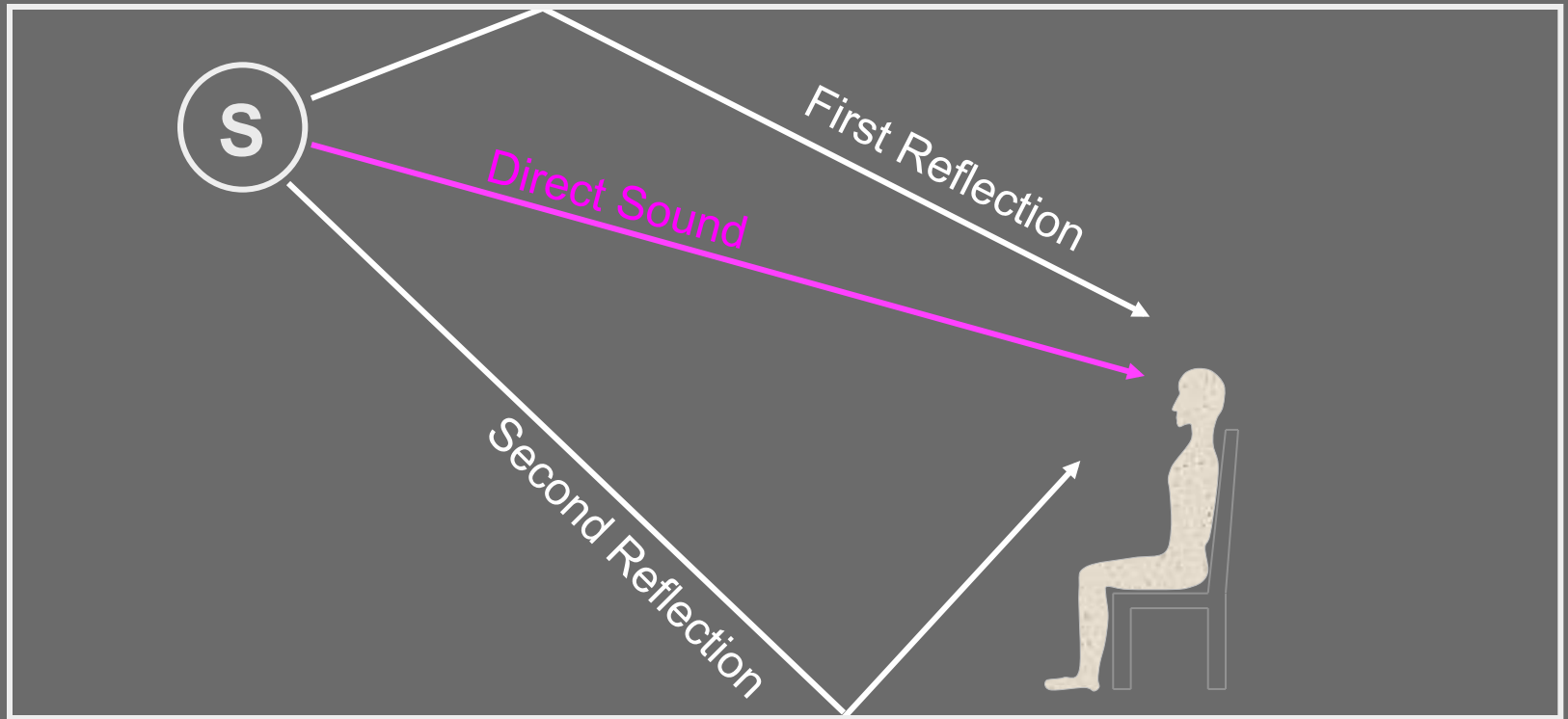


TIME (msec)

## Spatial Response



# Reflections





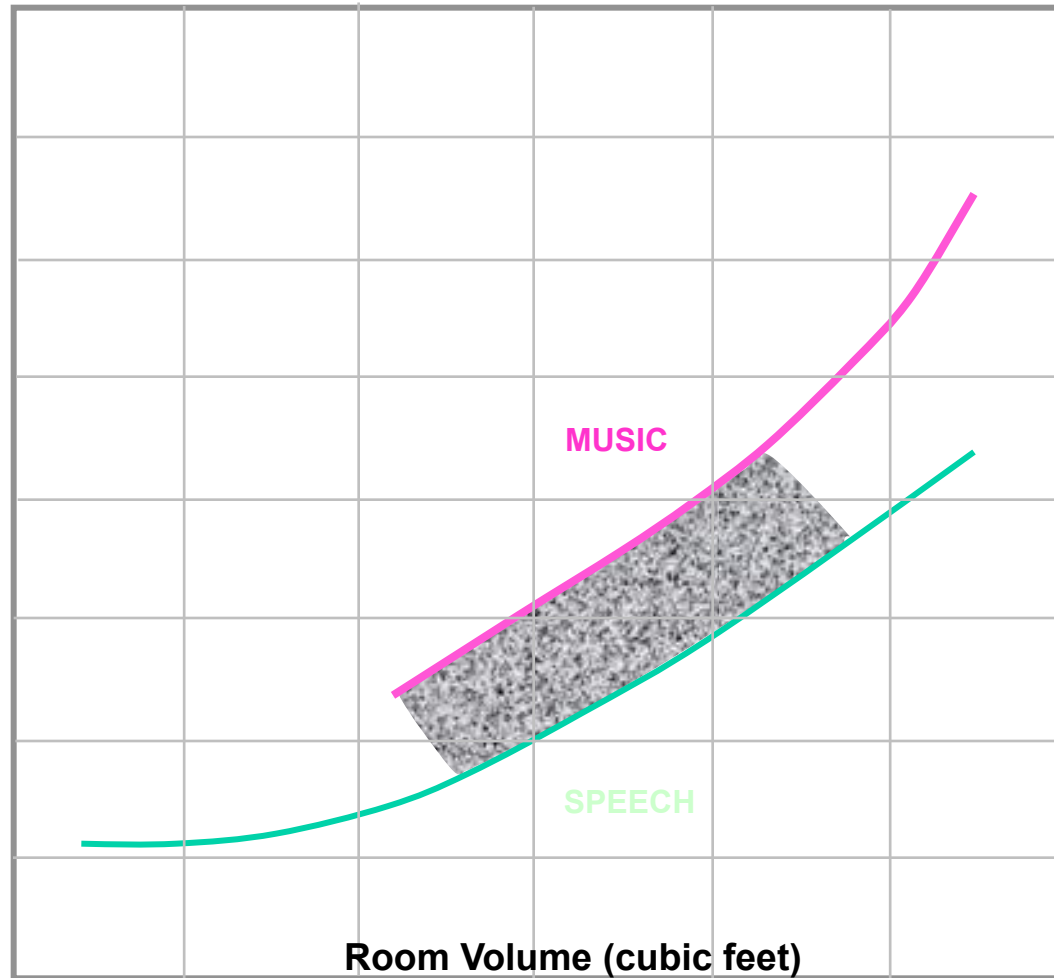
# Reverberation

The  $RT_{60}$  Decay Time measures the (frequency dependent) time necessary for a 60 dB decay in sound pressure level (one-millionth of original Signal).

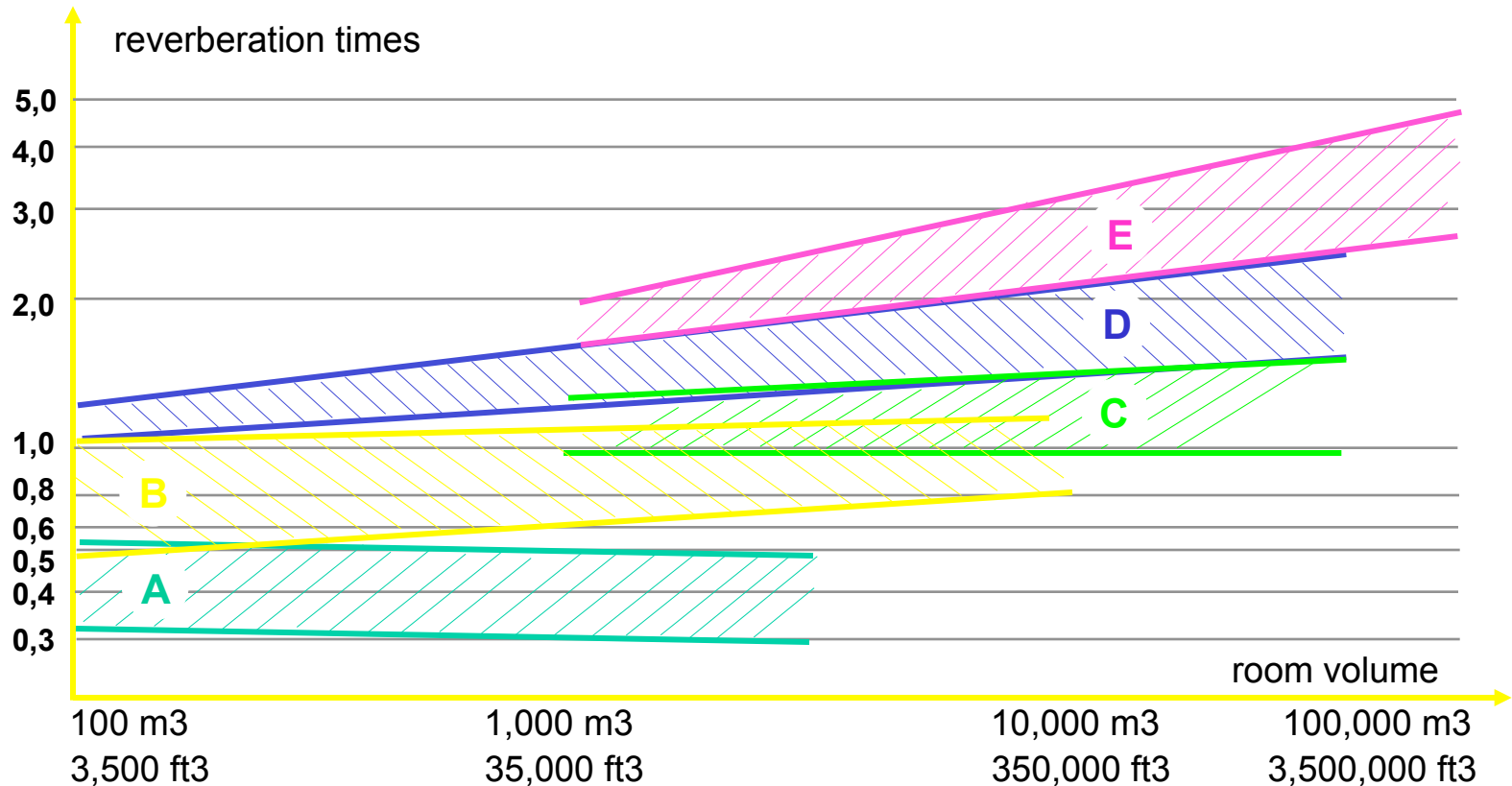
The steepness of the slope with which the reverb decays (which defines the RT60 Decay Time) is an important (but not the only parameter) in defining the acoustic signature of a room.

However, the distribution of the individual reverberation peaks is the other half of the story!

# Target RT60 Values



# Target Values



Favorable reverberation times for various room usages

— A. Pop music studio

— B. Conference Room

— C. Opera house with audience

— D. Concert hall with audience

— E. Church empty (max.)



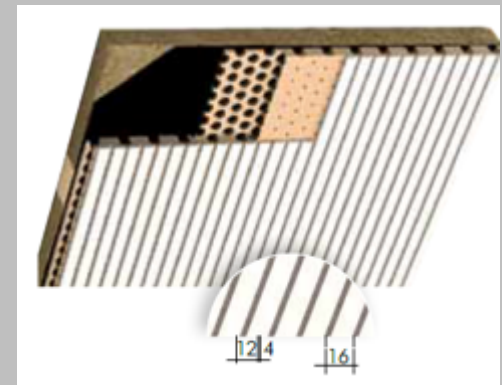
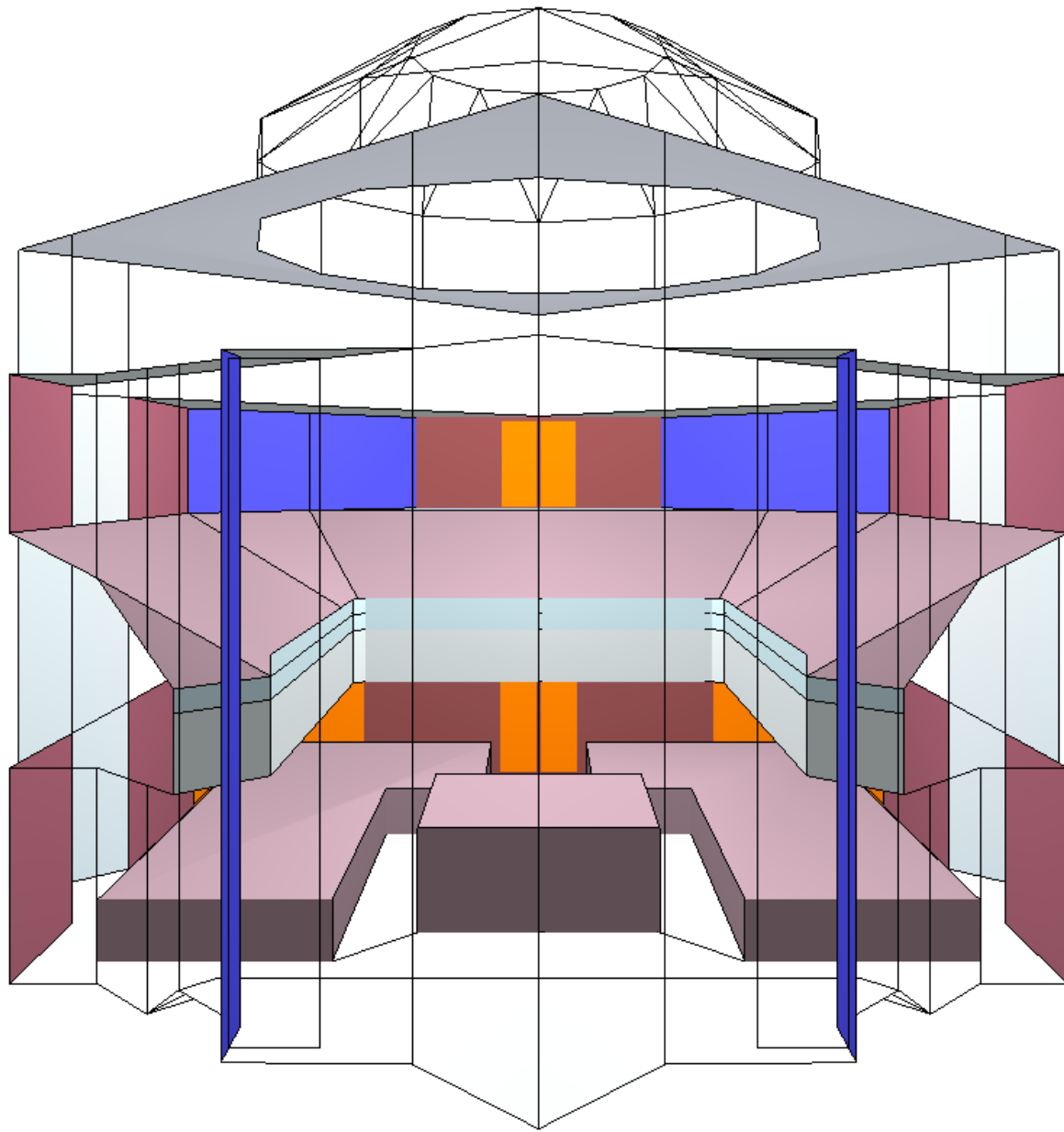
acoustic prediction – auralization  
slightly into the future for all rooms





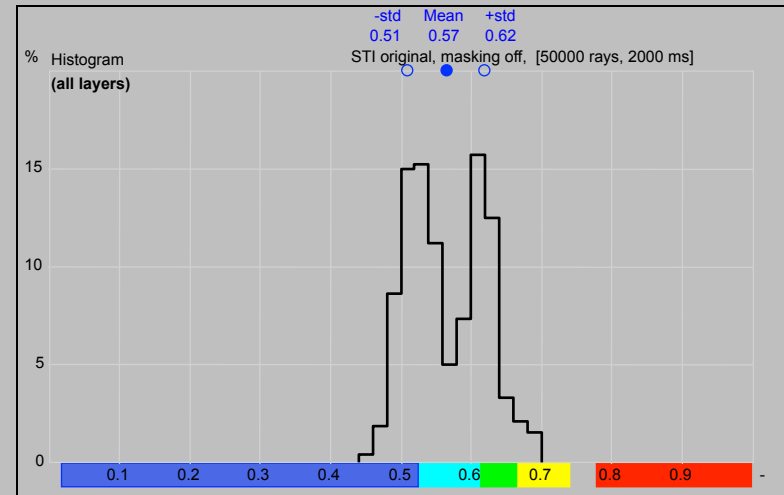
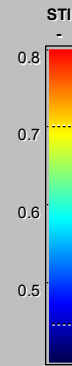
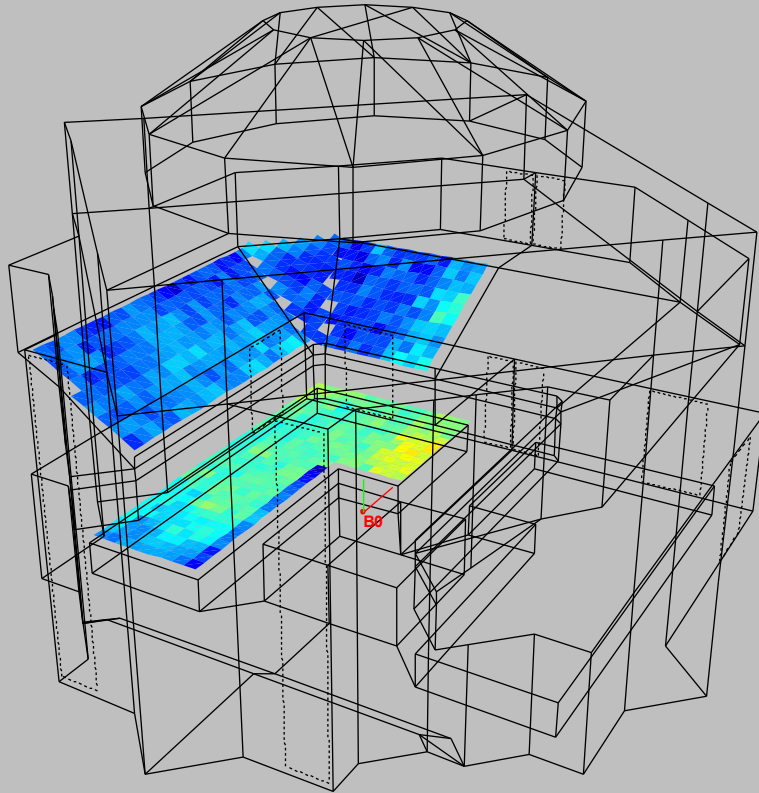






STI original, masking off, [50000 rays, 2000 ms]

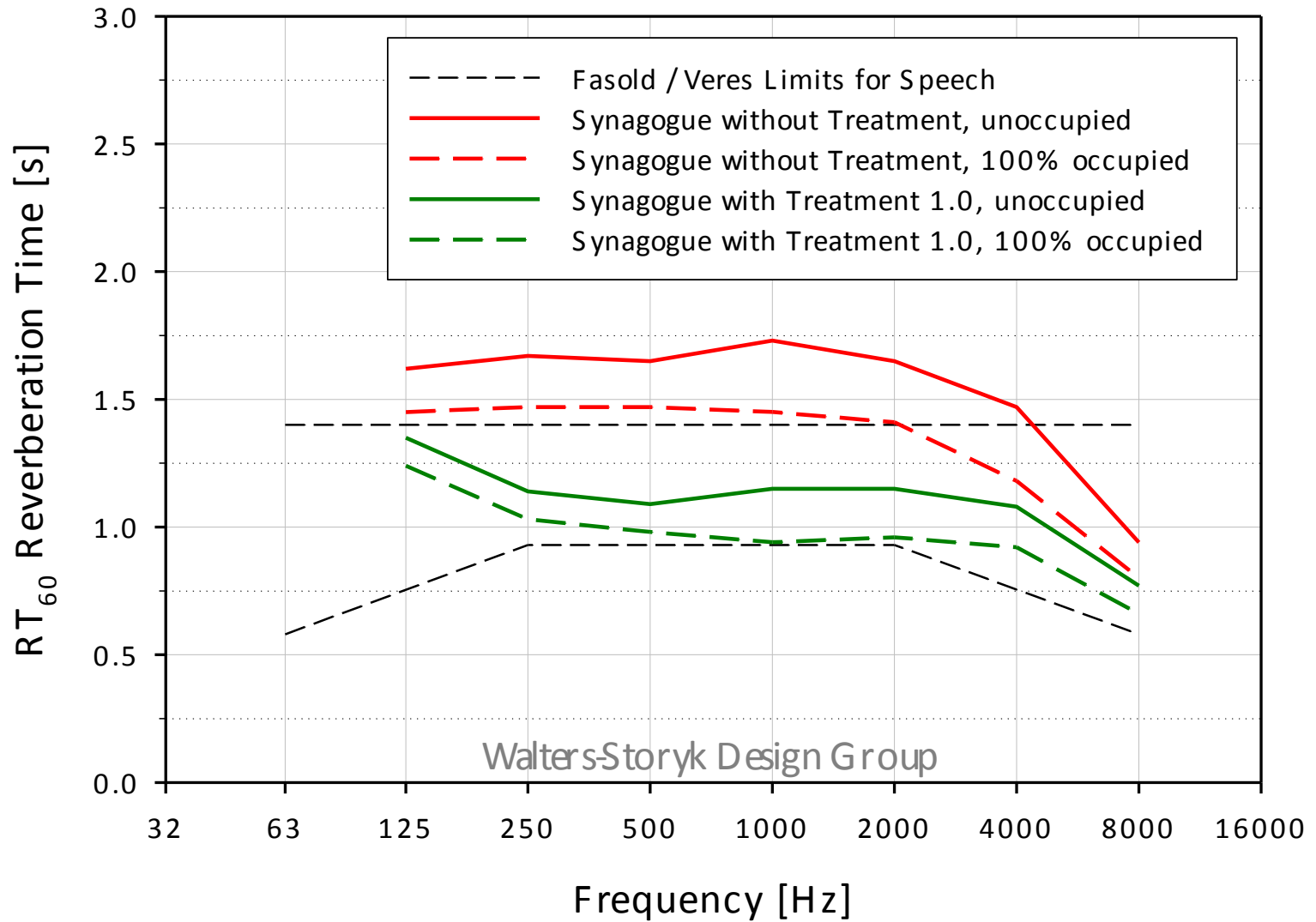
Bkg [dB]: 45 38 32 28 25 23 21 -



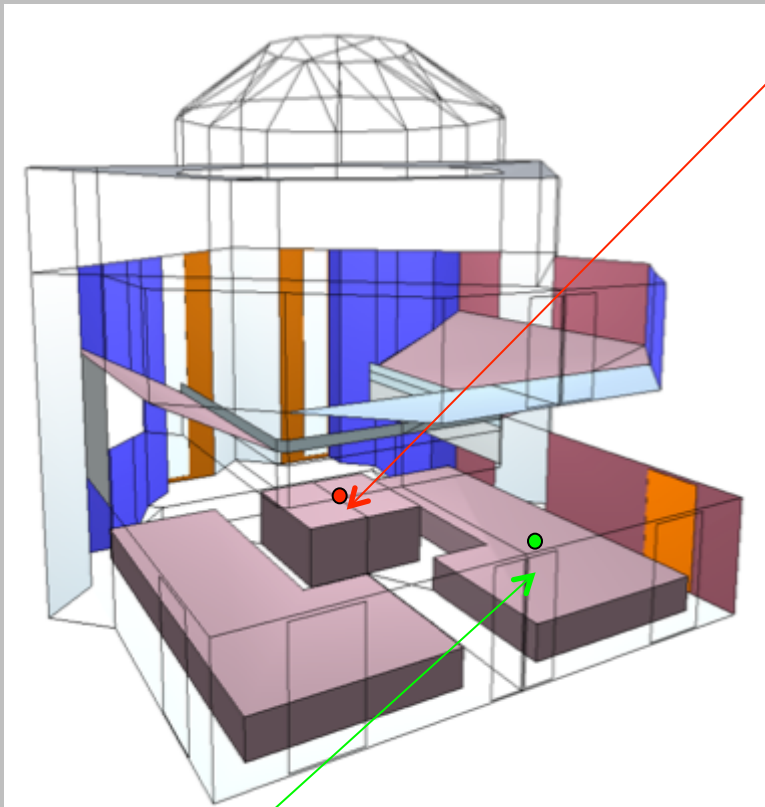
Lubavich\_speaker\_treatmentII\_occupied



## RT<sub>60</sub> Simulation







**Speaker position 1** in  
center of Synagogue

1. Original Design - No acoustic treatment



2. Recommended Acoustic treatment



**Receiver position 1**  
in Audience @  
Ground Floor



# Internal Room Acoustics Product Review





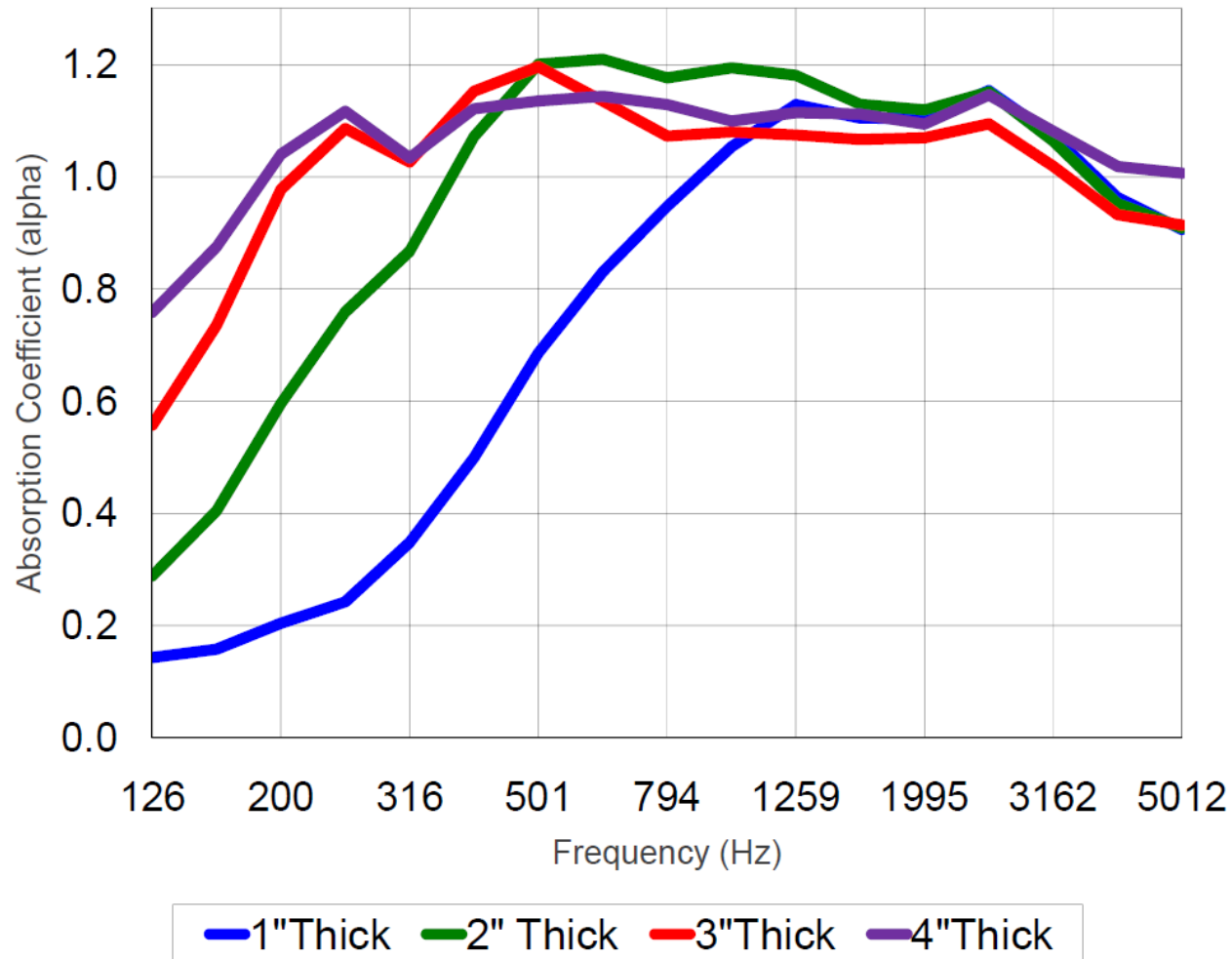
# Mid/High Absorption



# Fabric Wrapped Panels

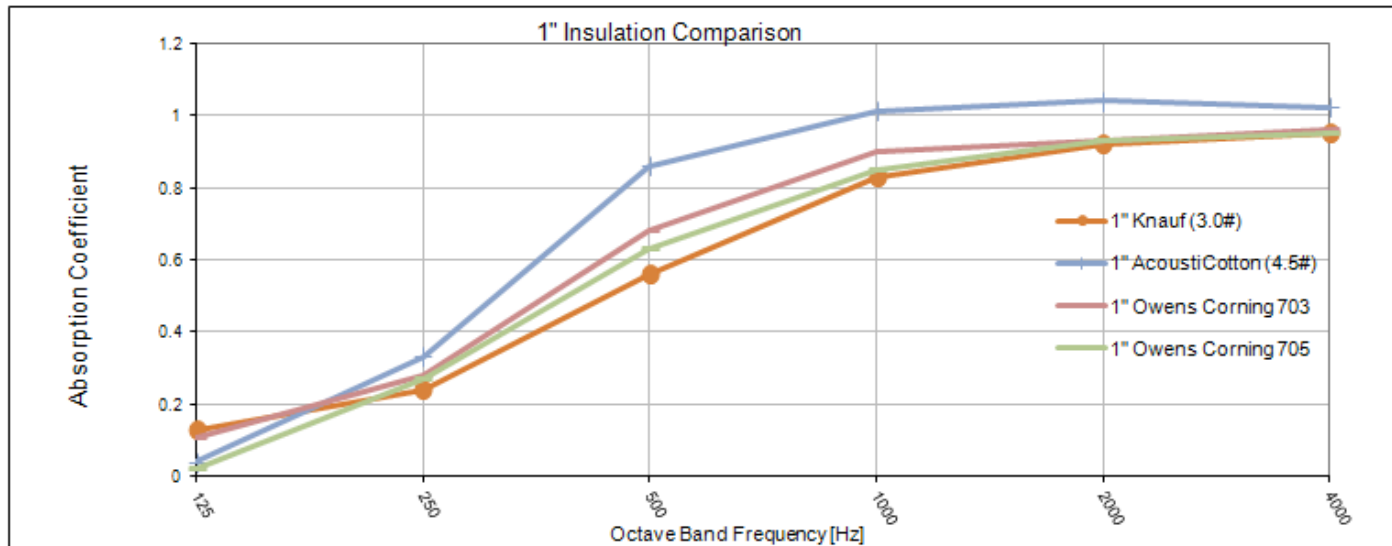
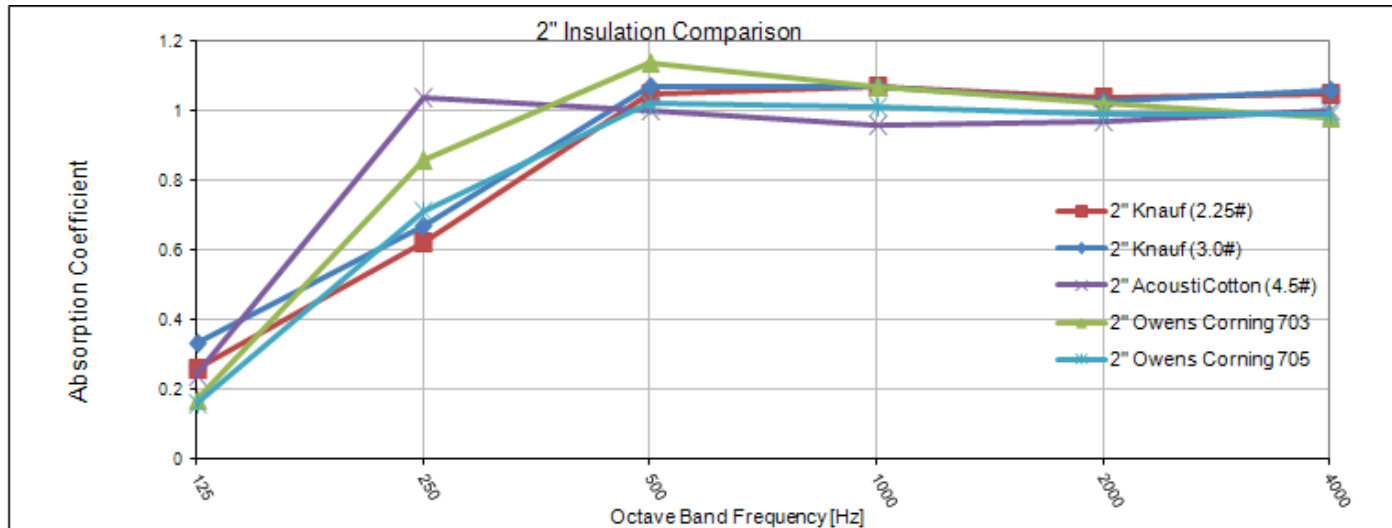


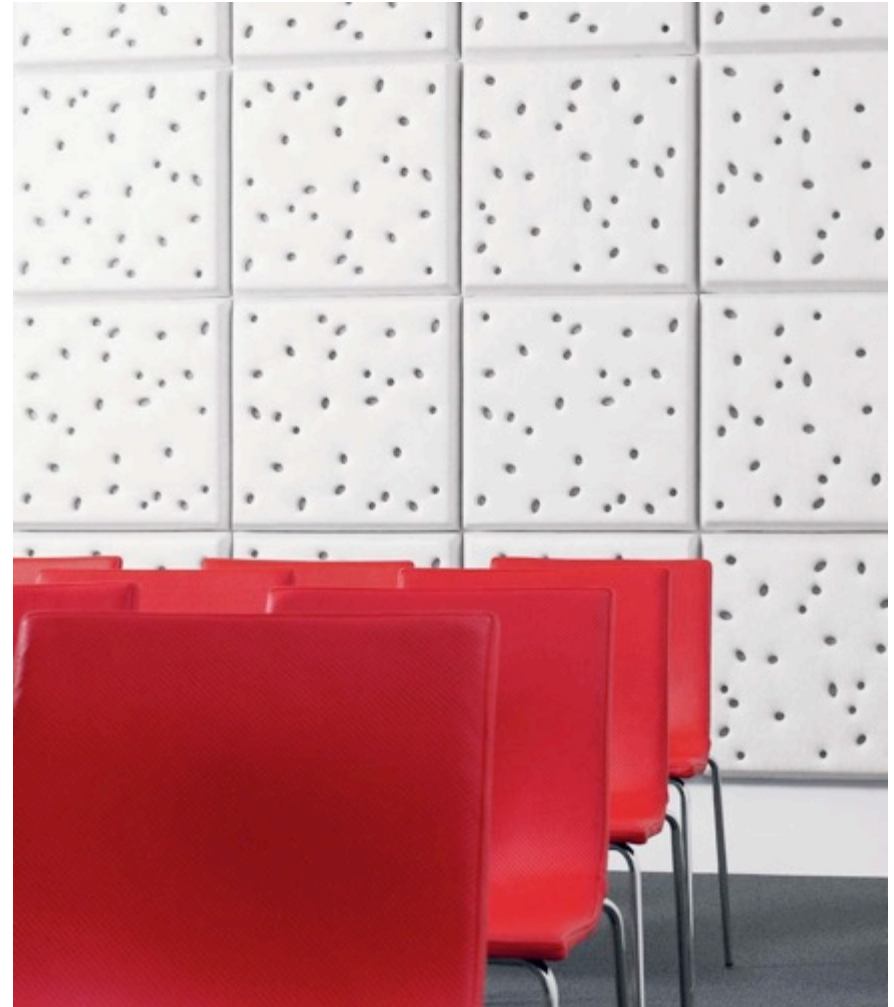
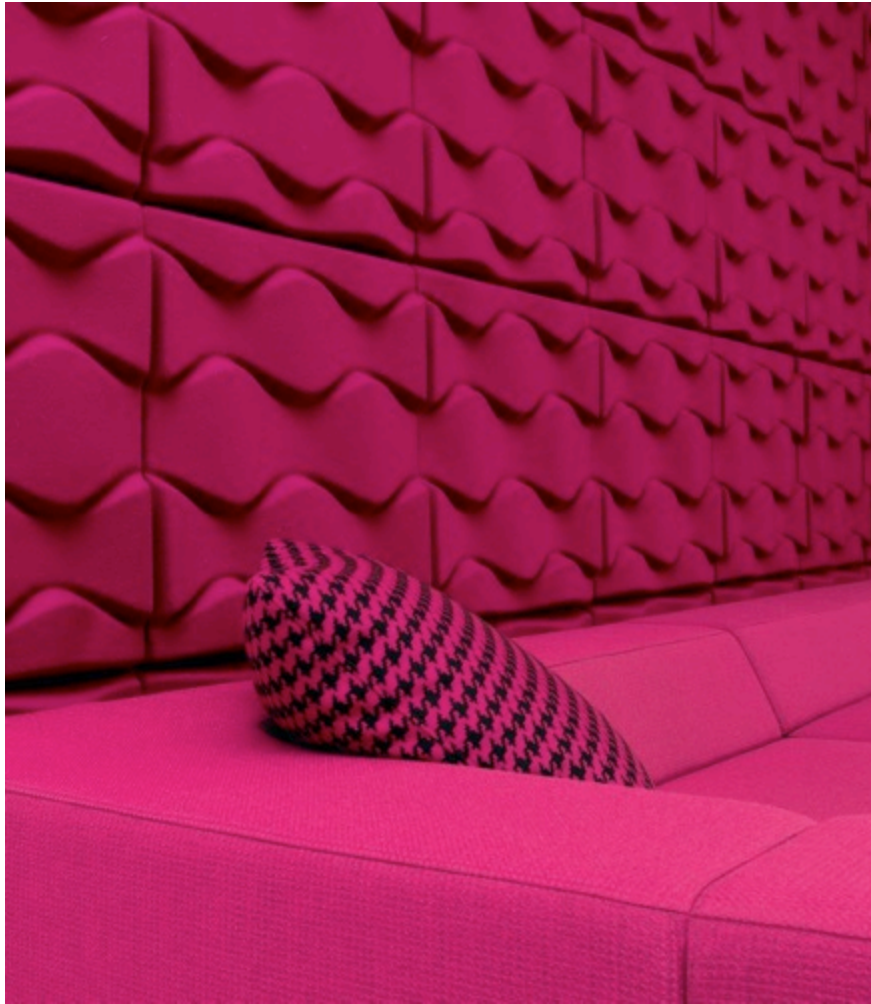
# Fabric Wrapped Insulation





# Insulation Comparison





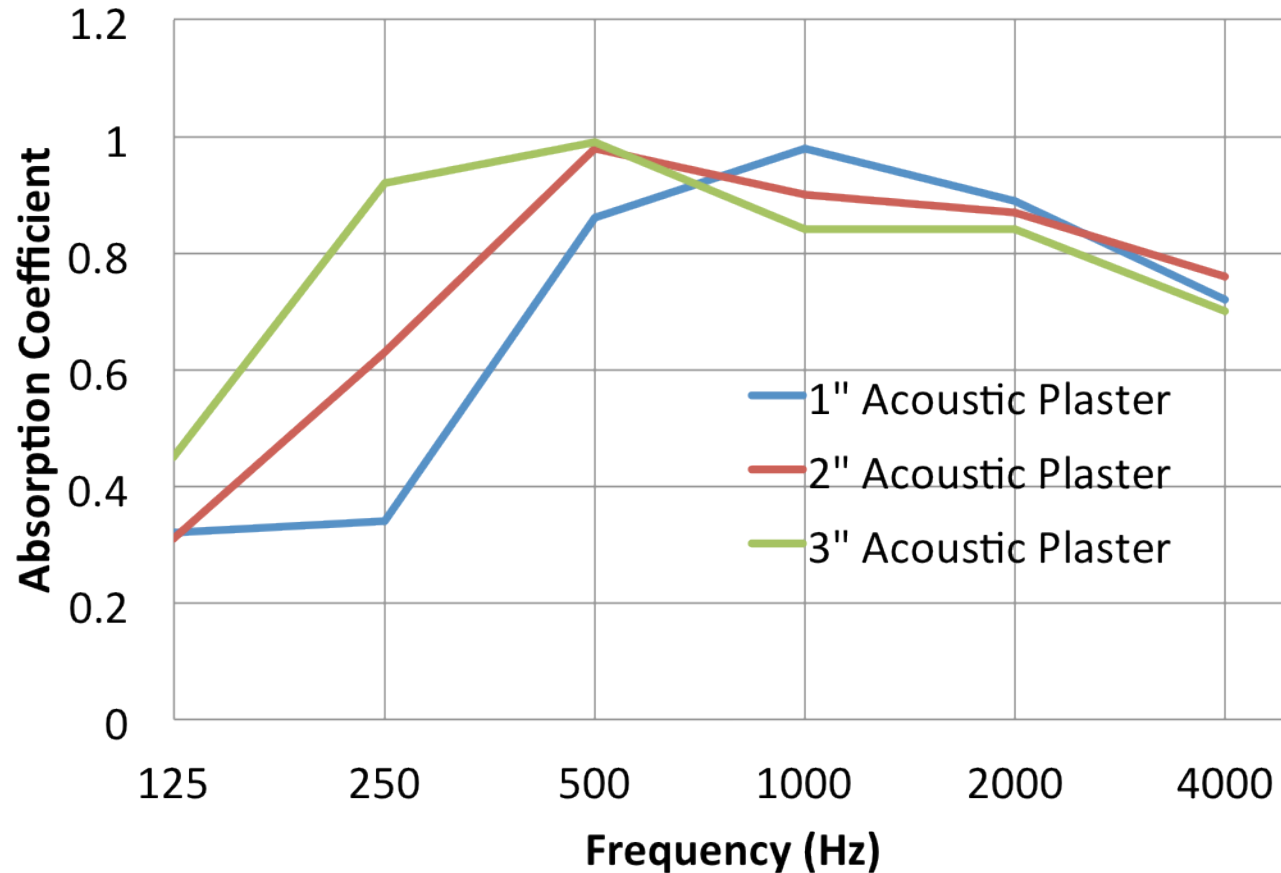
# Acoustic Plaster





# Acoustic Plaster

BaswaPHON

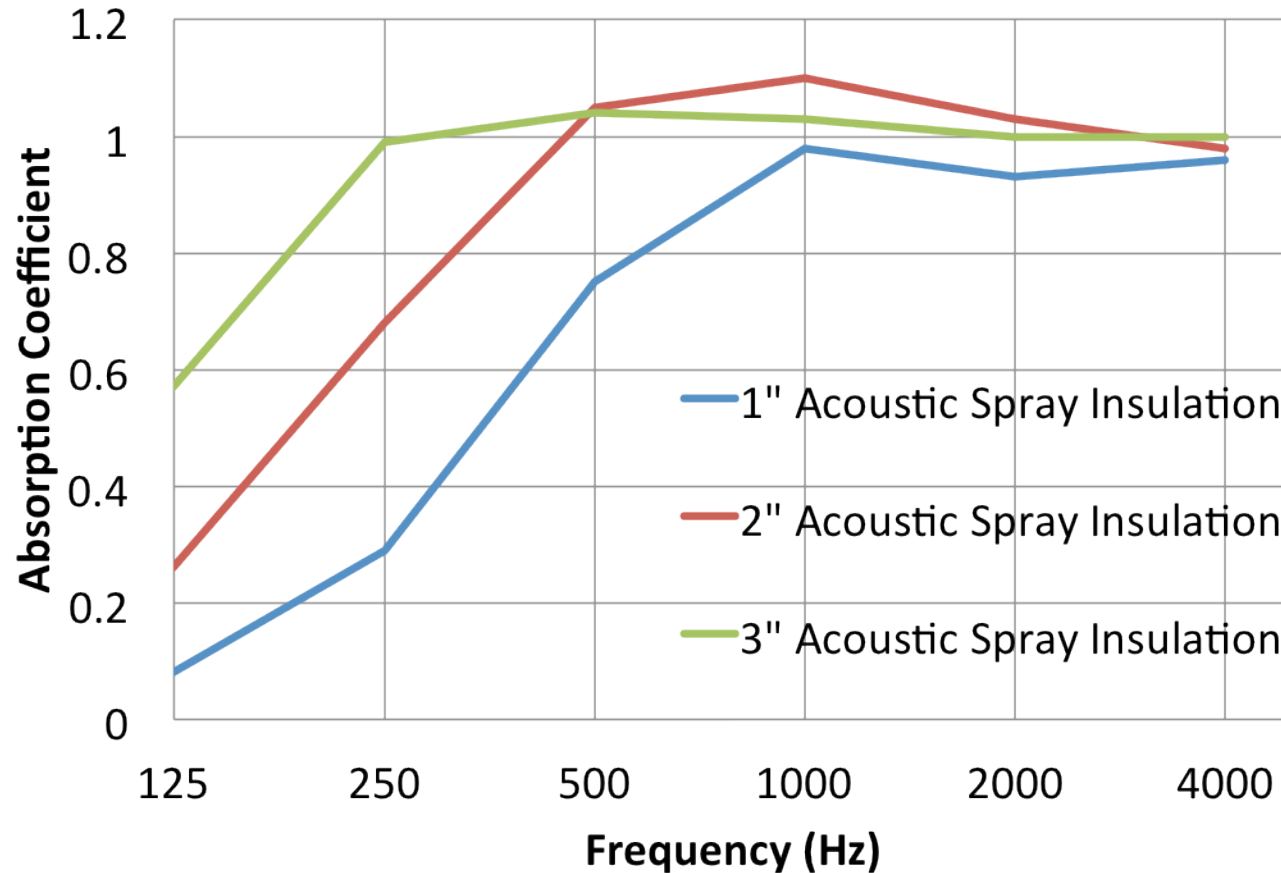


# Acoustic Spray Insulation



# Acoustic Spray Insulation

K13



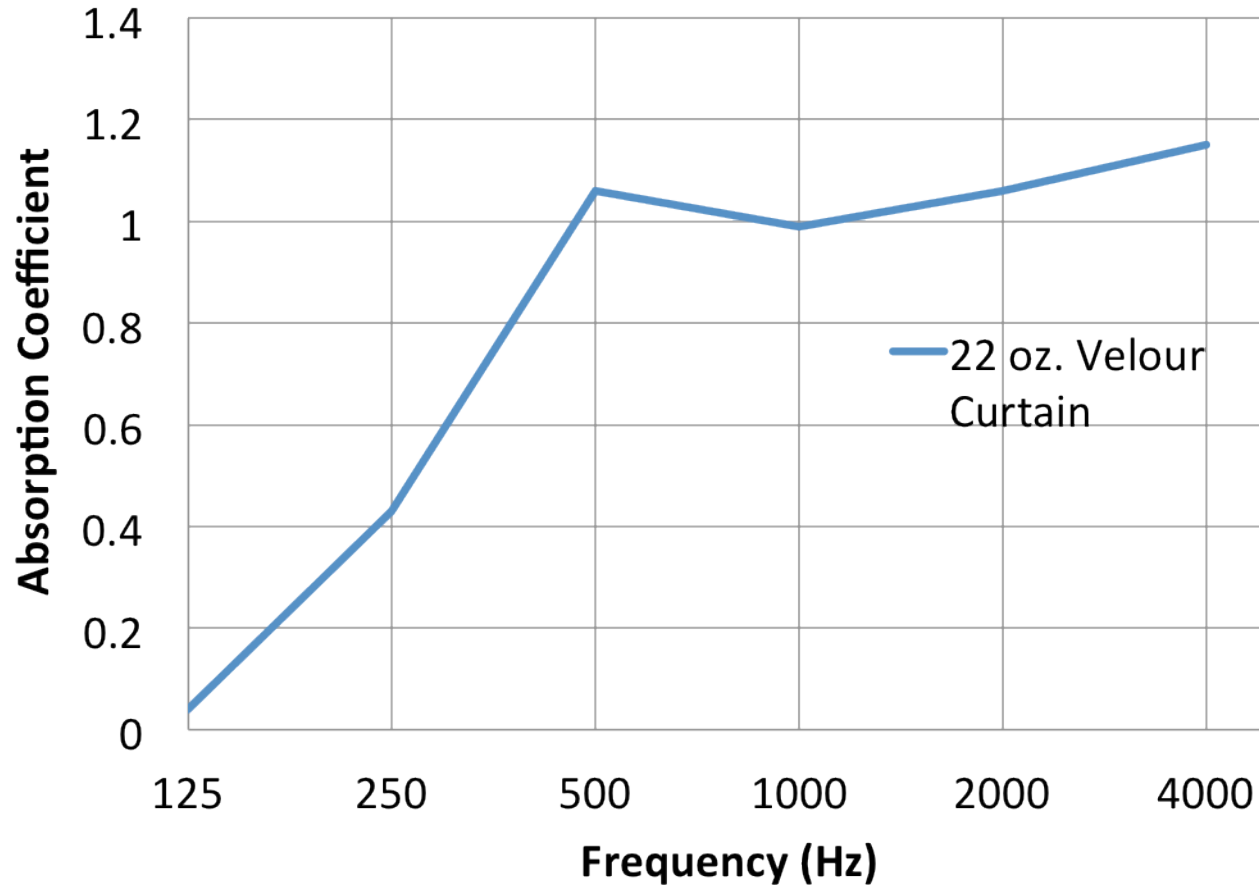


# Acoustic Curtains



# Acoustical Curtains

Quiet Curtains



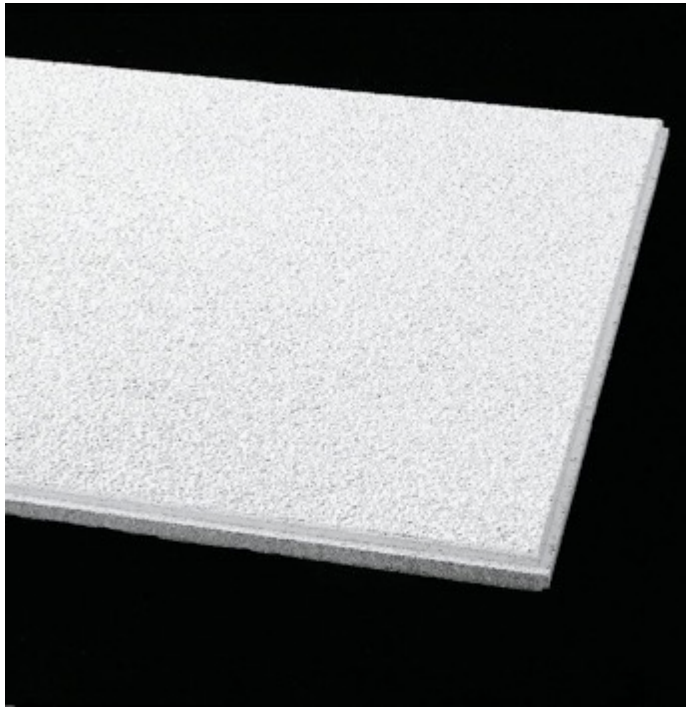






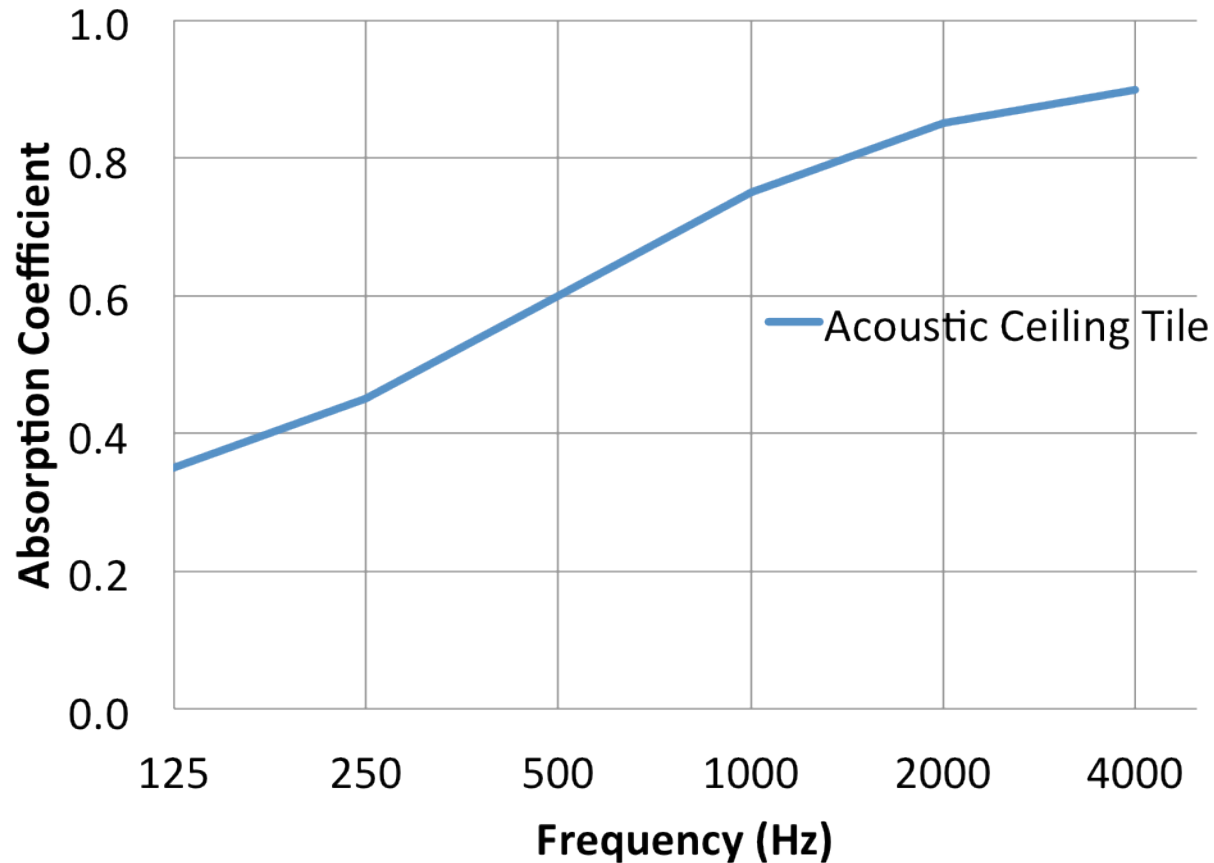


# Acoustic Ceiling Tile

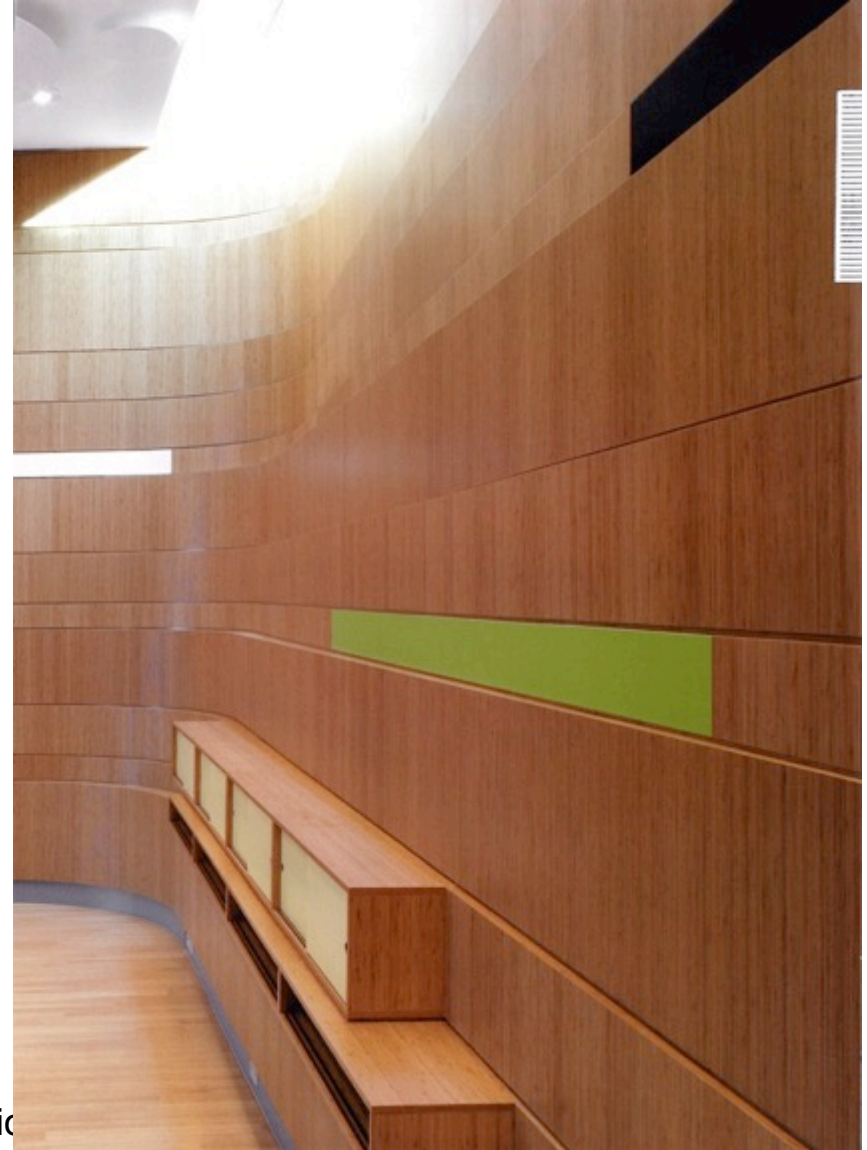
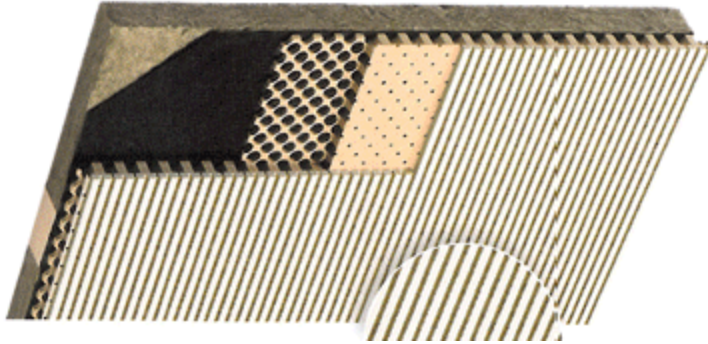




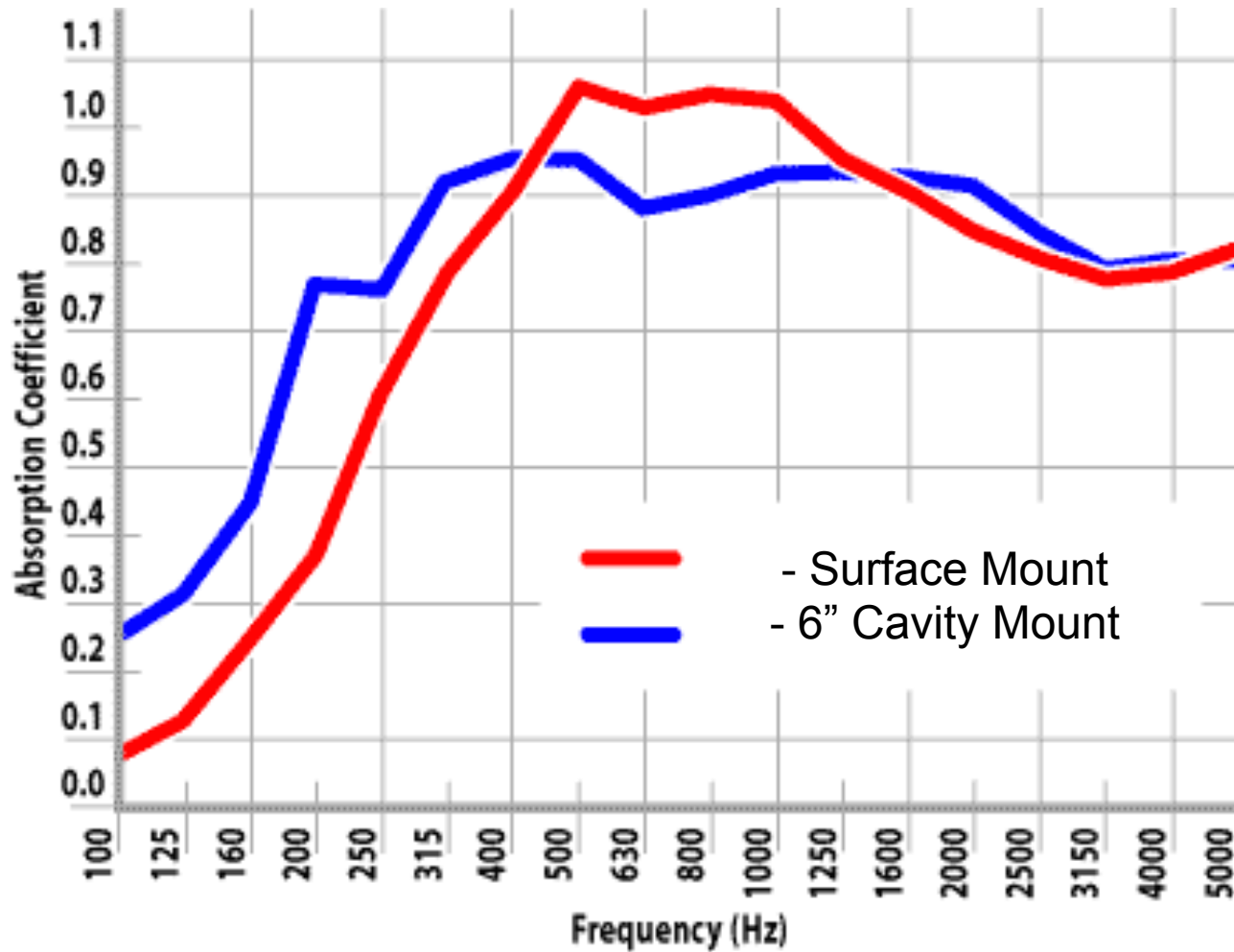
# Acoustic Ceiling Tile



# Perf / Slotted Wood

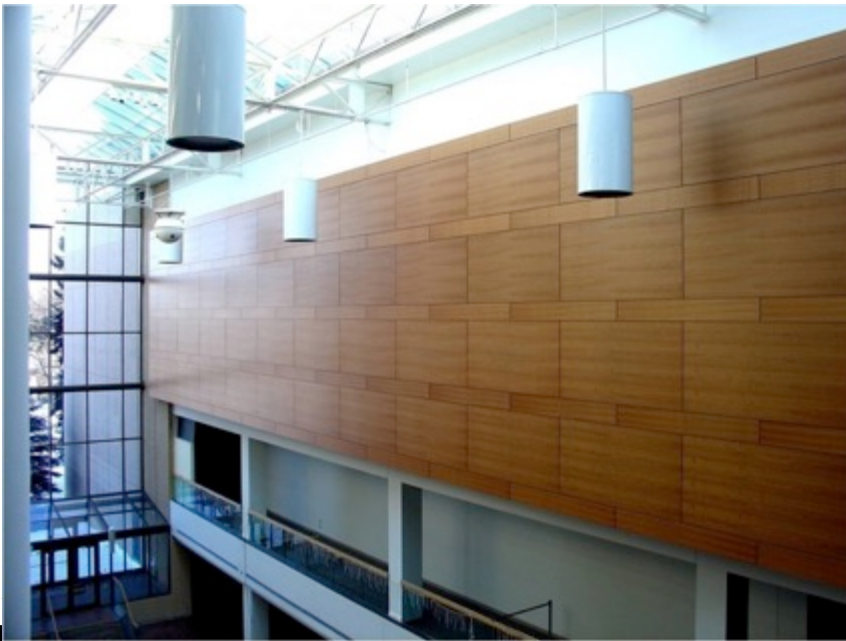
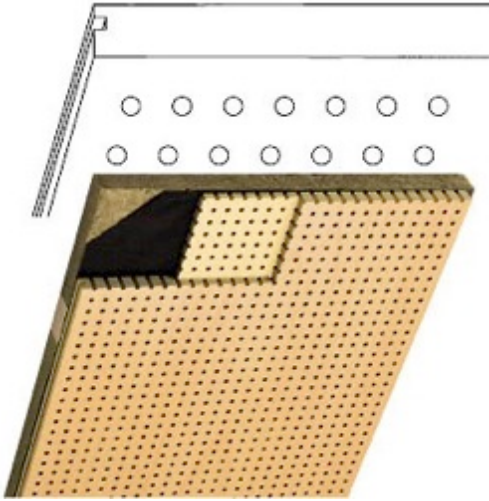


## Topakustik





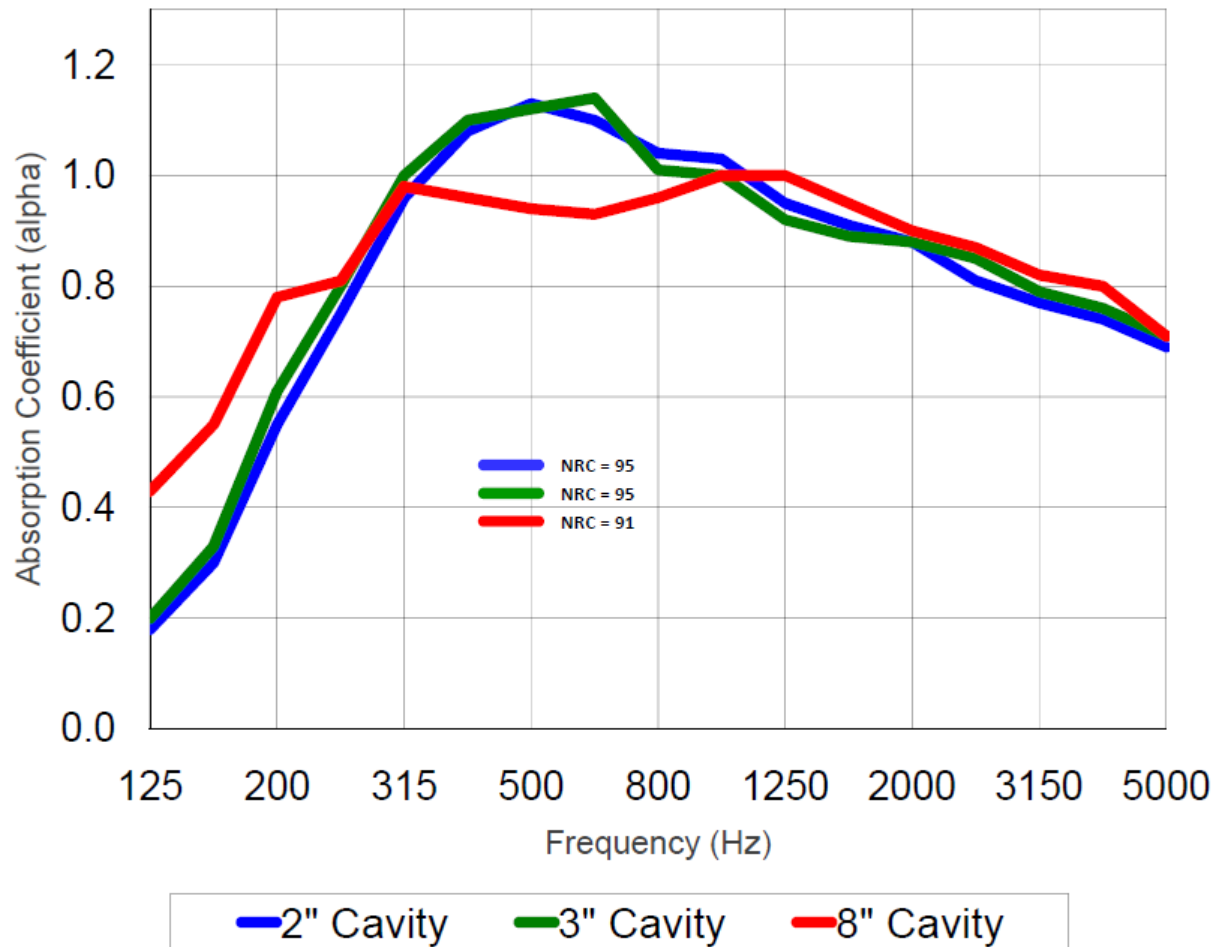
## Topperfo



# Microperforated Foil



## Topperfo – Microperf

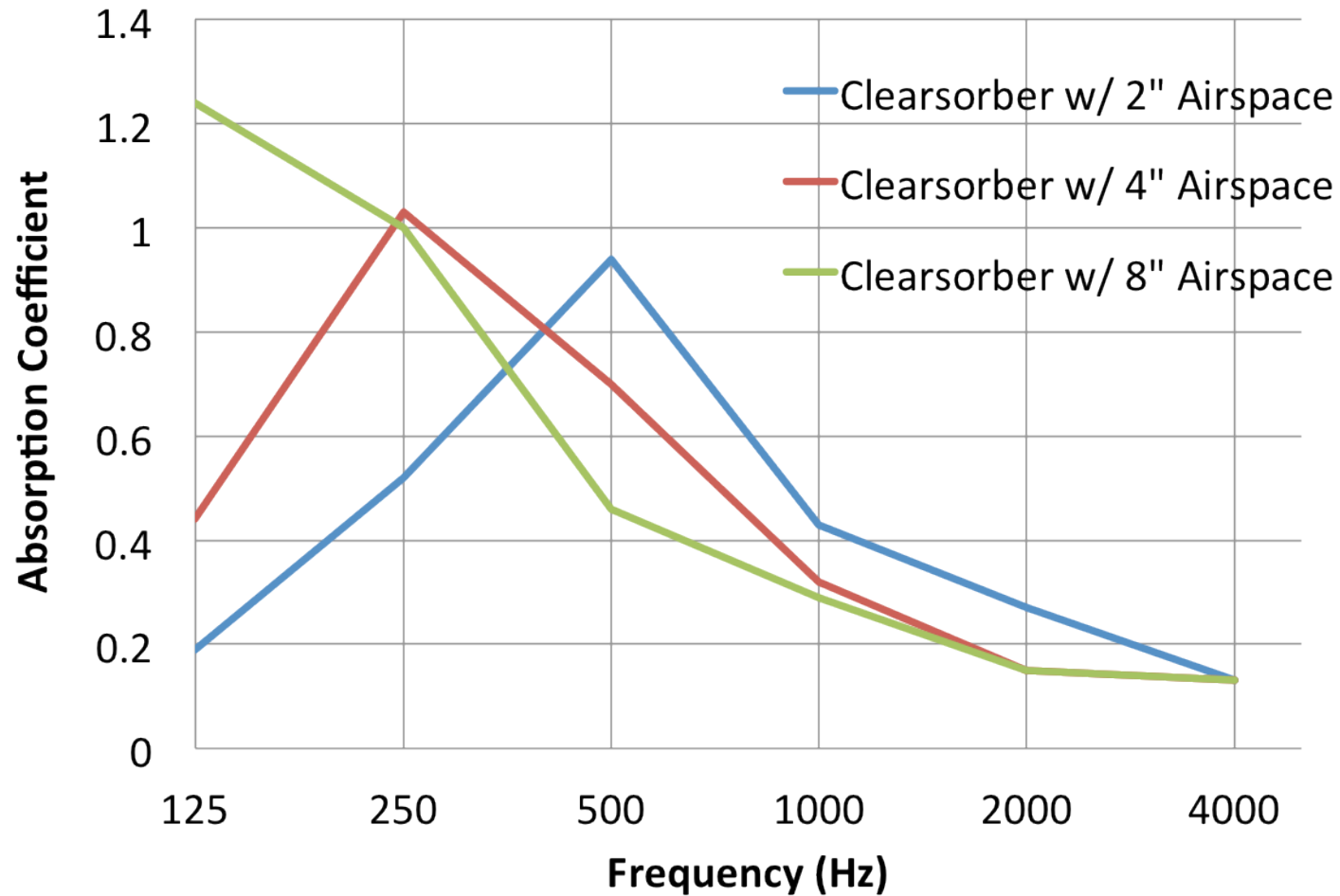




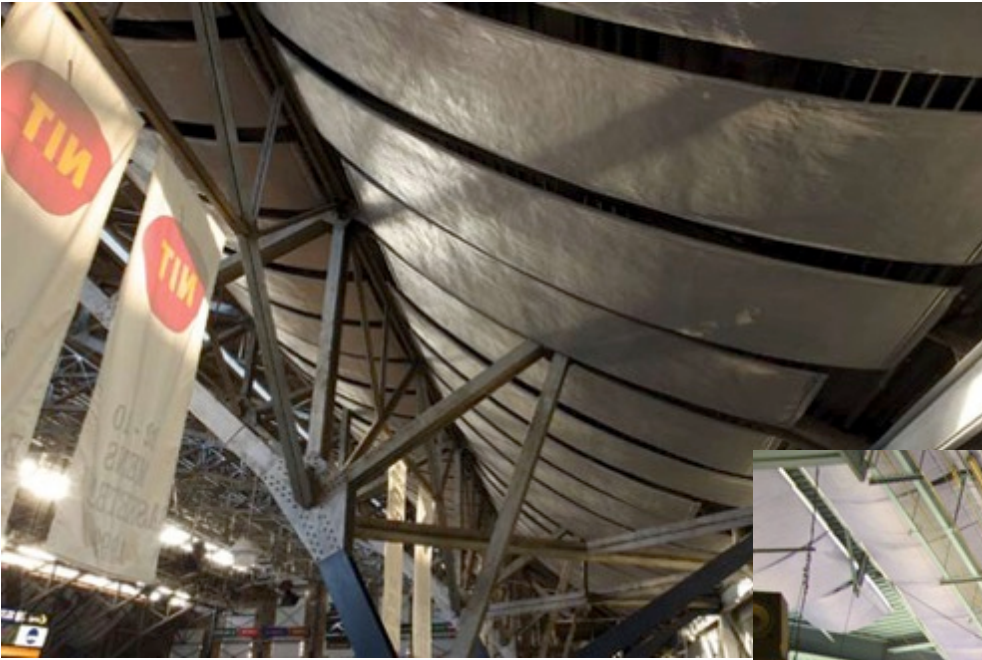
## RPG - Clearsorber



## RPG - Clearsorber



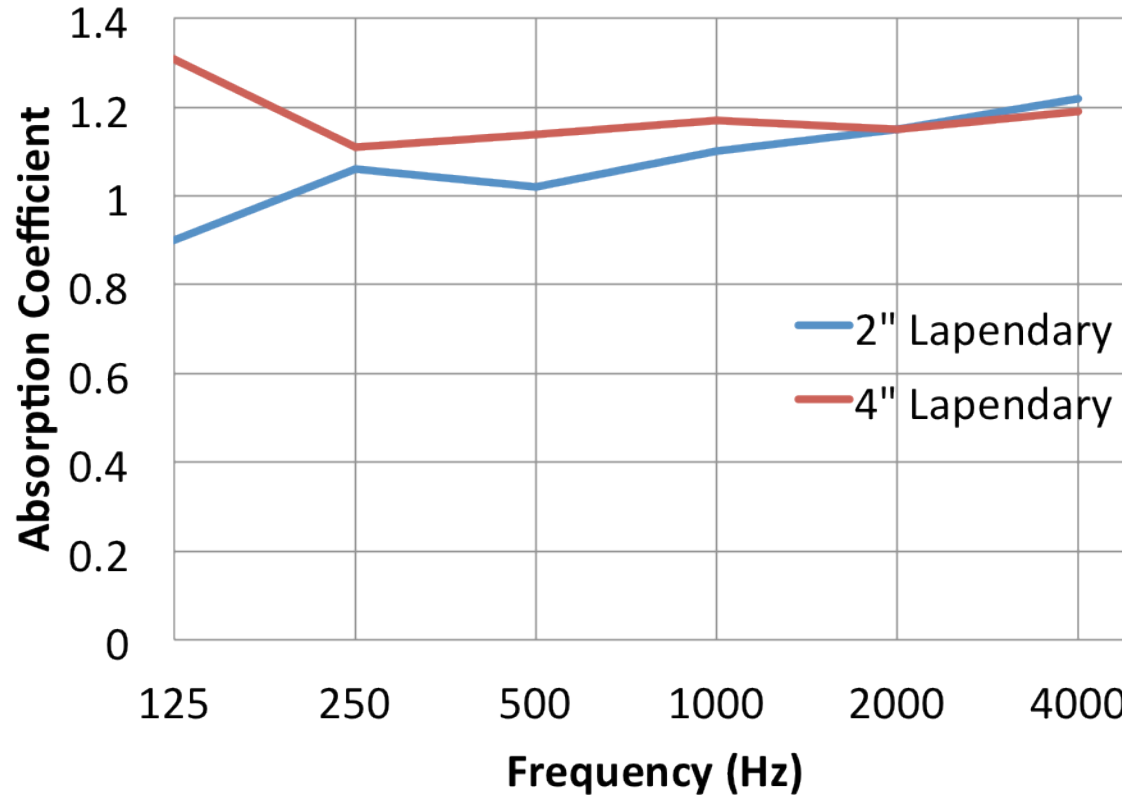
# Lapendary Panels





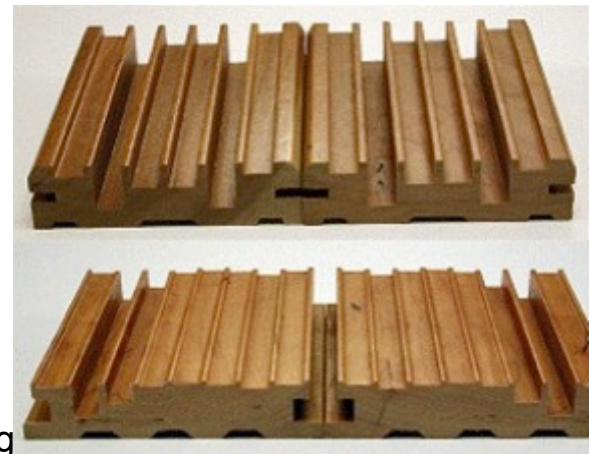
# Lapendary Panels

MBI



# Diffusors















# Design

early in the design process

- programing
- room shaping
- a/v – control - display requirements
- audio – and specifically low frequency control
- quietness and isolation
- internal room qualities
- hvac
- wire management (future proof)

the “bare maximum”

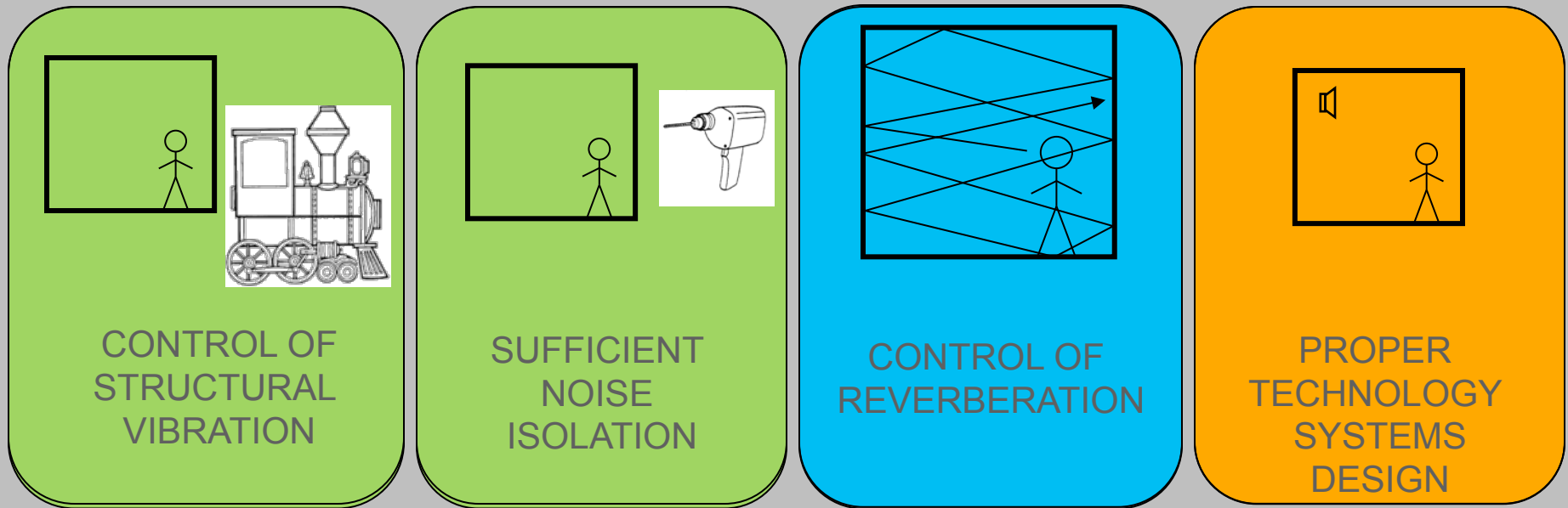
1. Quietness & Isolation
2. Internal Room Acoustic Values
3. Audio Video Requirements
4. Client Education & Programming



# ACOUSTICS AND SYSTEMS INTEGRATION IMPLEMENTATION

Acoustics do have a major impact on people 's comfort level (speech intelligibility, quietness, privacy) and safety (announcement systems).

The following aspects contribute to the acoustical and technology success of a project:



## PLANNING AND CONSTRUCTION TIMELINE



# Systems Integration Design

## **Audio Visual**

- Electroacoustical Systems
- Systems Design & Integration
- Home Theater & Residential Systems Design

## **Technology Integration**

- Media Distribution
- IT and Communication Systems
- Control Systems
- Theatrical Technology

# Systems Integration Design

## Audio Visual

- Electroacoustical Systems
- Systems Design & Integration
- Home Theater & Residential Systems Design



Source



Processing



Amplification



Output



Control



# Systems Integration Design

## Technology Integration

- Media Distribution
- IT and Communication Systems
- Control Systems
- Theatrical Technology



# Systems Integration Design

1. Program Description
2. System Narrative
3. System Equipment Specification
4. Conduit Layout and Topography
5. System Diagram
6. Equipment Location and Distribution
7. Coordination with ID and MEP

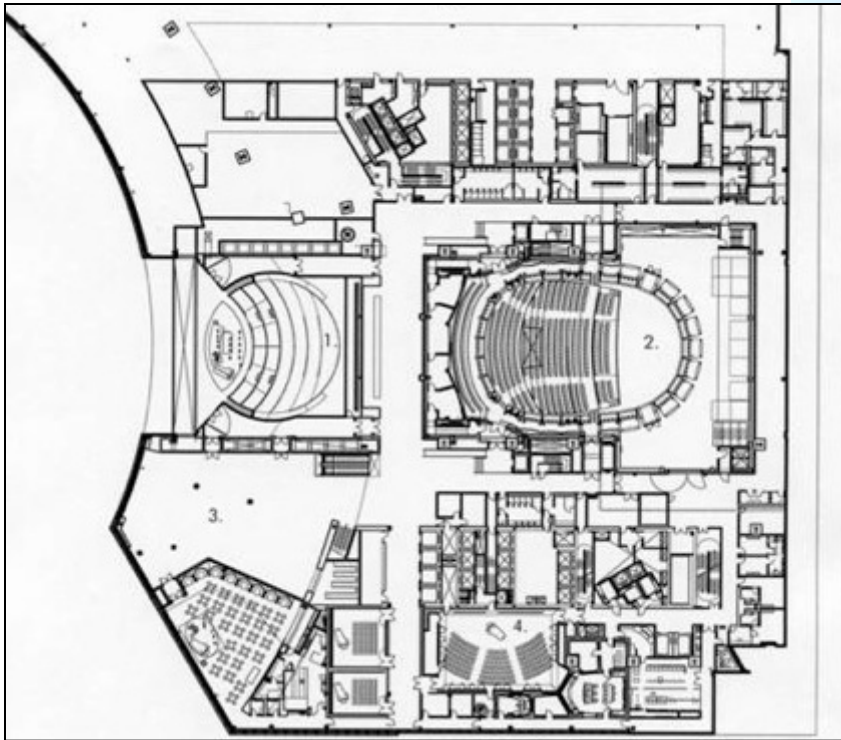


advanced technology and improved acoustics  
will appear in almost all building types



no limits - all IDEAS are possible













# Acoustic and Systems Considerations for Critical Listening & Interior Design

presented by  
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