



STATSBYGG



HVORFOR LÅTER DET SÅNN?

AKUSTISK FORSKNING I(INNI)MELLOM

Tor Halmrast
Akustiker, Statsbygg
(1.ammanuensis UiO/Musikkvitenskap)

NAS 2015



FoU-satsningsområder i STATSBYGG

1. Kostnadseffektive bygg og kortere gjennomføringstid
Areal-effektivisering
2. Effektiv og miljøriktig drift
3. Konseptutvikling og rådgivning
4. På vei mot 0-utslippsbygg

+ Øvrige mindre prosjekter:
*Samfunnssikkerhet, Klimagassregnskap,
Metodikk for innhenting av eiendomsdata*

BIM (BygningsInformasjonsModellering)

Sommerjobber

Hvert år 10-20 studenter (1-2 i akustikk!!)

Summer Internship

Statsbygg har et eget Summer Internship-program som studenter med ulik fagbakgrunn relevant arbeidserfaring.



MARTIN ERVIK (24), STUDERER AKUSTIKK VED NTNU
Det morsomste har faktisk vært at vi ble kastet ut i et prosjekt fra starten av.

Masteroppgave

Statsbygg er opptatt av forskning og utvikling, og ønsker å samarbeide med studenter om master- og diplomoppgaver innen våre satsingsområder.

Tor Halmrast:

Acoustics in Between: Perception of Sound in Rooms Beyond Standard Criteria

1 Between Time

(How early reflections are distributed in time and the possibility of comb filter coloration)

2 Between Musicians

(How musicians on stage influence the acoustics, and how distinct, strong reflections on stage create comb filters)

3 Between Our Mouth and Ears

(How persons who are blind “see” with their ears: Echolocation in both time domain and frequency domain)

4 Between Measurements

(How musicians and actors perceive reverberation and room acoustic details not covered by the standardised criteria, and how one can investigate this by one’s own hand claps and tongue drops recorded with “in-ear”- microphones)

5 Between Echoes

(How “An echo is not an echo”, but is highly dependent on the type and duration of the signal, masking by other sounds (music and noise), and masking by the signal itself),

6 Between Walls

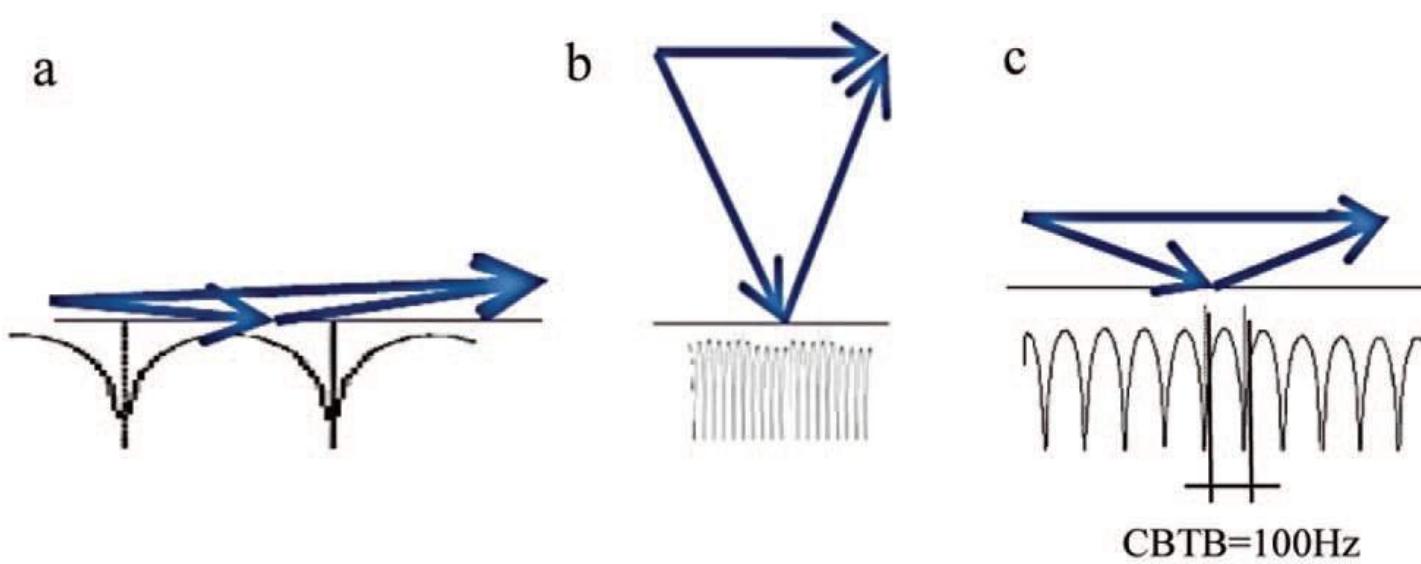
(How details like room resonances and “shimmering” treble are more important for the perceived acoustics of (too) small rehearsal rooms than common reverberation time and sound pressure level criteria).

7 Between Conclusion and the Future

Inexpensive and handy measuring equipment, such as “in-ear”- microphones, handheld wav-recorders, laptops, smart phones and apps, makes it possible to measure impulse responses in many acoustic situations

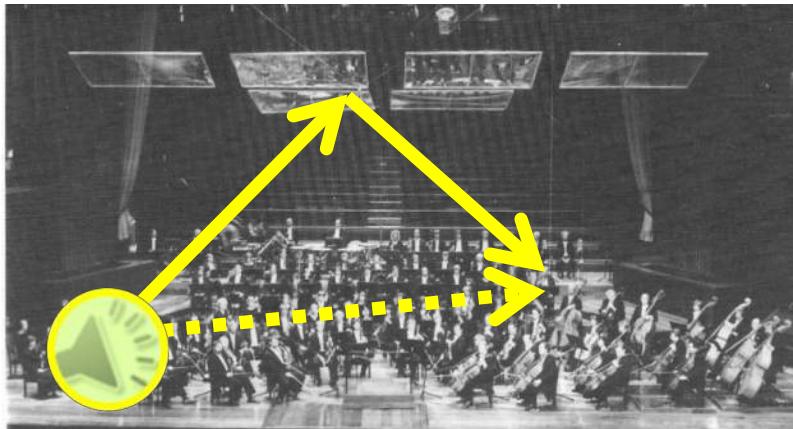
1-BETWEEN TIME

Kamfiltre pga. korte refleksjoner

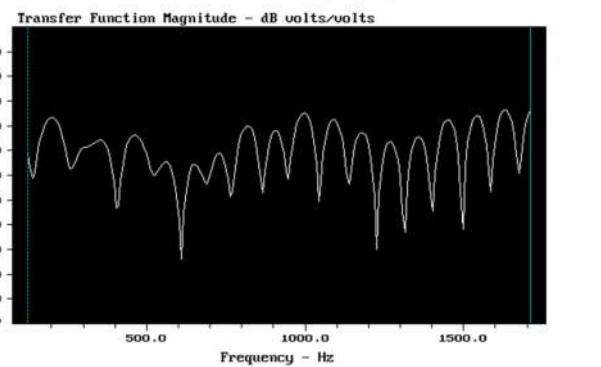
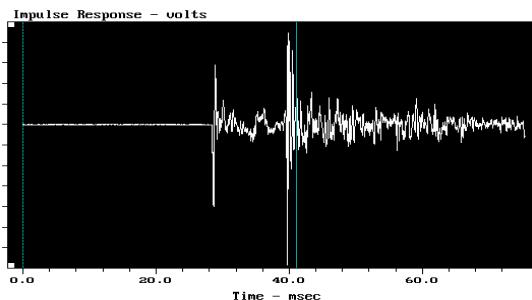


2 BETWEEN MUSICIANS

Test, reflektorer

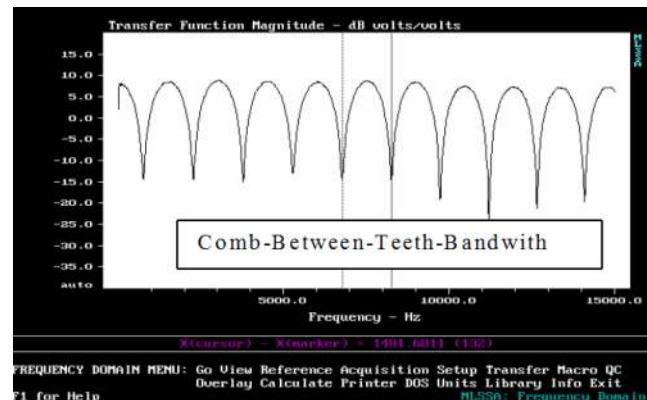


TOR =
Through
Orchestra Impulse
Response



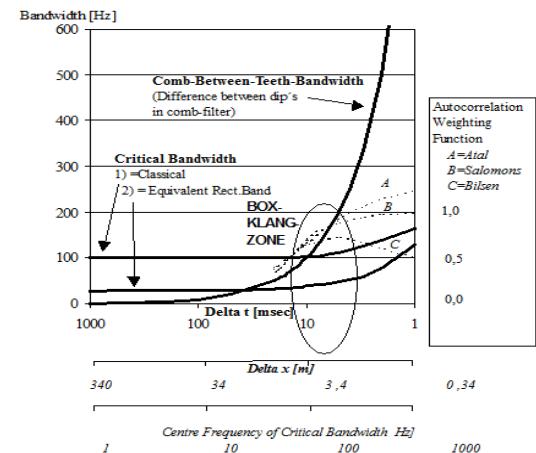
Journal of Sound and Vibration 2000(1) 352

JASA, ICA Madrid 2007



BOX-KLANGFARBE når
Comb-Between Teeth≈Critical Bandwidth

No Box-Klangfarbe, Vienna +Oslo/without reflectors
Some Box-Klangfarbe Munich,
Box-Klangfarbe Oslo w/reflectors +Frankfurt,
No Box-Klangfarbe (broad comb-filter-effects)



TH: Own Measurements in Musikverein

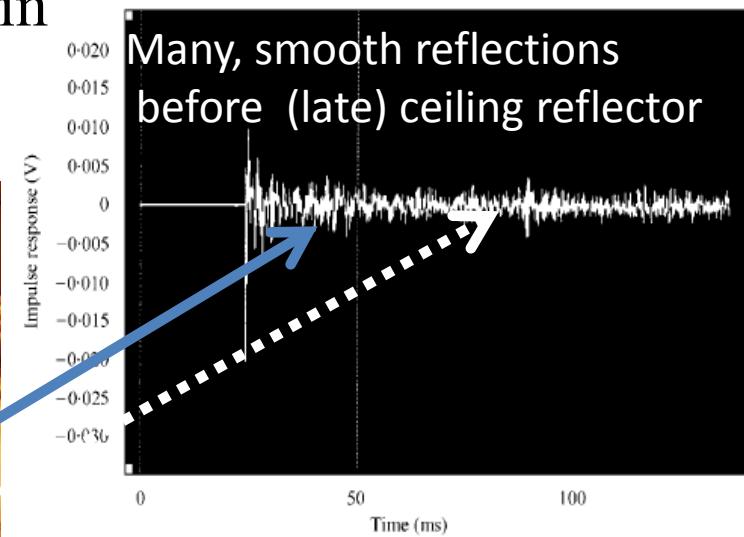
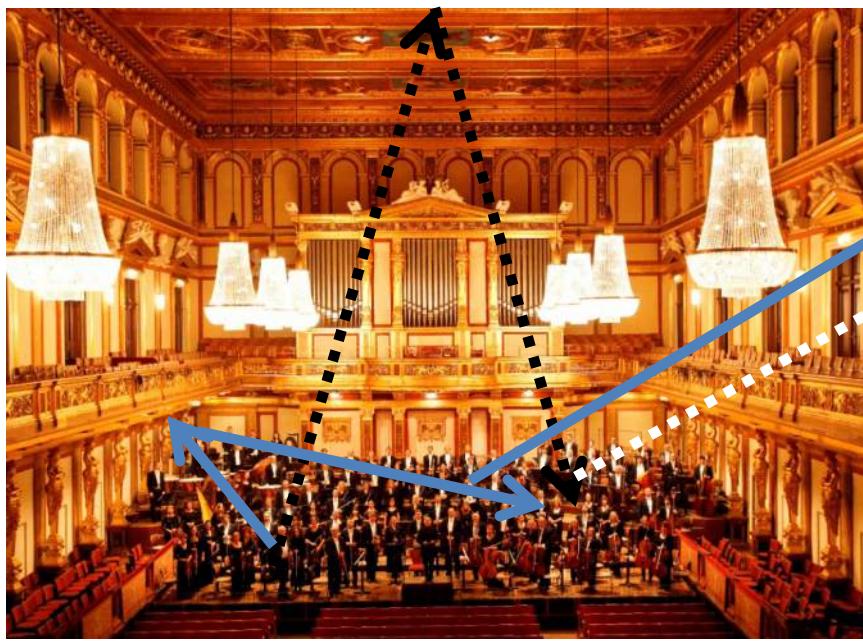
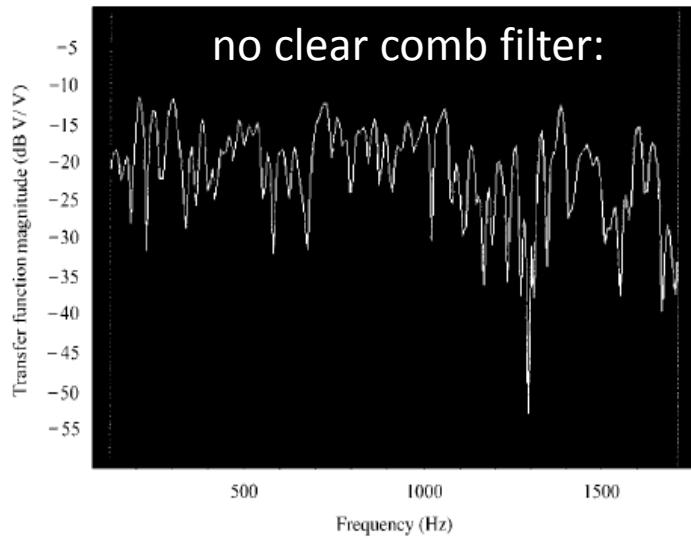
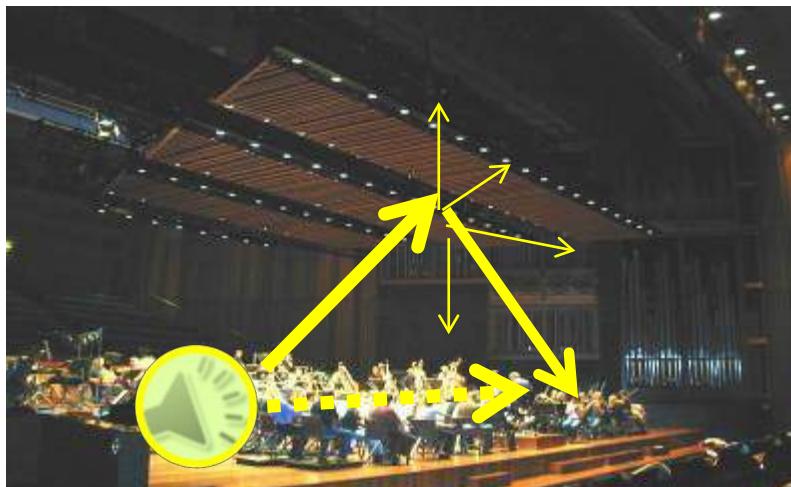


Figure 8. TOR-impulse response, Vienna.

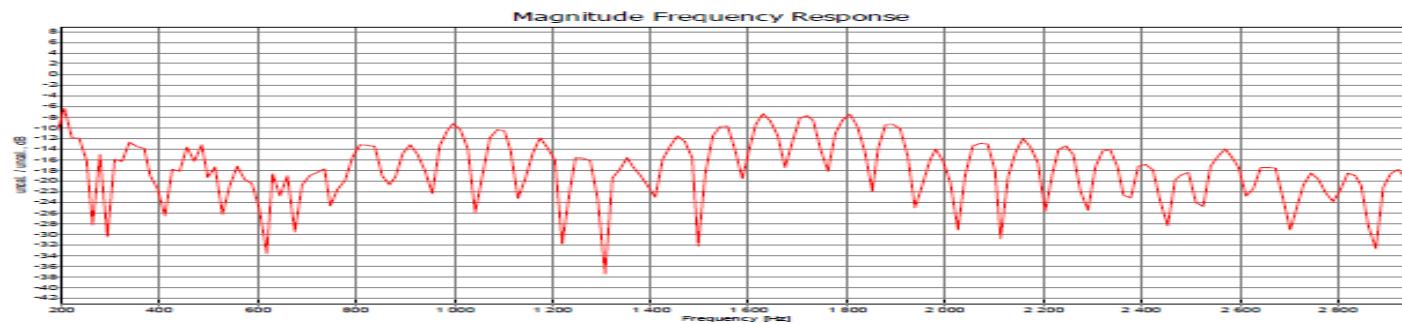


PS! Hvorfor er dette ikke et EKKO
(for symfonisk musikk)???

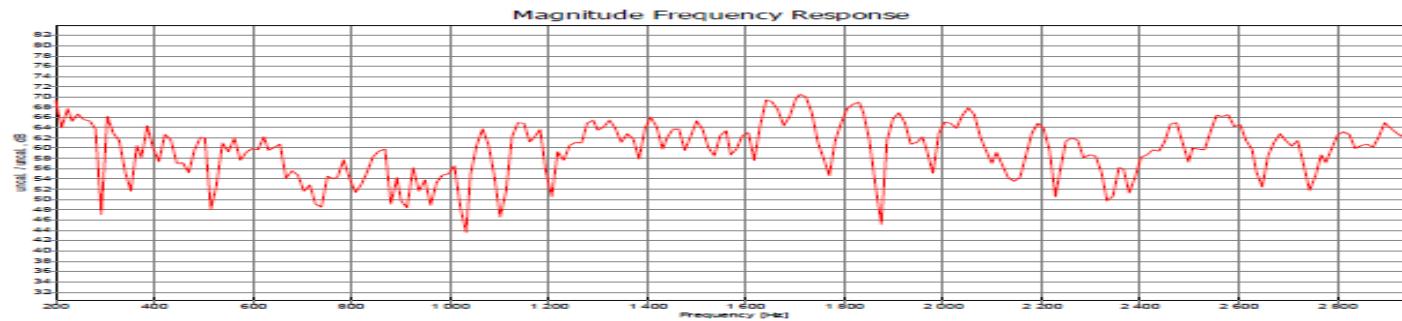
Løsning (BrekkeStrand/Skålevik):



OLD/TEST-REFLECTOR:



NEW/DESIGNED REFLECTOR:

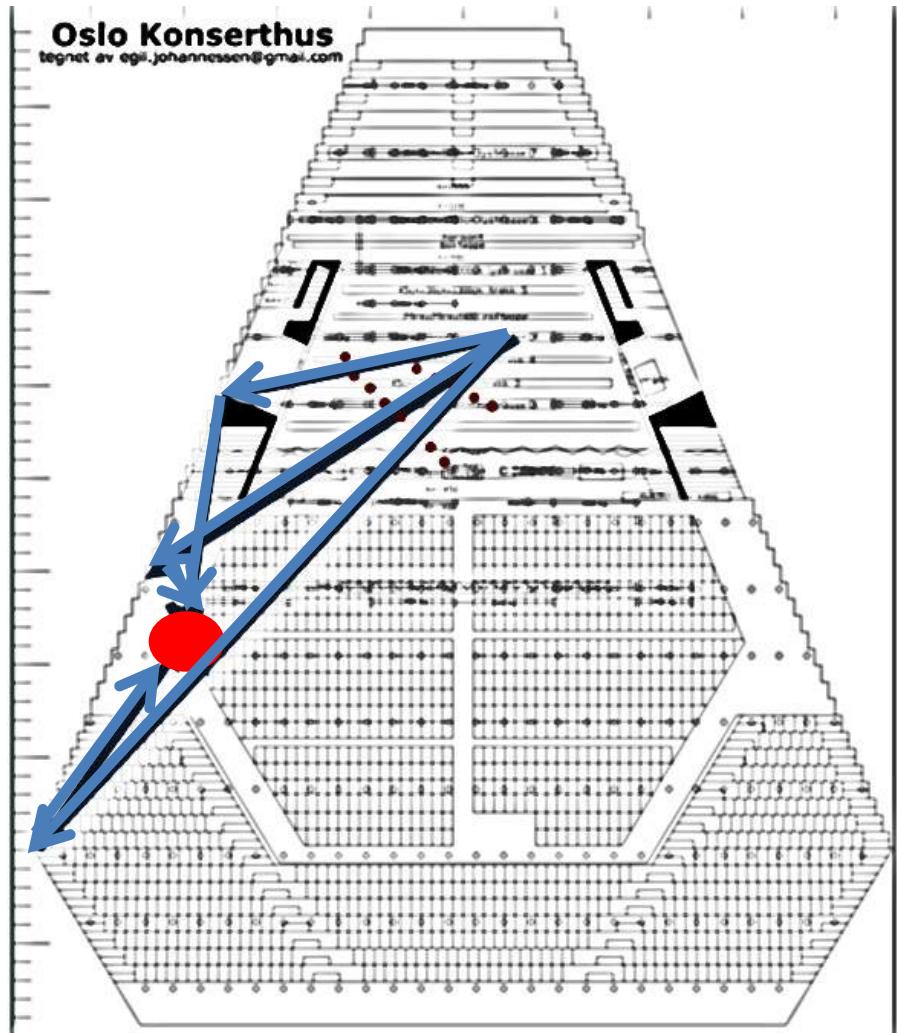


SISTE NYTT!

Through Orchestra (TOR)-skjerming
også for publikum!



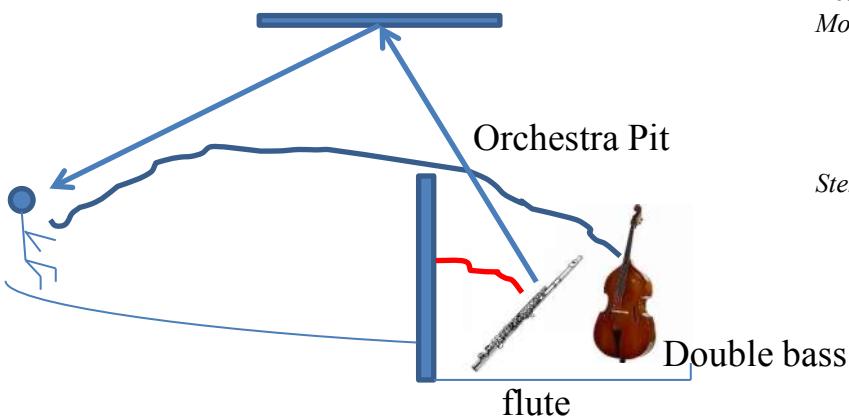
Antydninger til «Delayed Phantom»



The Delayed Phantom of the Opera

Bayerische Staatsoper, München

«Image Shift»/«False localisation»

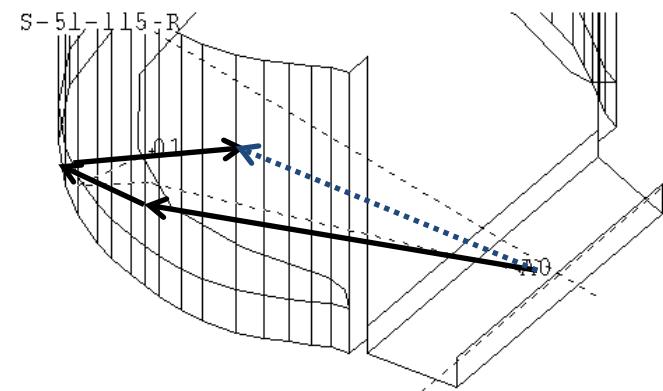


Treble instruments delayed 1/16-note
due to delayed «phantom» reflection:

A musical score for three staves. Blue arrows point to specific notes on the treble clef staff, highlighting them. The score consists of measures in common time with a key signature of one sharp. The notes are primarily eighth and sixteenth notes.

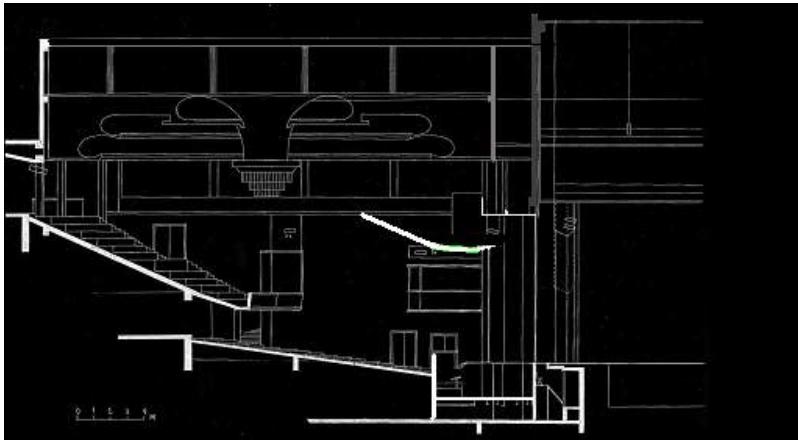


Reflection from underneath balconies
and curved wall arriving almost from behind:

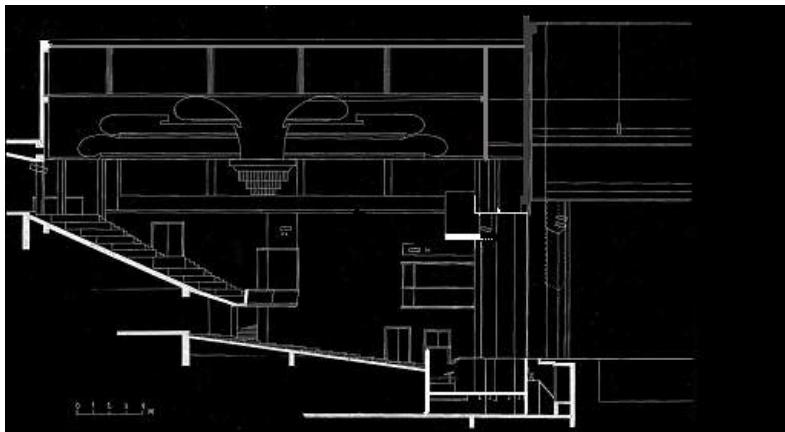


THE INFLUENCE OF A LARGE REFLECTOR OVER THE ORCHESTRA PIT IN AN OPERA HOUSE

Halmrast, Buen, Ihlen, IoA, London



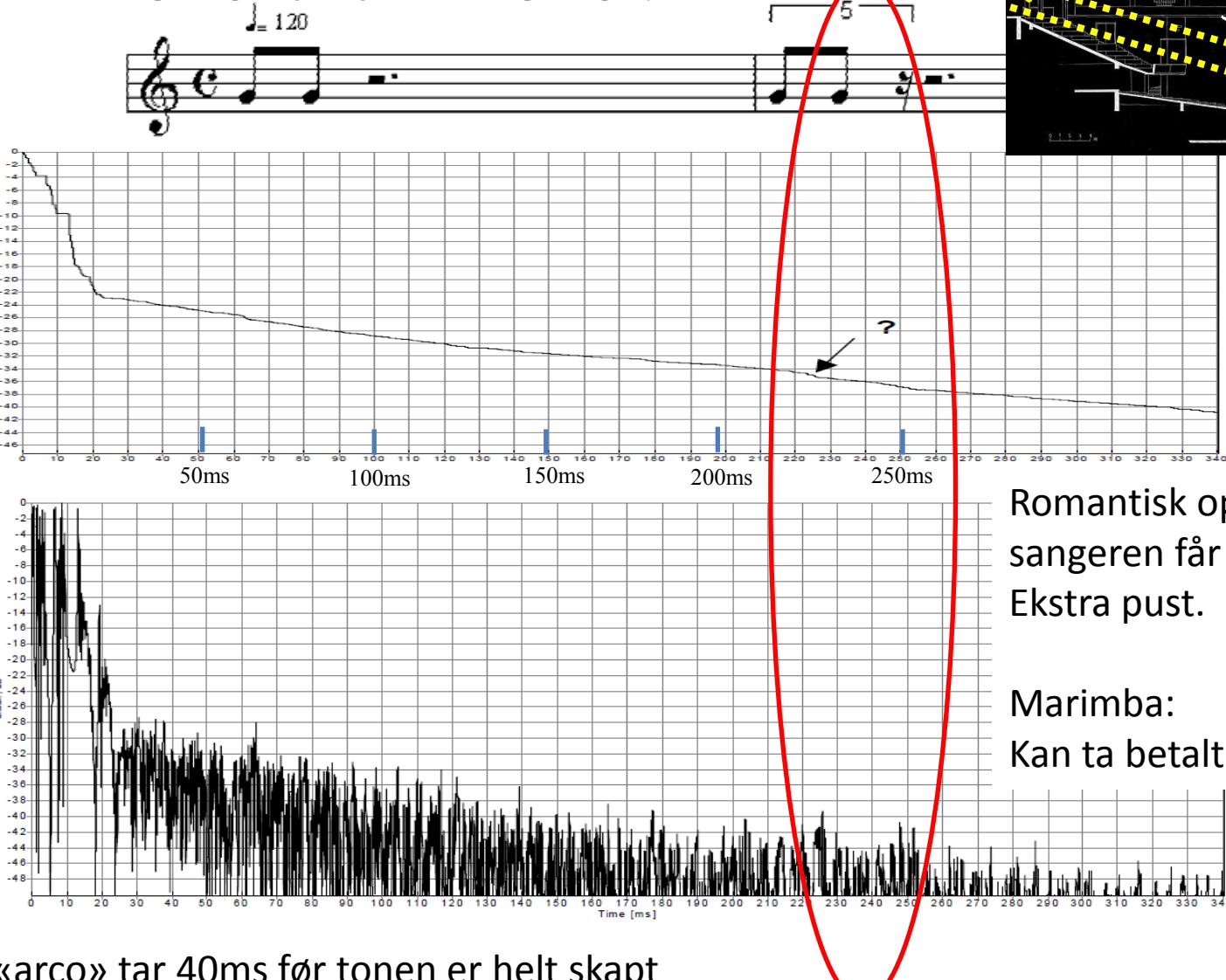
Gml. Operaen/Folketeateret



Referenced in Barron:
«Auditorium Acoustics and Architectural Design



An ECHO is not an ECHO !

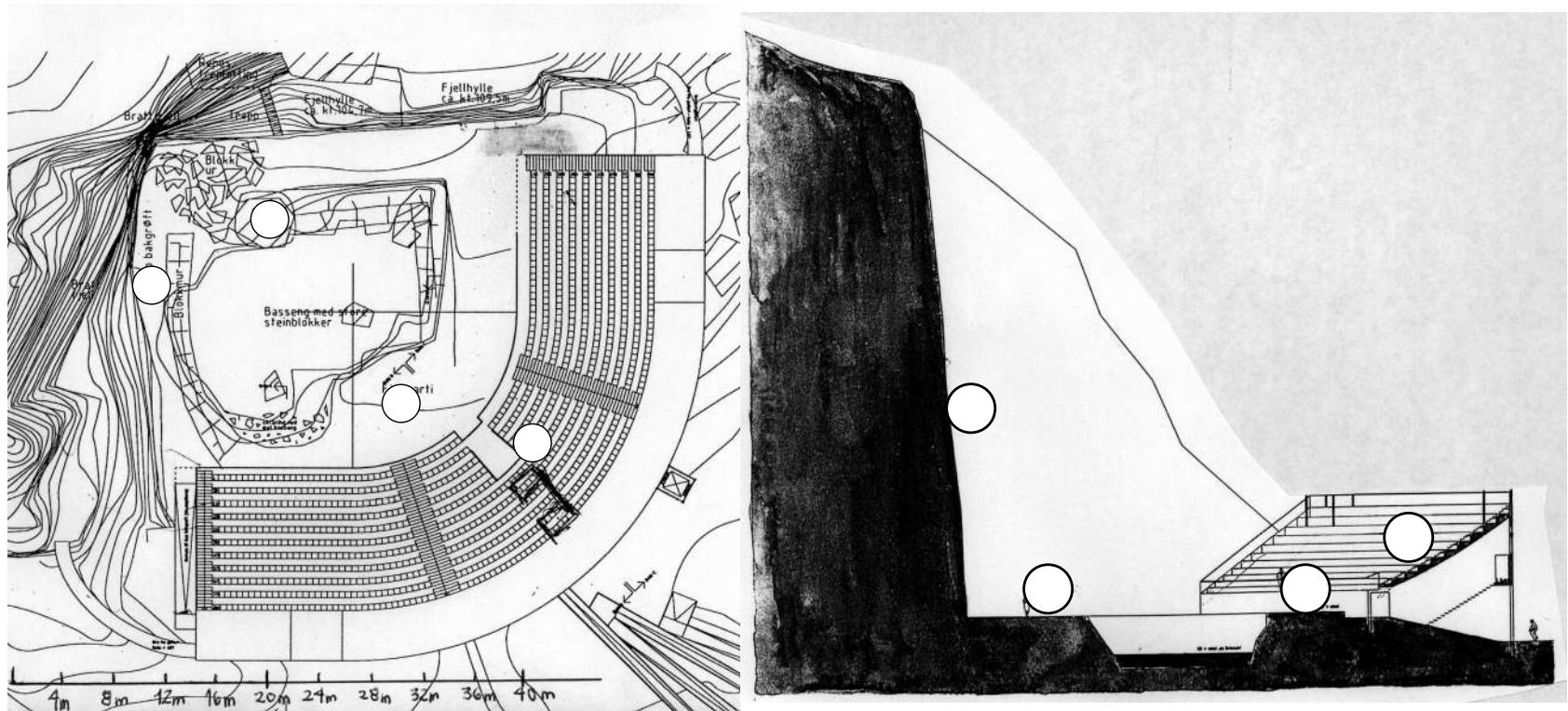


Romantisk opera:
sangeren får «løft».
Ekstra pust.

Marimba:
Kan ta betalt for 2 musikere

+ Ekko-Prosjekt med **Hugu Fastl**: Techn.Univ. München

Taletydelighetens avhengighet av nære refleksjoner



Fjæreheia, Grimstad
Agder Teaters frilufsscene i «Hitlers» Steinbrudd

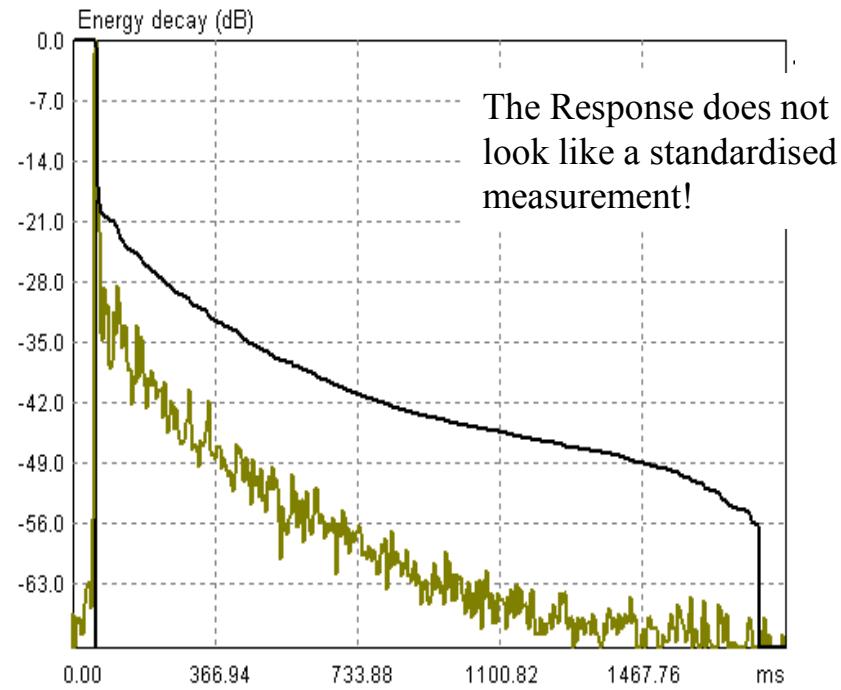
3- BETWEEN OUR MOUTH AND EARS

“WHEN SOURCE IS ALSO RECEIVER”

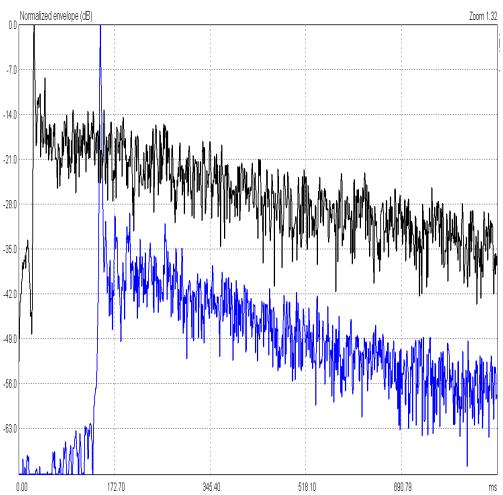
How are we able to judge room acoustics
by listening to our own Handclaps and Tongue-drops?



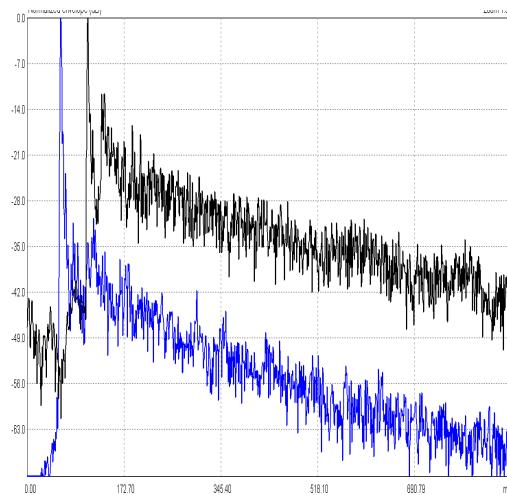
Own Handclap and
"In-Ear" -mic:



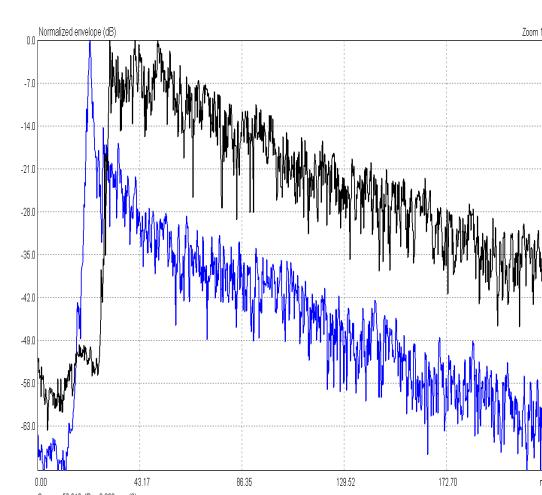
BIG FOYER



CONCERT HALL



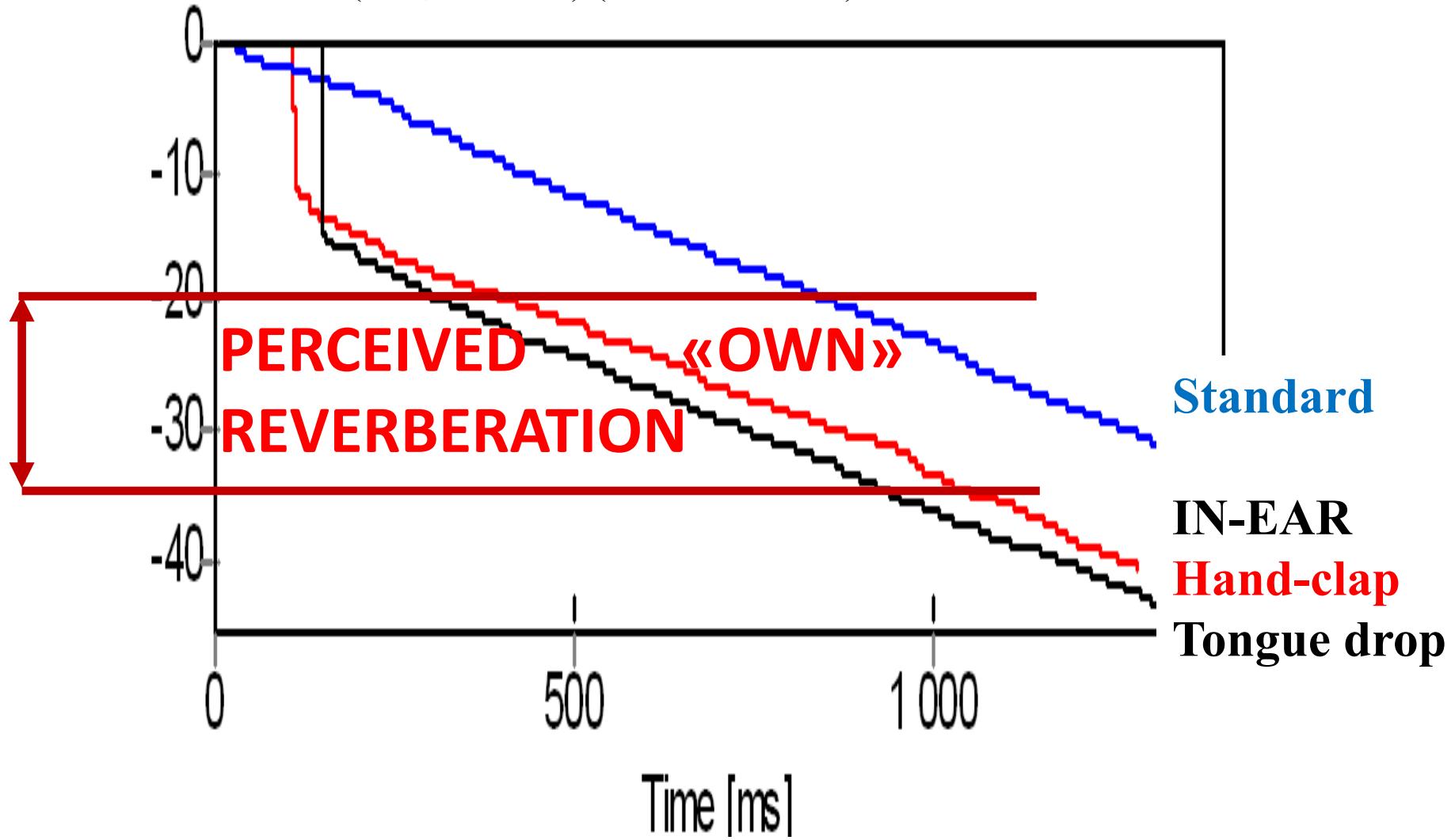
LIVING/MUSIC ROOM



BLACK= Standardised
BLUE= Clap, In Ear Mic

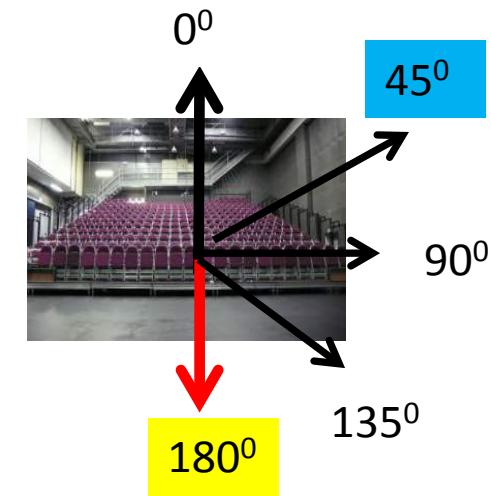
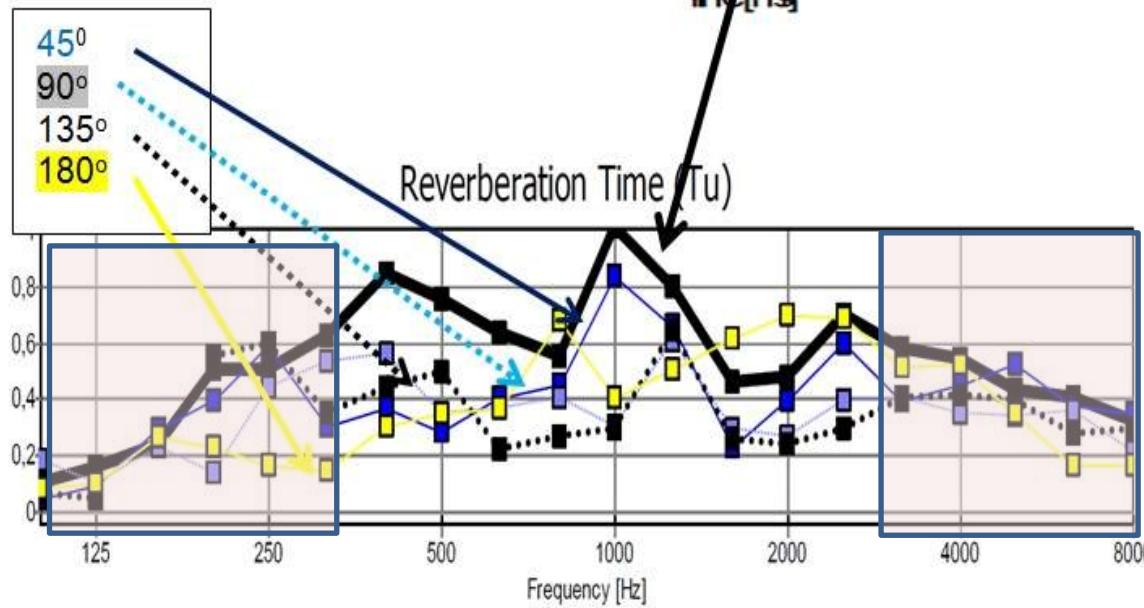
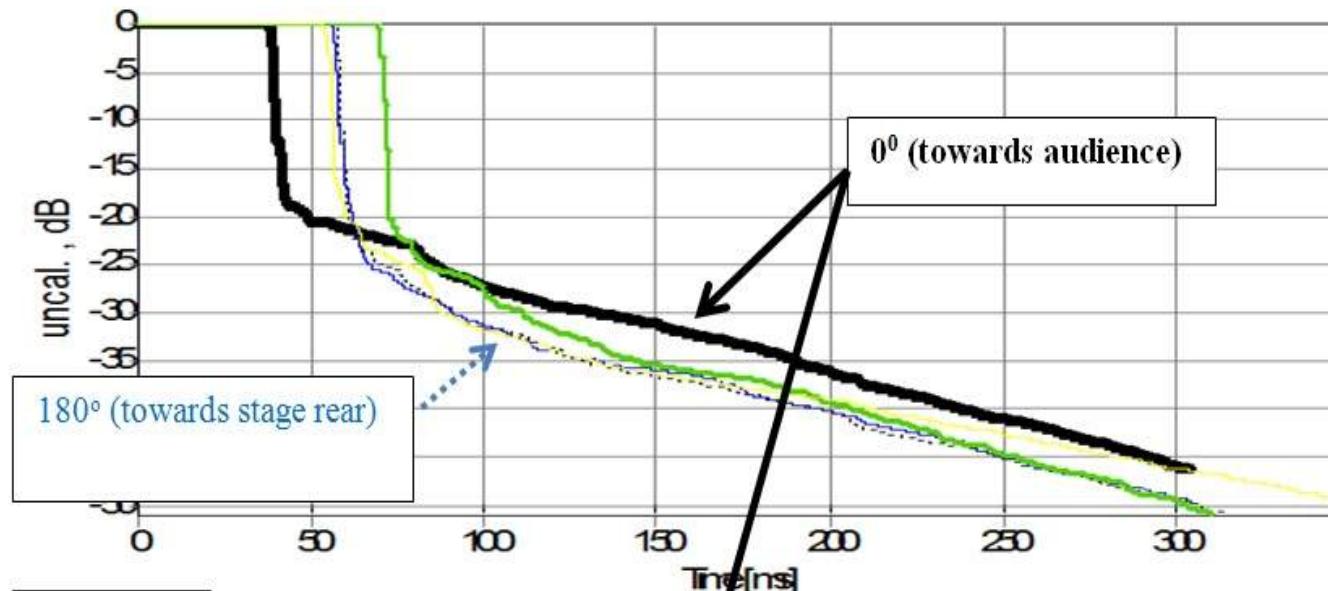


T15 (user, IN-EAR) (-5 dB to -35 dB)



We judge the reverberation time in a room by *eliminating the direct sound* when listening to our own handclap.

DIFFERENT DIRECTIONS:



3) ECHOLOCATION, How the Blind «see» with the ears



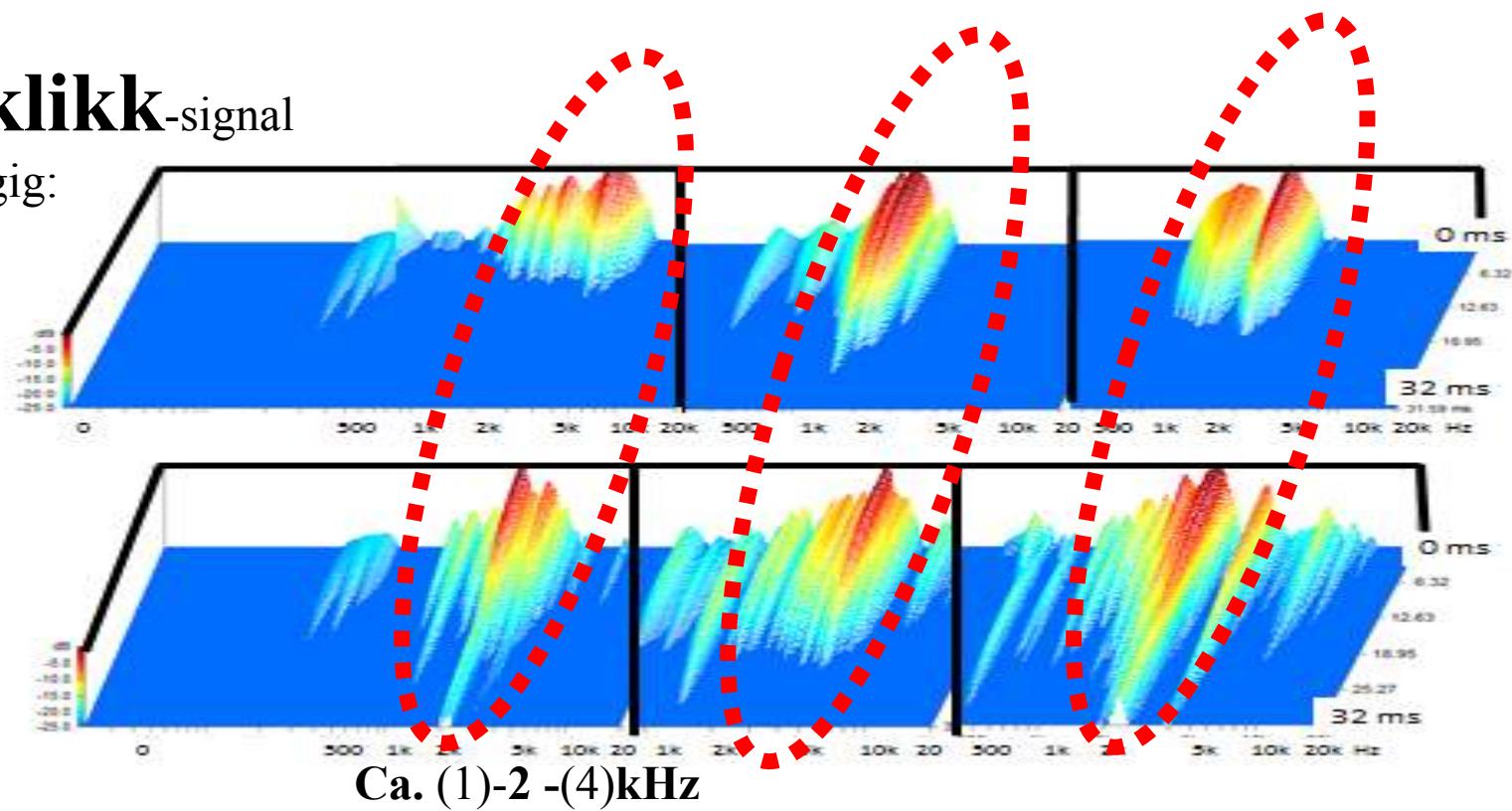
Daniel Kish «World Access for the Blind»

Huseby Kompetansesenter/Statped

EAA Forum Acusticum Aalborg 2011 + IoA + Psychomusicology
Lite Statsbygg FoU-prosjekt med Jens Jørgen Dammerud (NISS/Rikshospitalet)
Anders Buen (BS-akustikk) og Huseby Kompetansesenter.

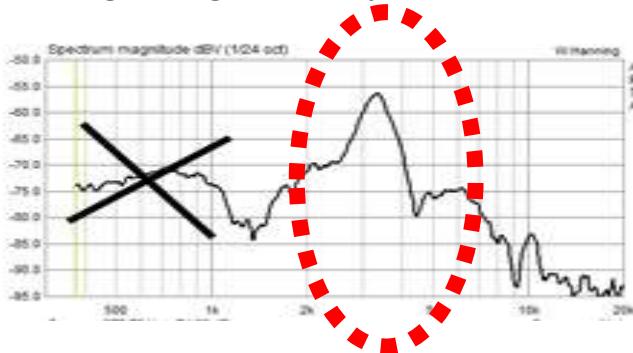
Blindeklikk-signal

Personavhengig:

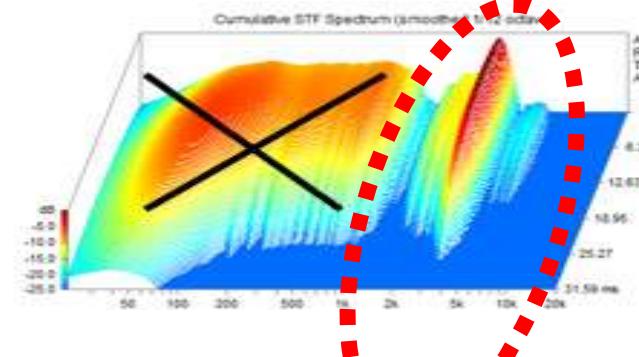


Ca. (1)-2 -(4)kHz

«utenfor» vanlig bakgrunnsstøy:

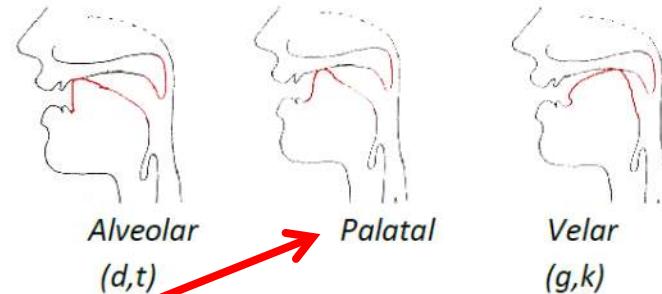


Daniel Kish



CLICKS/FORMANTS?

Shape your mouth/tongue
so as to pronounce «K»



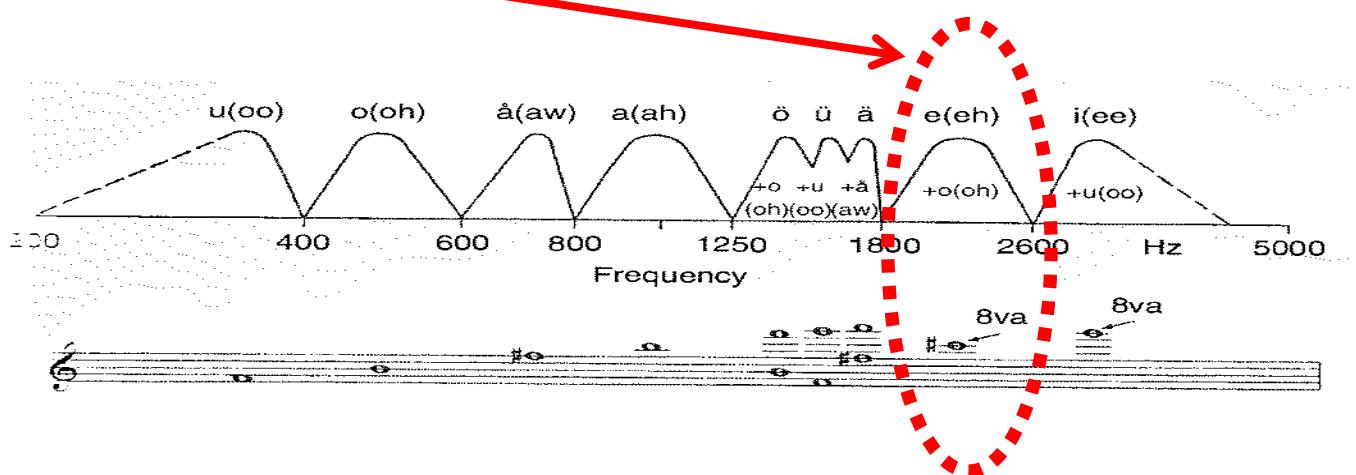
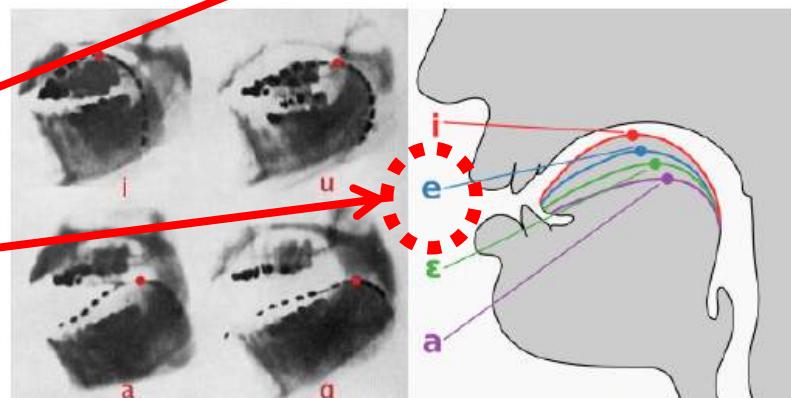
Which «K»???

Ka?

Kå?

Ki?

Ke?



CONCLUSIONS, HUMAN ECHOLOCATION

BROAD FREQUENCY/SLOW BACKGROUND NOISE

Localisation in Frequency Domain (Timbre/Comb Filter)

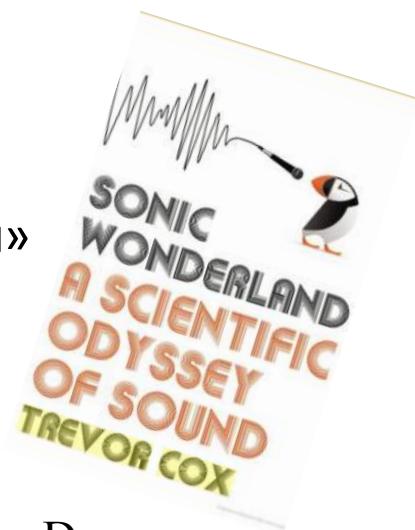
SHORT CLICKS

both Freq. and Time Domain («Echo»)

Easier to detect the reflections when performing the clicks yourself in «real time», compared to listening to them afterwards

Turn the head/ «zoom-in» on the objects/surfaces

Referenced in: Trevor Cox: «Sonic Wonderland»



Motstridende ønsker mhp Universell Utforming mellom Blinde og Døve

ANECHOIC CHAMBER

University Oslo, Physics

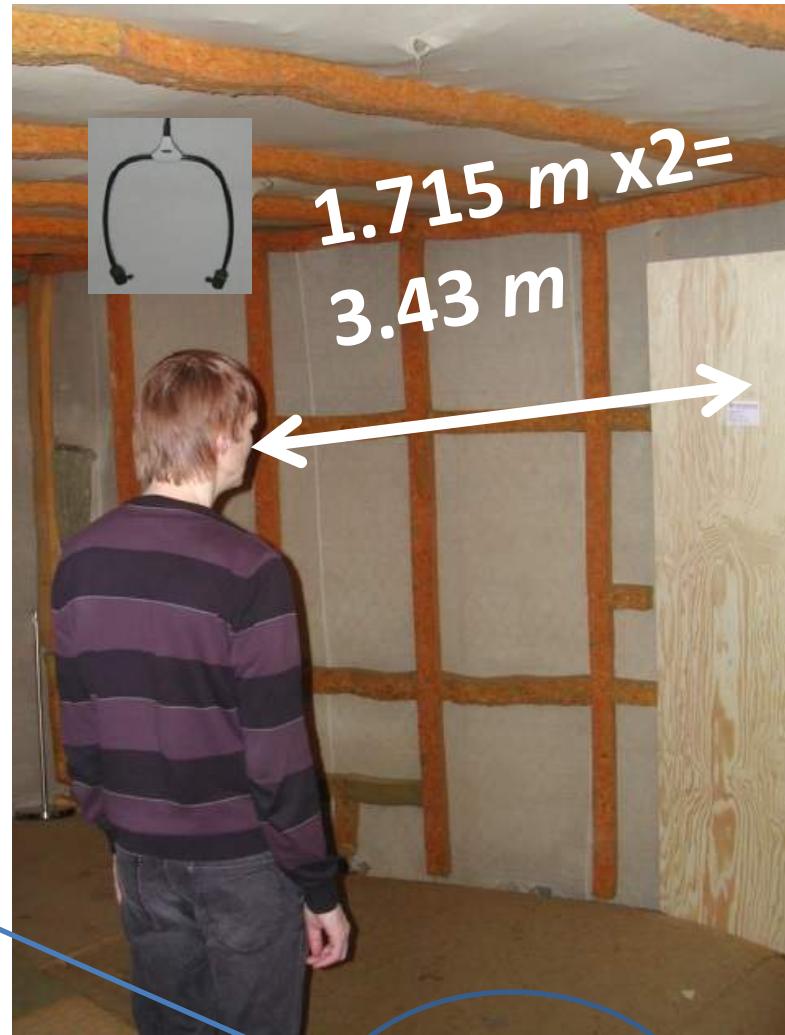
with/without reflecting plate

«in-ear»-microphones

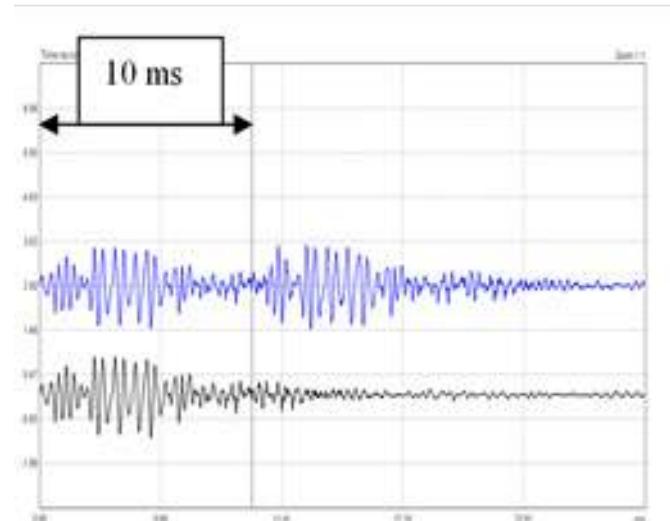
$$\Delta x = 3.43 \text{ m}$$

$$\Delta t = \frac{3.43 \text{ m}}{343 \text{ m/s}} = 0.01 \text{ s} = 10 \text{ ms}$$

$$CBTB = \frac{1}{0,01} = 100 \text{ Hz}$$

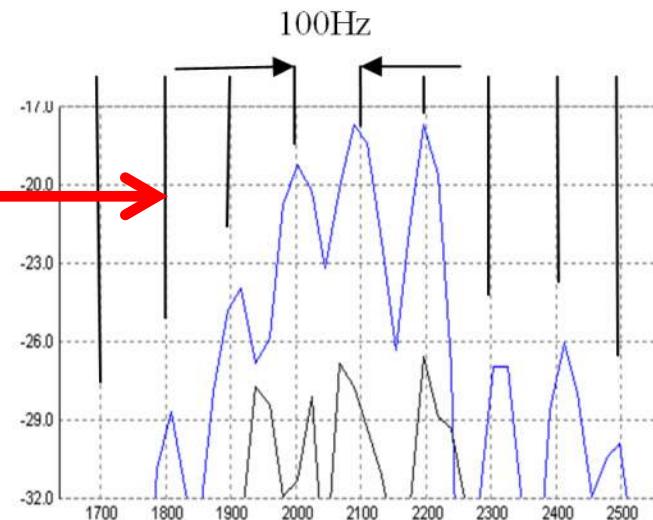
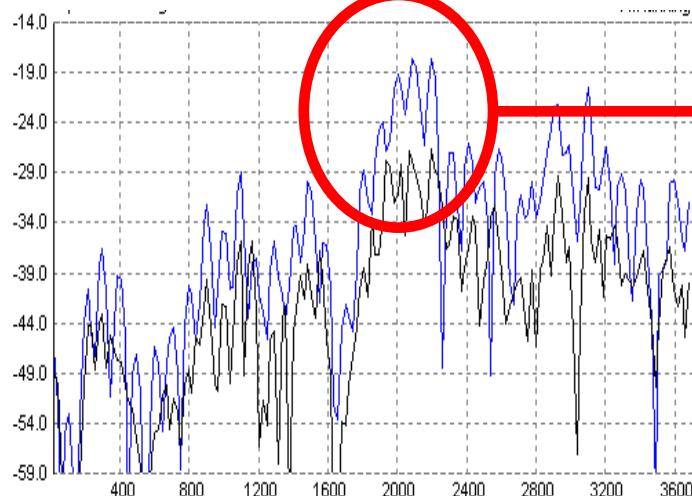


Long/»juicy» (amateur) click:



Combined with a delayed reflection gives

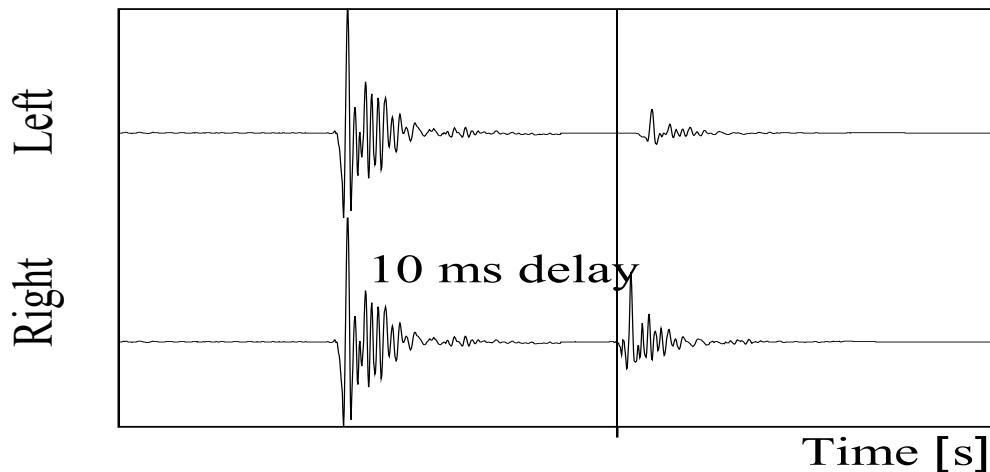
COMB FILTER in the Frequency Domain



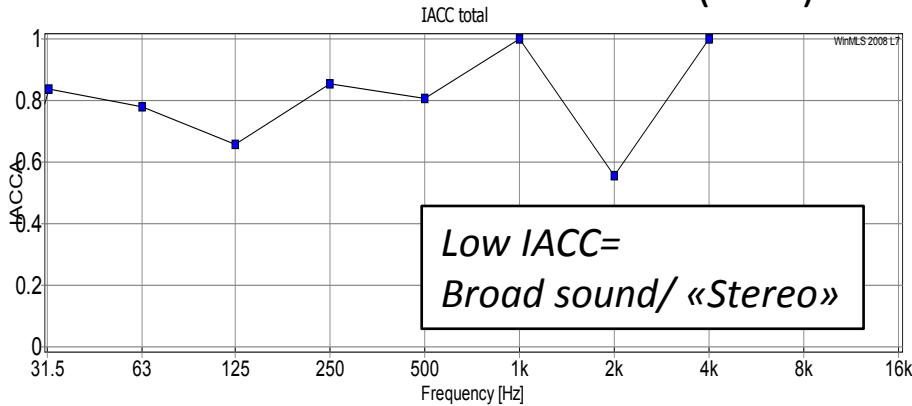
BINAURAL

Mouth forwards

Reflecting plate to the Right (90 degrees)



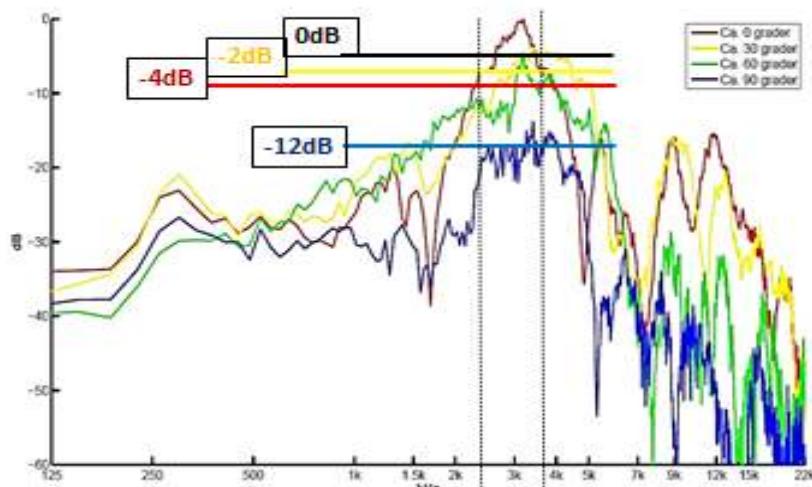
Inter Aural Cross Correlation (IACC)



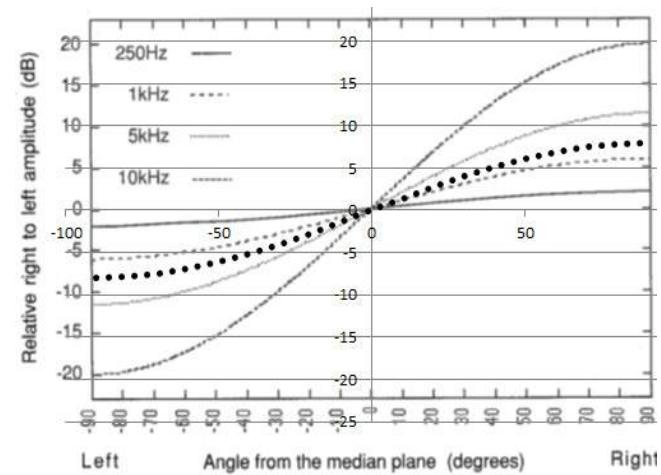
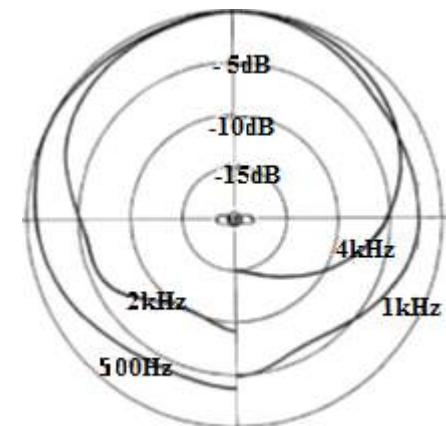
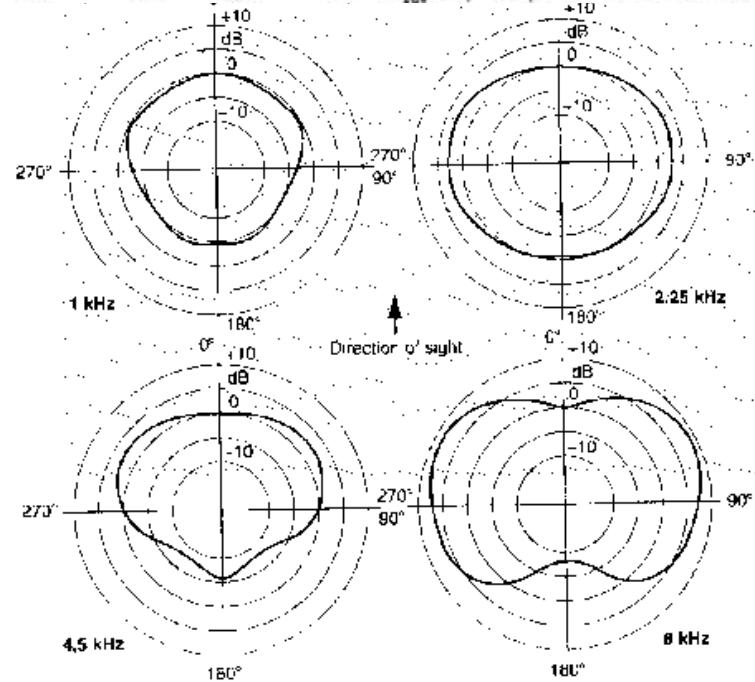
DIRECTIVITY

Clicks more directive than Speech:

MOUTH



EAR (Binaural HRTF)



«BLINDFOLD(!)-TEST

PRESS!_to_load_wav_file

```

openpanel
read -resize $1 array1
soundfiler
1291 antall samples, dvs.bin_phasorlength
/ 44100 div/samplingsfrekv.
0.029 Lydsignalens varighet[sek.]
delwrite~ Kompassasjon 20
Delread~ Kompassasjon 3.5
NB! Det virker som om Binaural har 4 ms v/innstillinger!!!! (Delwrite/read gir ikke slik latency i mine comb-filer, så det ligger ikke her)
+binaural~
output~ volume dsp
SET VOLUME TO MATCH YOUR OWN CLICK
  
```

PRESS!_to_give_Click_at_random_angle

```

play 1x Start Repeat pr. 1000ms
metro 1000
tabplay~ array1
env~ 16384
sample-verdiene
delwrite~ SourceReceiver 500
delread~ SourceReceiver 10
random 180
line
orig: -180, 180, 2000
-90, 90 10000
moses 13
moses 40
moses 70
angle s1
gain s1
filterSet s1
s bin r bin
  
```

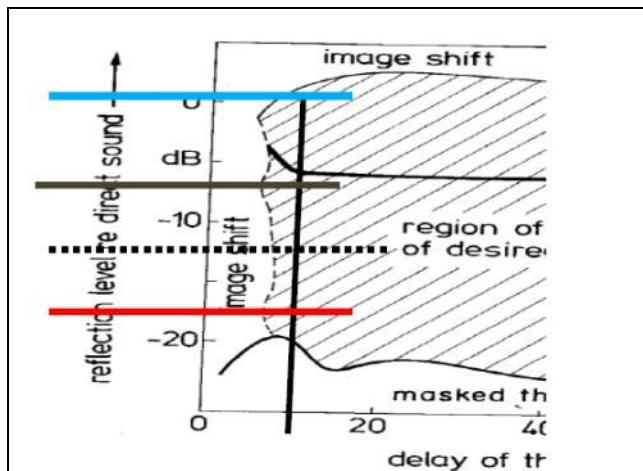
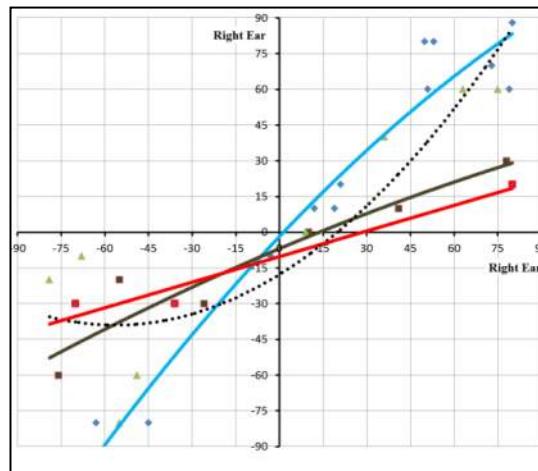
AUDIOMETRI

```

1000 2000
osc~ 1000
rmsfdb
rmsfdb
output~ volume dsp
READ!_db_Left_-Right_for_equal_loudness
  
```

+binaural~ is a filter which places a sound at a specific position around the listener's head. It does this by using filters which simulate the filtering effect of the head and outer ear for sounds at all angles. The filters in +binaural~ are optimized for headphones and are only for 0 degree elevation at a 44100 sample rate.

Filter1 is derived from Bill Gardner and Keith Martin's measurements of the KEMAR dummy head microphone at the MIT Media Lab (<http://sound.media.mit.edu/KEMAR.html>). The diffuse-field equalized HRTFs are used in this plugin. Filter2 is the original SoundHack binaural filter developed by Dr. Durand Begault.

Motstridende ønsker mhp Universell Utforming mellom Blinde og Døve

Begge liker lave/moderate etterklangstider, men:

- Veggabsorbenter er for blinde=tomrom (fare?)
- Blinde elsker hjørner
(Hjørneabsorbenter jmf Døve=FORBUDT!)
- Blinde vil ha noe midt-frekvens/diskant-lyd/«støy»
(til og med VVS) for å høre vegger/objekter.
- Blinde elsker harde sko på grus

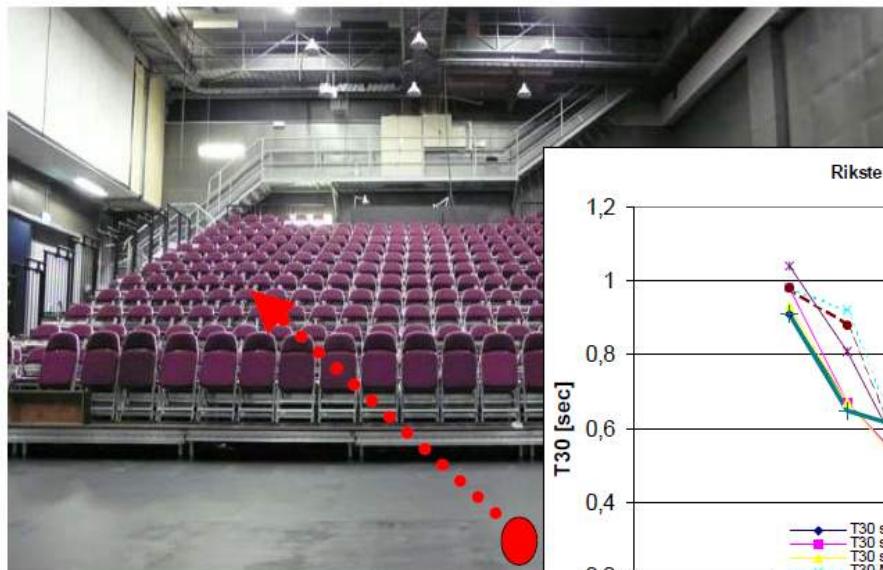
FORENKLEDE måle-metoder

1) Halmrast, Gade, Winsvold (Norsonic)

2) Tor Halmrast/Anders Buen

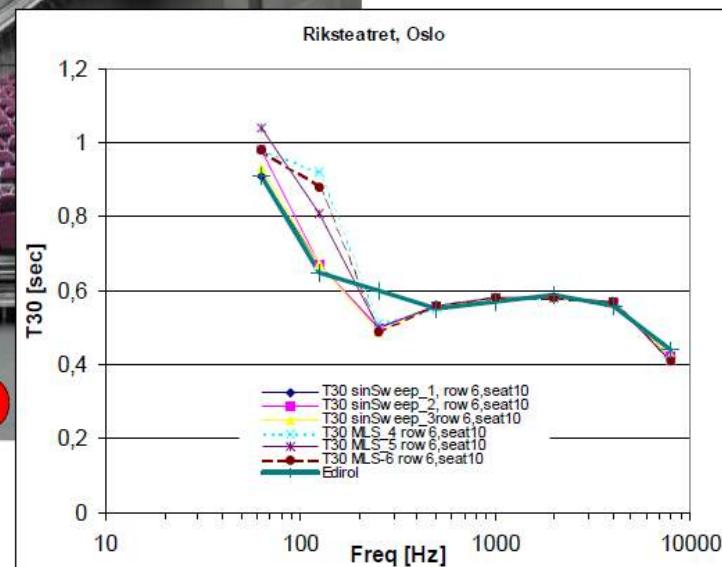


Riksteateret, Oslo



One Position

- Several Sweeps
- Several MLS
- 1 wav-recording



Musician's Perceived Timbre and Strength in (too) Small Rooms

EAA Acoustics in Practice (ref. i NS 8178, Musikkrom)

BNAM

«NON-DAMPENED»

Gypsum: All walls and ceiling *Curtain*: one long wall



Forsvarets Musikk Korps, Nord Norge
Kulturhuset, Harstad

«DAMPENED»

Corner/ «Bass»- Absorber

4 Wall-Absorbers, 10 cm Cosmos



Rehearsal Room Test

Tor Halmrast

Straight in rhythm!

Flute
Clar. Bb
Alto Sax Eb
Trpt Bb
Trbn
Tuba

(Sheet music for Flute, Clarinet in Bb, Alto Saxophone, Bassoon, Trombone, and Tuba, showing parts of measures 1-18, 8-17, and 17-18.)

Measure 1: Flute, Clarinet in Bb, Alto Saxophone, Bassoon, Trombone, Tuba. Dynamics: **fp**, **p**, **p**, **p**, **p**, **p**. Articulation: **molto, molto sforz.**

Measure 2: Flute, Clarinet in Bb, Alto Saxophone, Bassoon, Trombone, Tuba. Dynamics: **fp**, **p**, **p**, **p**, **p**, **p**. Articulation: **molto, molto sforz.**

Measure 3: Flute, Clarinet in Bb, Alto Saxophone, Bassoon, Trombone, Tuba. Dynamics: **fp**, **p**, **p**, **p**, **p**, **p**. Articulation: **molto, molto sforz.**

Measure 4: Flute, Clarinet in Bb, Alto Saxophone, Bassoon, Trombone, Tuba. Dynamics: **fp**, **p**, **p**, **p**, **p**, **p**. Articulation: **molto, molto sforz.**

Measure 5: Flute, Clarinet in Bb, Alto Saxophone, Bassoon, Trombone, Tuba. Dynamics: **fp**, **p**, **p**, **p**, **p**, **p**. Articulation: **molto, molto sforz.**

Measure 6: Flute, Clarinet in Bb, Alto Saxophone, Bassoon, Trombone, Tuba. Dynamics: **fp**, **p**, **p**, **p**, **p**, **p**. Articulation: **molto, molto sforz.**

Measure 7: Flute, Clarinet in Bb, Alto Saxophone, Bassoon, Trombone, Tuba. Dynamics: **fp**, **p**, **p**, **p**, **p**, **p**. Articulation: **molto, molto sforz.**

Measure 8: Flute, Clarinet in Bb, Alto Saxophone, Bassoon, Trombone, Tuba. Dynamics: **p**, **f**, **marcato**, **mp**, **mp**, **mp**.

Measure 9: Flute, Clarinet in Bb, Alto Saxophone, Bassoon, Trombone, Tuba. Dynamics: **p**, **p**, **marcato**, **mp**, **mp**, **mp**.

Measure 10: Flute, Clarinet in Bb, Alto Saxophone, Bassoon, Trombone, Tuba. Dynamics: **p**, **p**, **marcato**, **mp**, **mp**, **mp**.

Measure 11: Flute, Clarinet in Bb, Alto Saxophone, Bassoon, Trombone, Tuba. Dynamics: **p**, **p**, **marcato**, **mp**, **mp**, **mp**.

Measure 12: Flute, Clarinet in Bb, Alto Saxophone, Bassoon, Trombone, Tuba. Dynamics: **p**, **p**, **marcato**, **mp**, **mp**, **mp**.

Measure 13: Flute, Clarinet in Bb, Alto Saxophone, Bassoon, Trombone, Tuba. Dynamics: **p**, **p**, **marcato**, **mp**, **mp**, **mp**.

Measure 14: Flute, Clarinet in Bb, Alto Saxophone, Bassoon, Trombone, Tuba. Dynamics: **p**, **p**, **marcato**, **mp**, **mp**, **mp**.

Measure 15: Flute, Clarinet in Bb, Alto Saxophone, Bassoon, Trombone, Tuba. Dynamics: **p**, **p**, **marcato**, **mp**, **mp**, **mp**.

Measure 16: Flute, Clarinet in Bb, Alto Saxophone, Bassoon, Trombone, Tuba. Dynamics: **p**, **p**, **marcato**, **mp**, **mp**, **mp**.

Measure 17: Flute, Clarinet in Bb, Alto Saxophone, Bassoon, Trombone, Tuba. Dynamics: **p**, **p**, **very smooth**, **GP**, **GP**, **GP**.

Measure 18: Flute, Clarinet in Bb, Alto Saxophone, Bassoon, Trombone, Tuba. Dynamics: **p**, **p**, **very smooth**, **GP**, **GP**, **GP**.

Measure 19: Flute, Clarinet in Bb, Alto Saxophone, Bassoon, Trombone, Tuba. Dynamics: **p**, **p**, **very smooth**, **GP**, **GP**, **GP**.

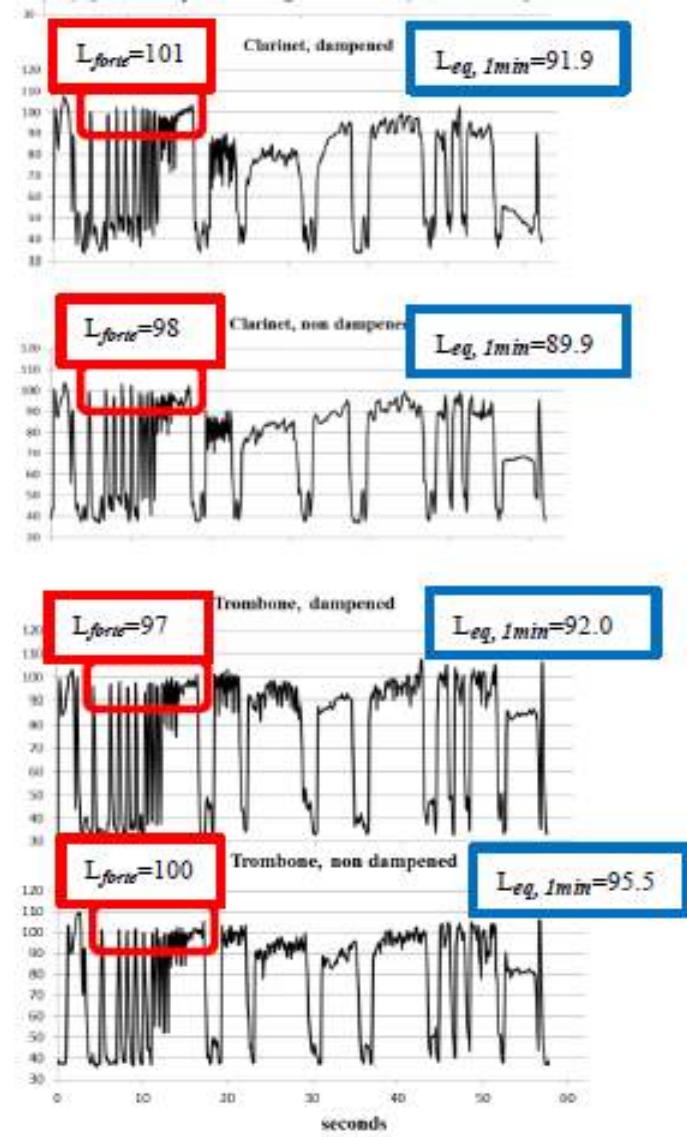
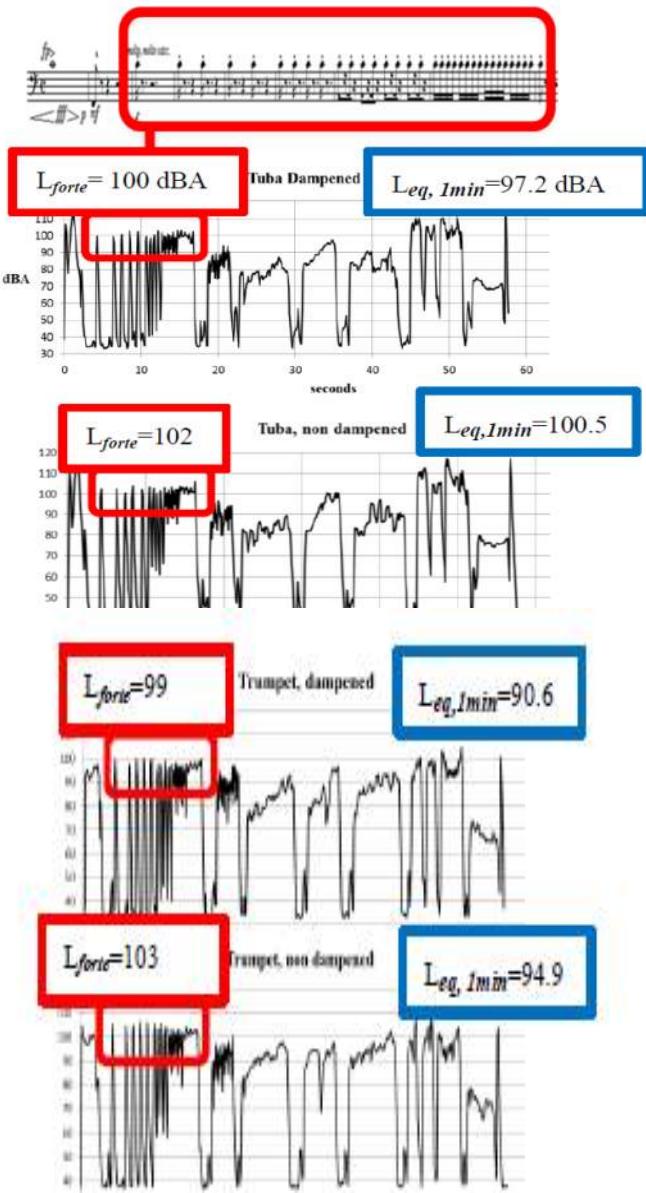
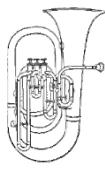
Measure 20: Flute, Clarinet in Bb, Alto Saxophone, Bassoon, Trombone, Tuba. Dynamics: **p**, **p**, **very smooth**, **GP**, **GP**, **GP**.

Measure 21: Flute, Clarinet in Bb, Alto Saxophone, Bassoon, Trombone, Tuba. Dynamics: **p**, **p**, **very smooth**, **GP**, **GP**, **GP**.

Measure 22: Flute, Clarinet in Bb, Alto Saxophone, Bassoon, Trombone, Tuba. Dynamics: **p**, **p**, **very smooth**, **GP**, **GP**, **GP**.

Measure 23: Flute, Clarinet in Bb, Alto Saxophone, Bassoon, Trombone, Tuba. Dynamics: **p**, **p**, **very smooth**, **GP**, **GP**, **GP**.

Measure 24: Flute, Clarinet in Bb, Alto Saxophone, Bassoon, Trombone, Tuba. Dynamics: **p**, **p**, **very smooth**, **GP**, **GP**, **GP**.



Conclusion, Sound Pressure Level

MUSICIAN as SOURCE:

Measured reduction in sound pressure level at the musician's ear when introducing the extra absorbers is

1-2 dB less

than the reduction measured with a constant loudspeaker source.

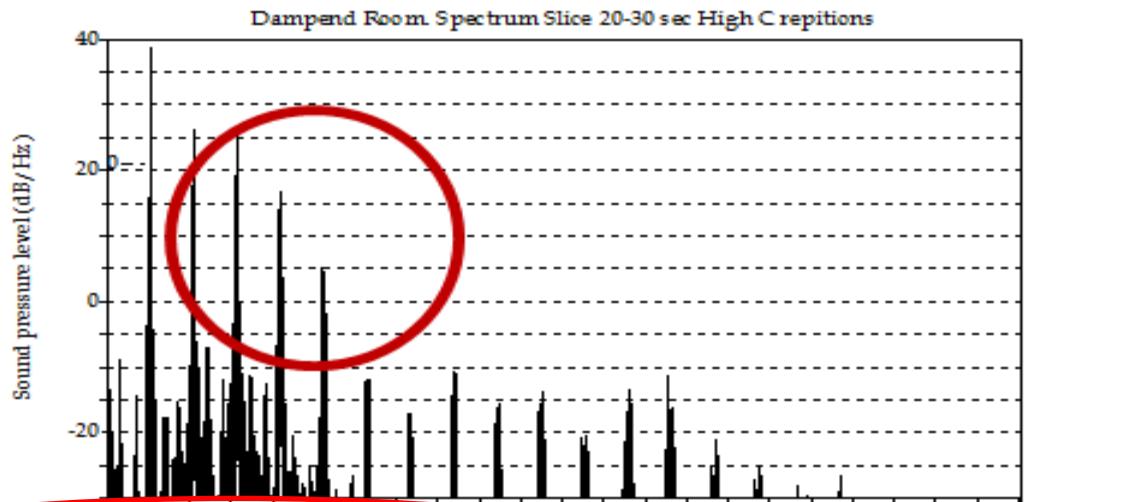
Even if the sound pressure levels are “dangerous”/high:

Musicians compensate for the reduced “answer” from the room.

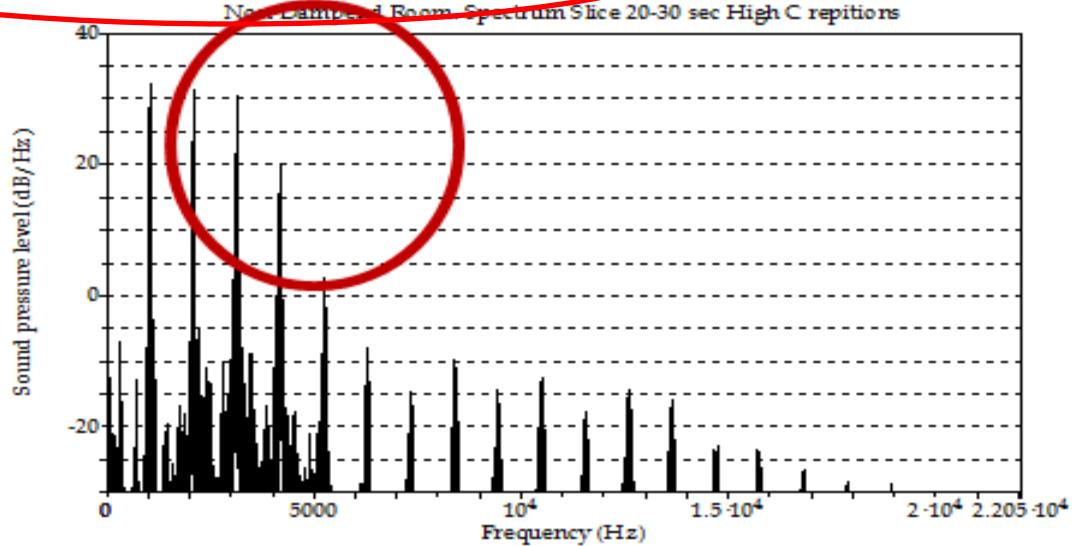
**The clarinet plays/sounds louder
in the dampened room!!!!**

CLARINET Spectrum Slice

10 sec
High C –repetitions
 ~ 1000 Hz

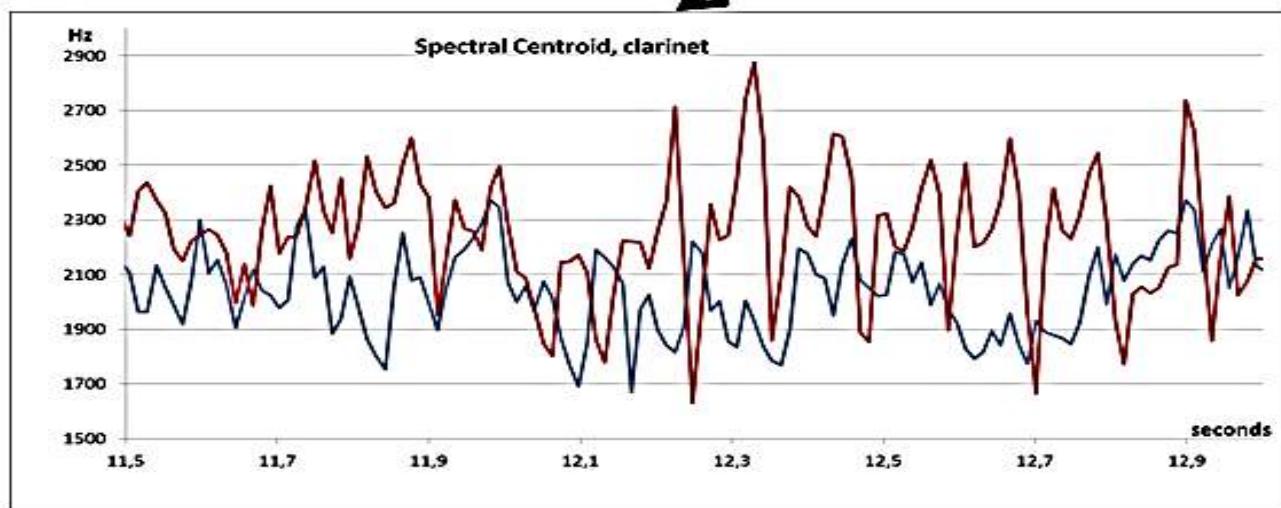
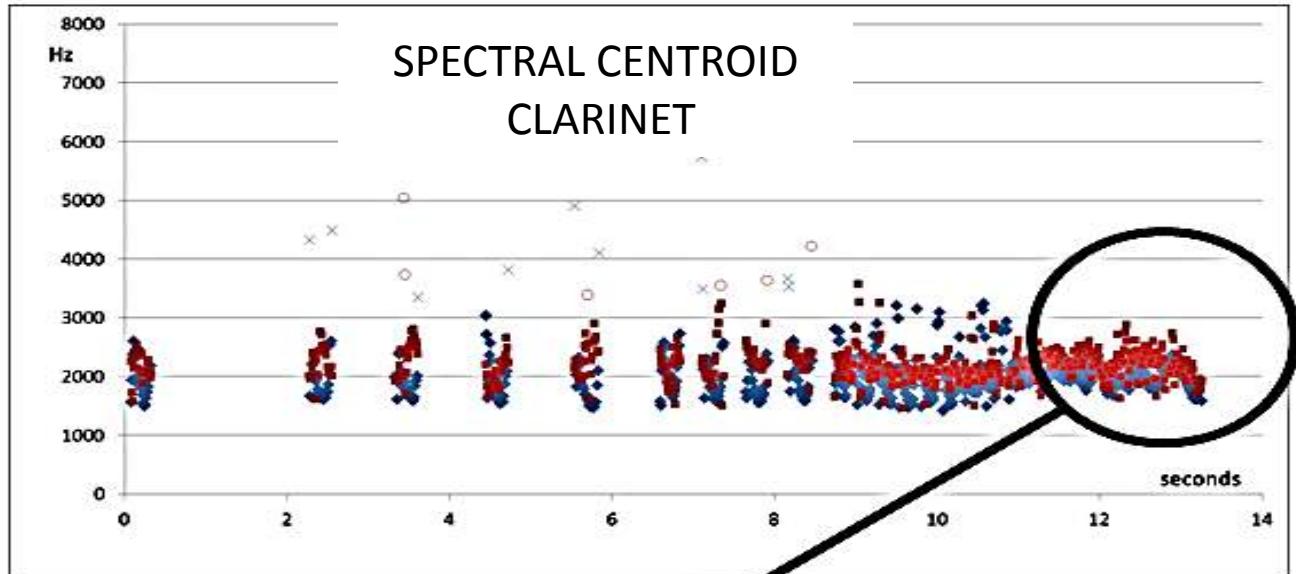


Linear freq. axis





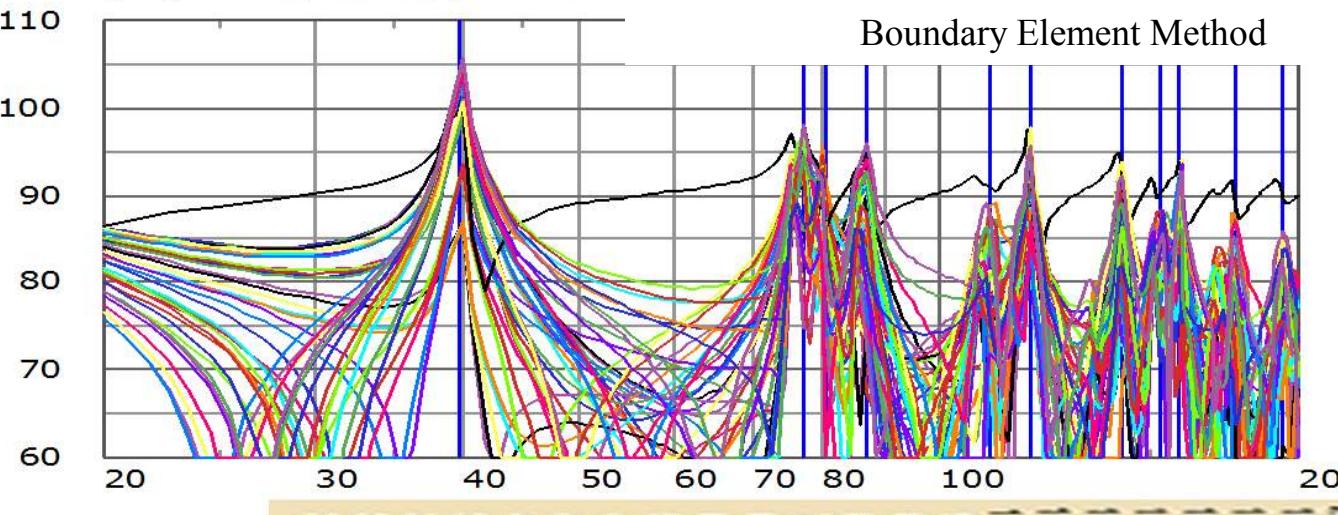
Spectr. Centroid
reduced 200 Hz
when dampening
the room



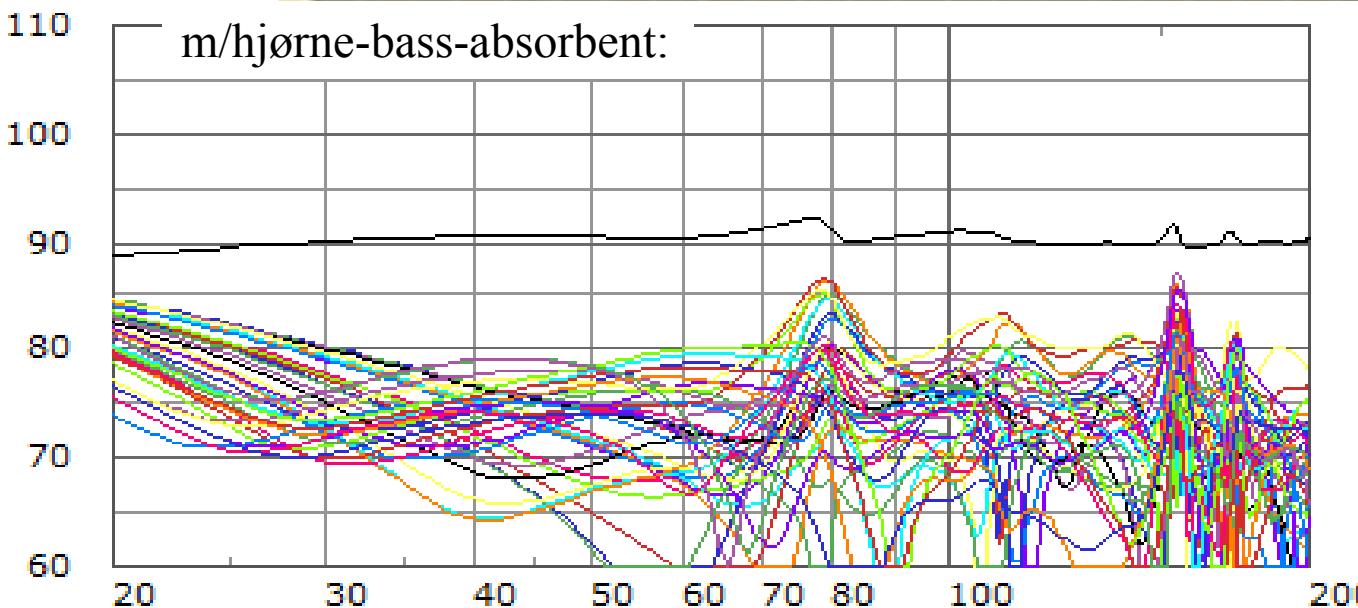
(dB) Level, Sound pressure

BEM

Boundary Element Method



m/hjørne-bass-absorbent:



The main effect of a well absorbed room in practice is to:

- 1)Reduce «SHIMMERING» of high frequencies**
- 2)Dampen (some) room (bass)-RESONANCES**

These issues are
more important than
Reverberation Time and dBA
when designing (too) small rooms for music

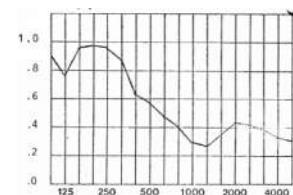
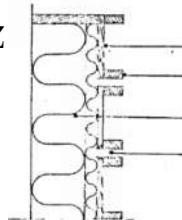
(SMAÅ) LYDKONTROLLROM

Griegakademiet



UiO
Musikkvitenskap
Erik Asheim
↓

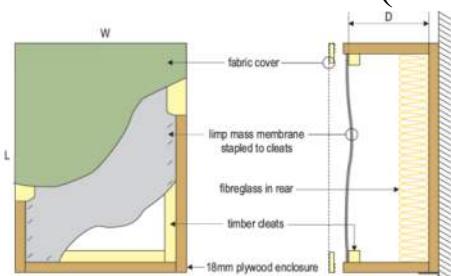
-Mineralull/Helmholtz



Lawo plateselskap, Oslo

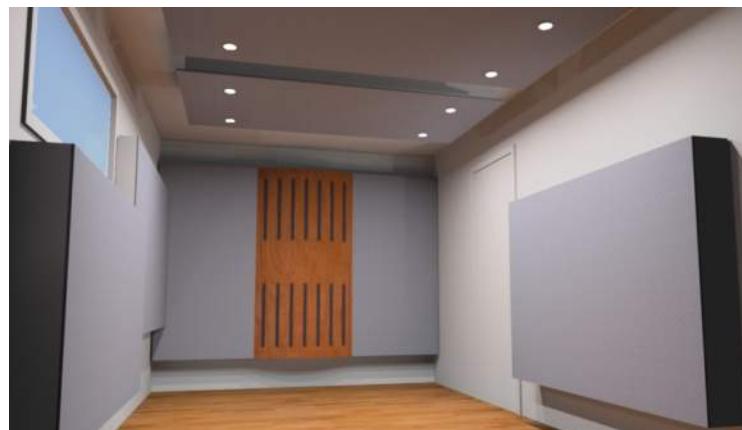
kontra

-Membran absorbenter (LimpMass)



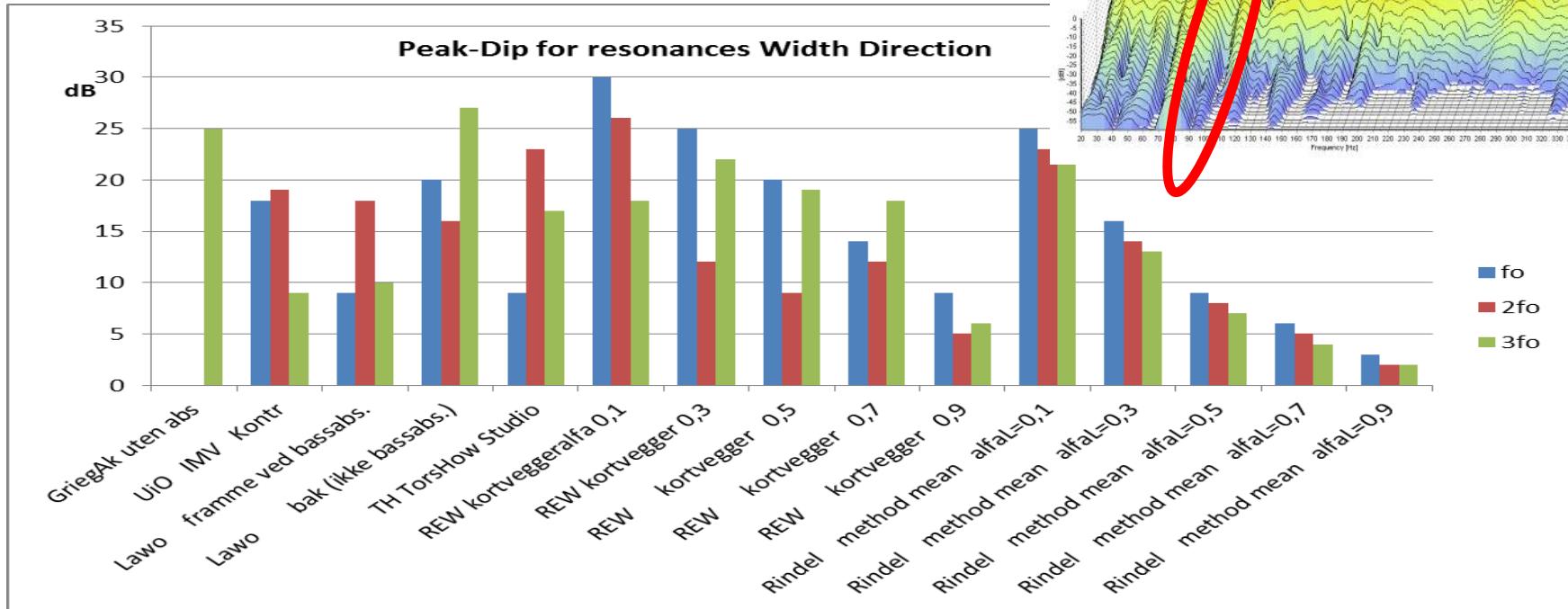
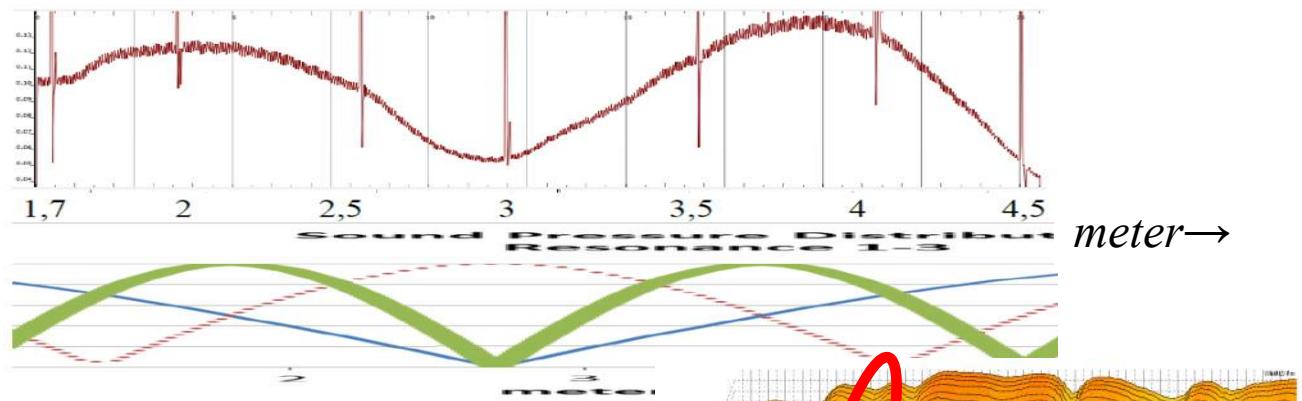
Res.Freq:Equation
Abs.koeff.? m² Sab?

Overharmoniske av romresonanser!!





100Hz Length

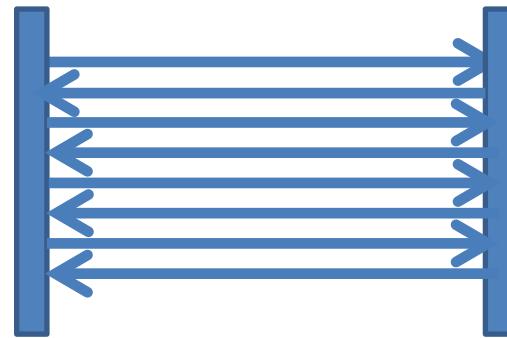


Grunnresonans viktig for Rock,
Membran

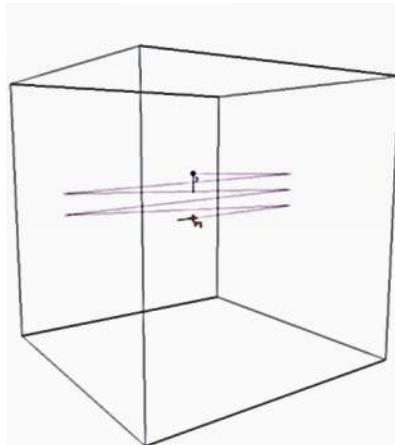
2-3 «overtone-resonans» viktig for Klassisk?
Min. ull/Helmholtz

7) FLUTTER-ECHO

Inst. of Acoustics: Room Acoustics, Paris, oct-nov2015

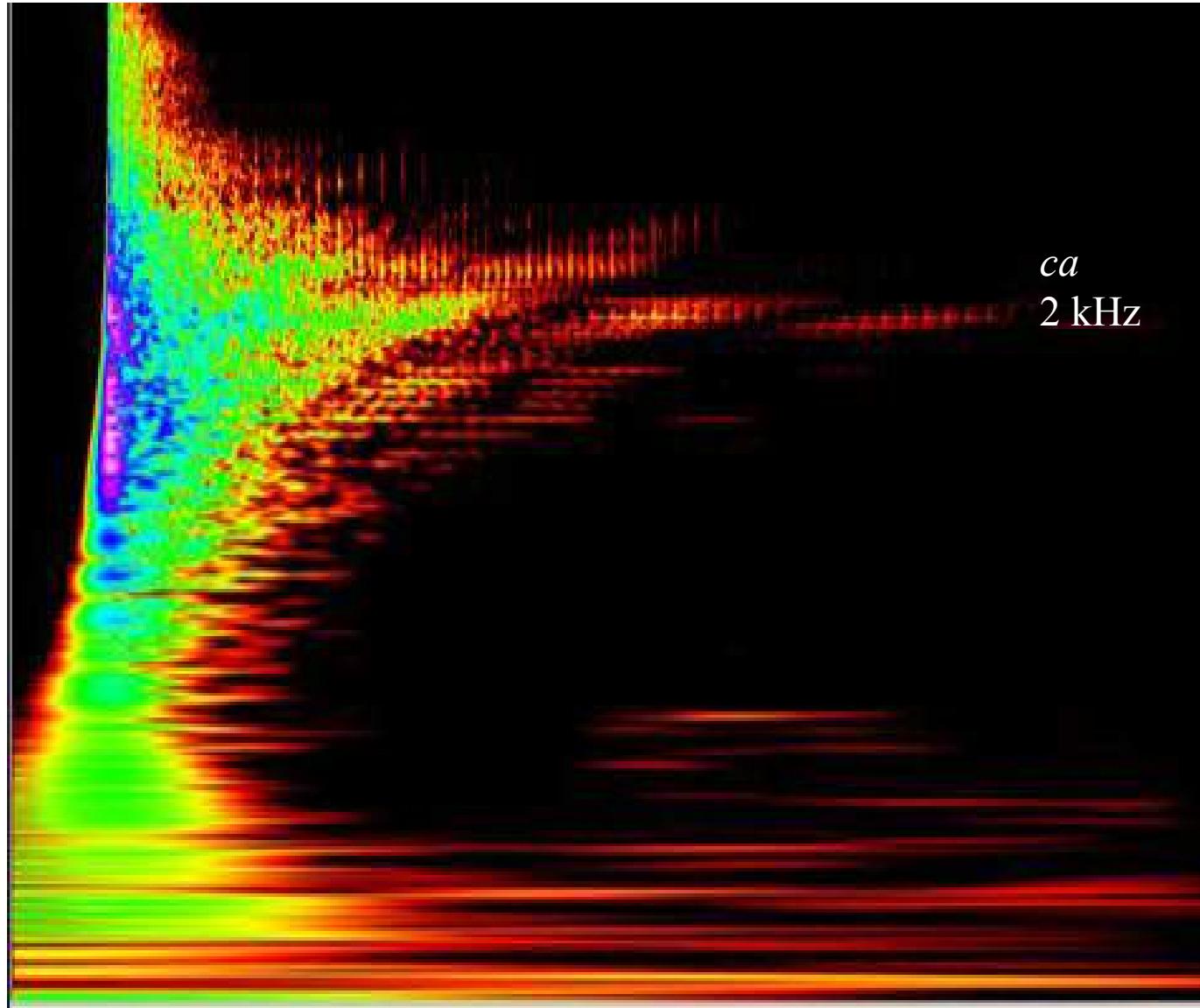


Repetition Frequency → Tone?



Wavelet-analyse

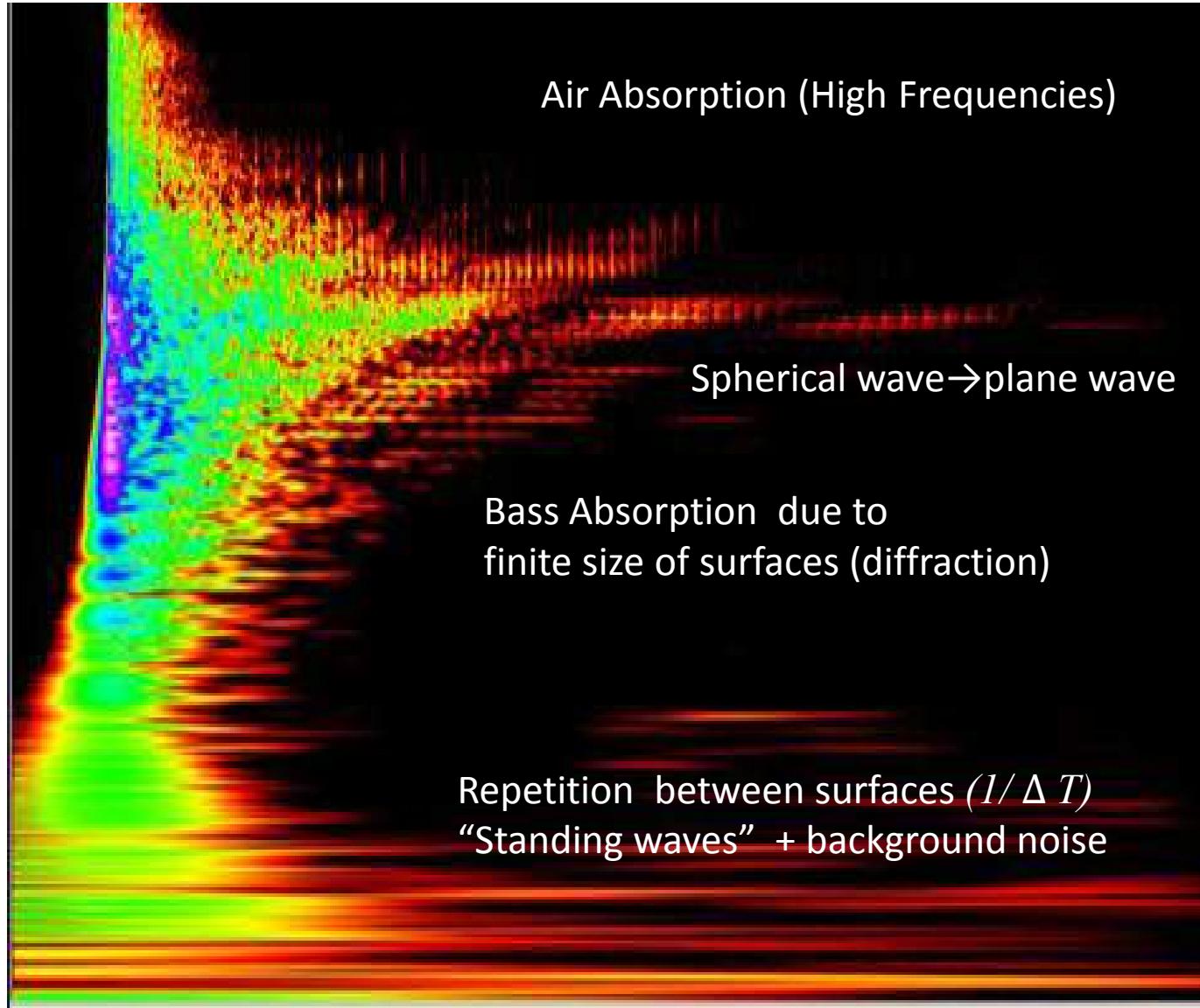
Freq.
Hz



Time

To spoil the CONCLUSION:

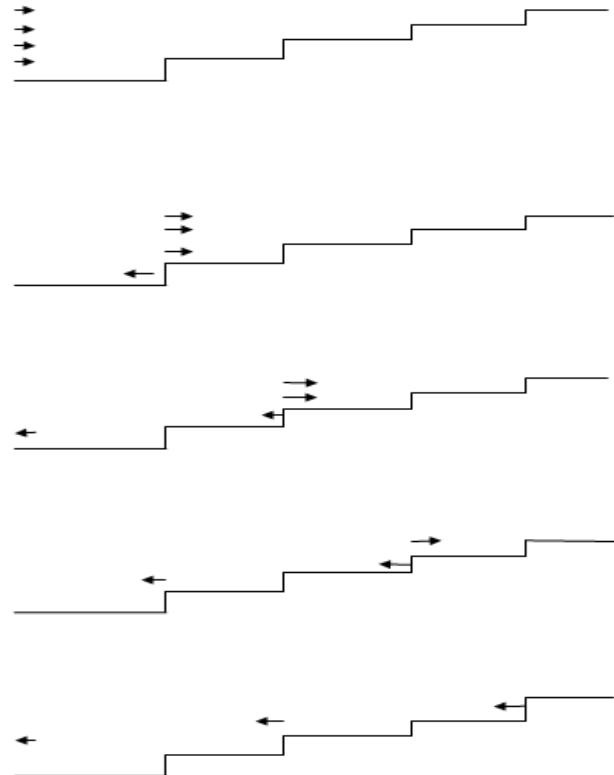
Freq.
2 kHz



Time

REPETITION PITCH

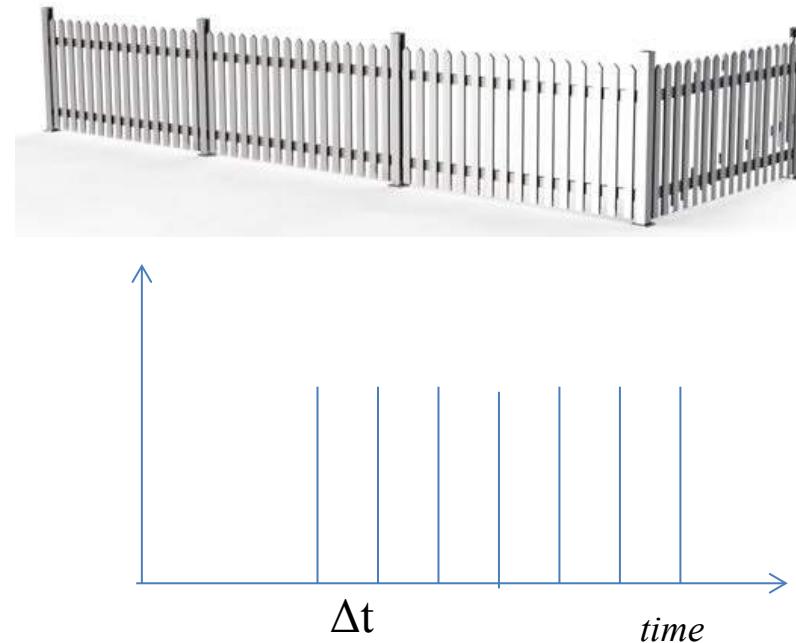
Stairs: (Huygen/Bilsen)



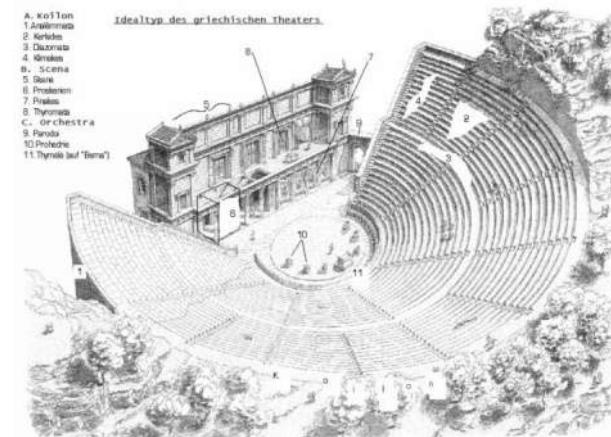
REPETITION TONALITY

$f_0 = 1/\Delta t$ [Hz] $2f_0, 3f_0$ NB! Her er Δt meget liten!!!

(also in Greek «amphitheatres»...
.....unoccupied)

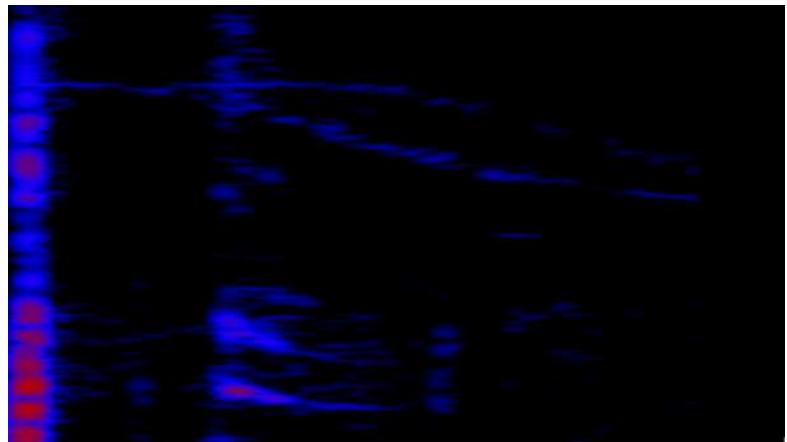
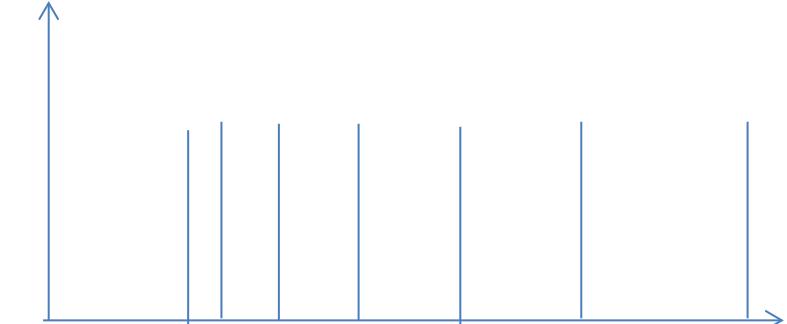


Oslo Konserthus:
Sagtann-vegg og
Reflekterende parti over stolryggen
Tonehøyde (uten personer)



STEEP/HIGH STAIRS

Chichen Itza Pyramiden i Mexico.



Height increases for each step,
Effective step depth increases
GLISSANDO downwards! *ClapIx*



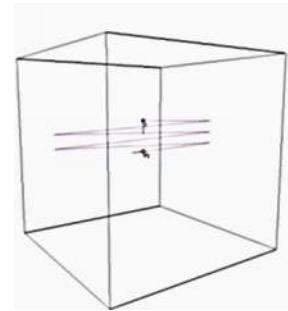
2 Quetzal bird chirps (recorded in a rain forest)
+ 2 chirped echoes stimulated by a handclaps at the pyramid



TYPICAL ROOMS in dwellings:

Δt longer than for pitched fences etc: : $f_0 < \text{ca } 100 \text{ Hz}$

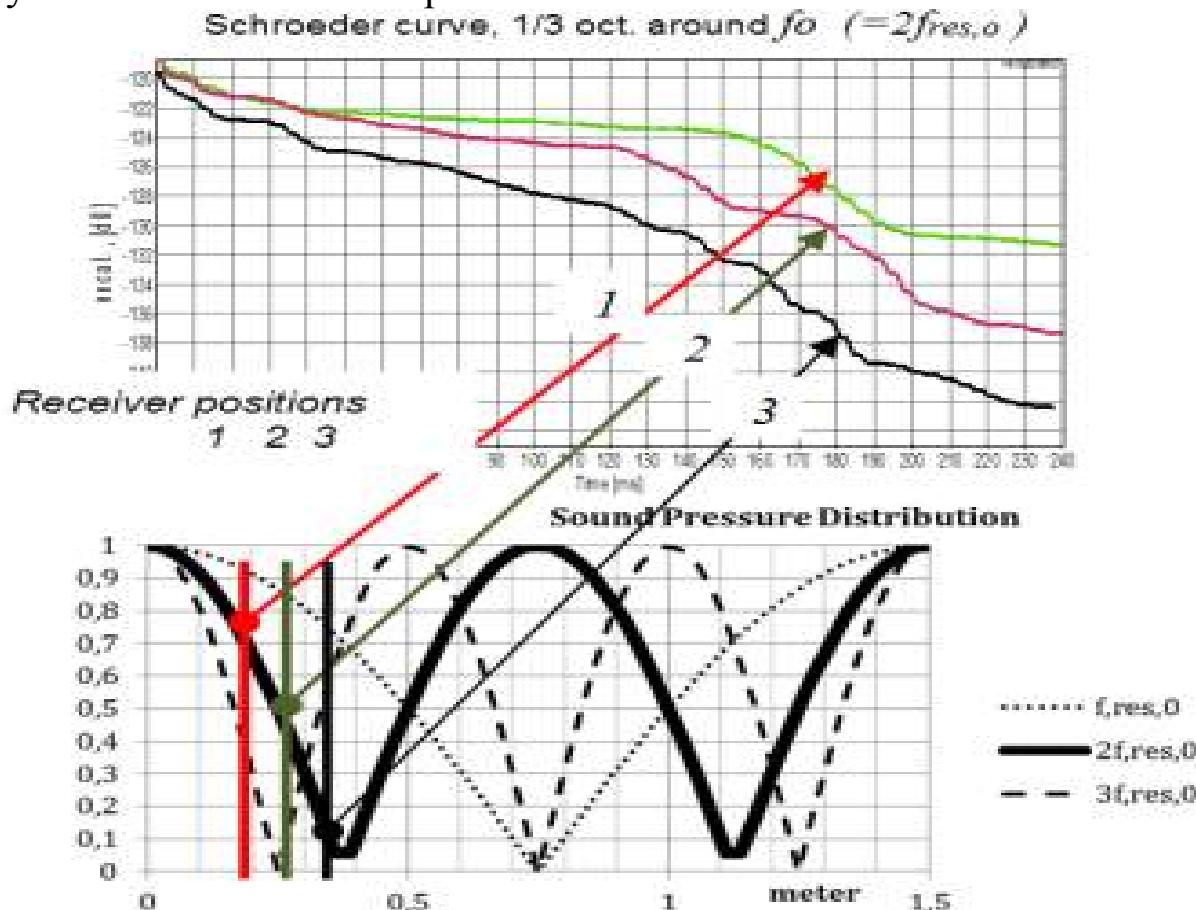
so: It is NOT f_0 (by itself) that gives the characteristic flutter timbre



It is also NOT the ROOM RESONANCES/STANDING WAVES

f_0 and Room Resonances ($f_{res,0} = 1/2f_0$)

influence only for sender+receiver at pressure max.



13ms

20ms

40ms

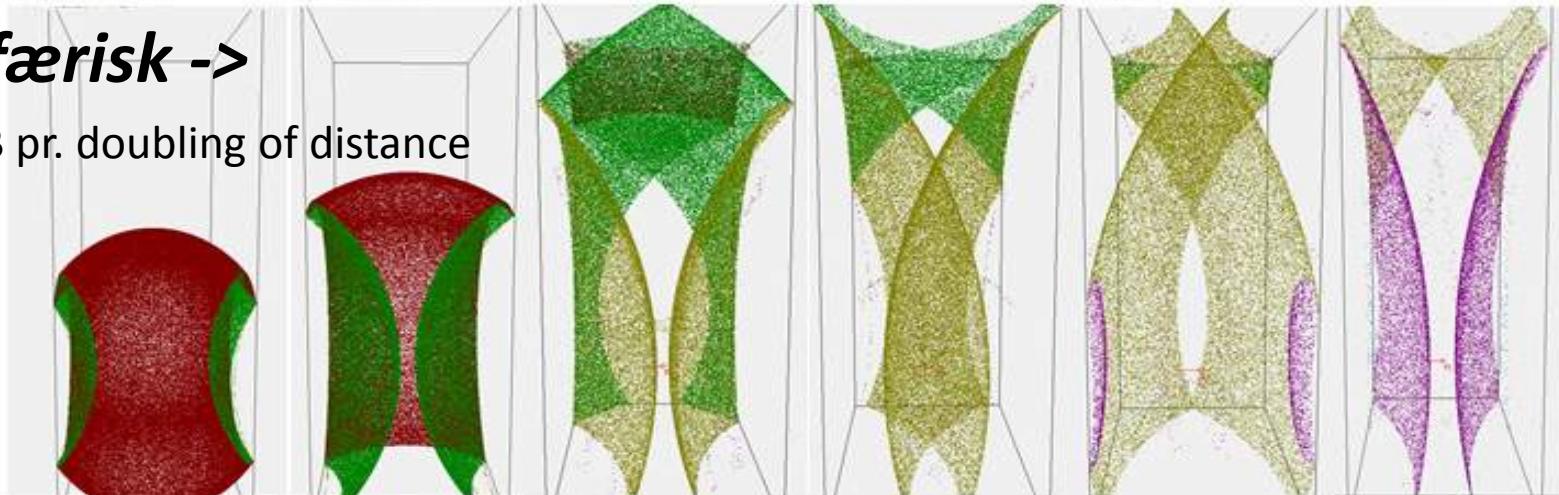
46ms

52ms

60ms

Sfærisk ->

6dB pr. doubling of distance



66ms

75ms

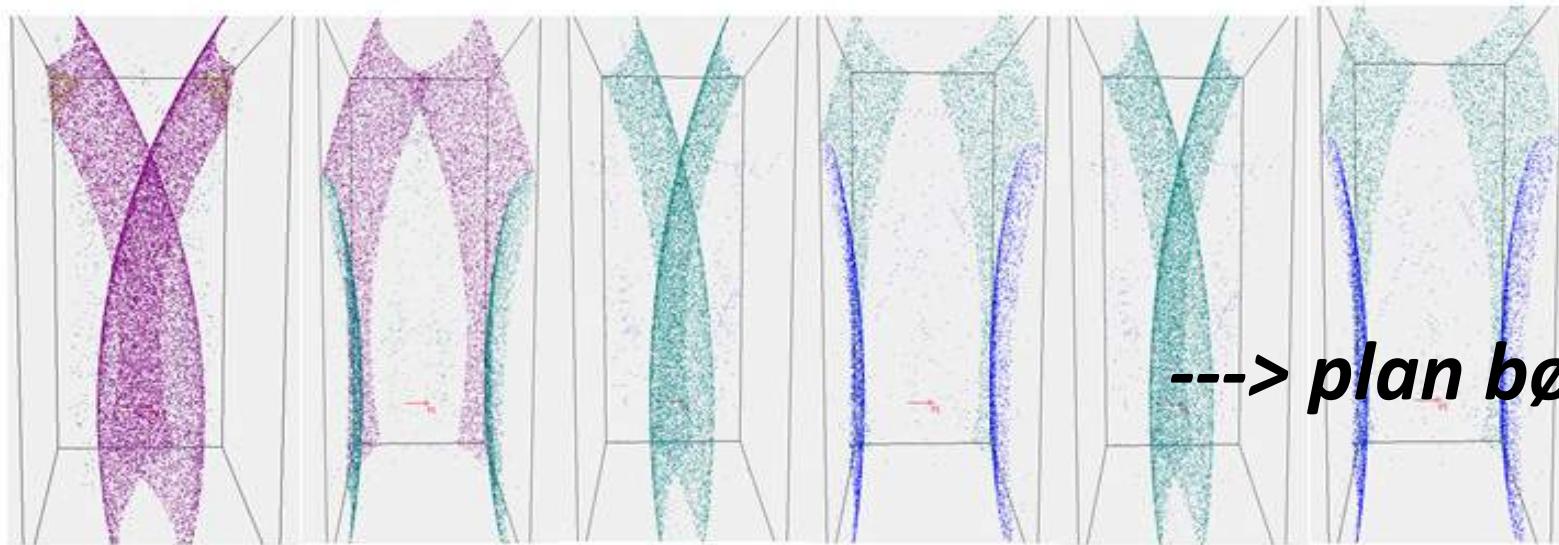
85ms

95 ms

105ms

112ms

---> *plan bølge*

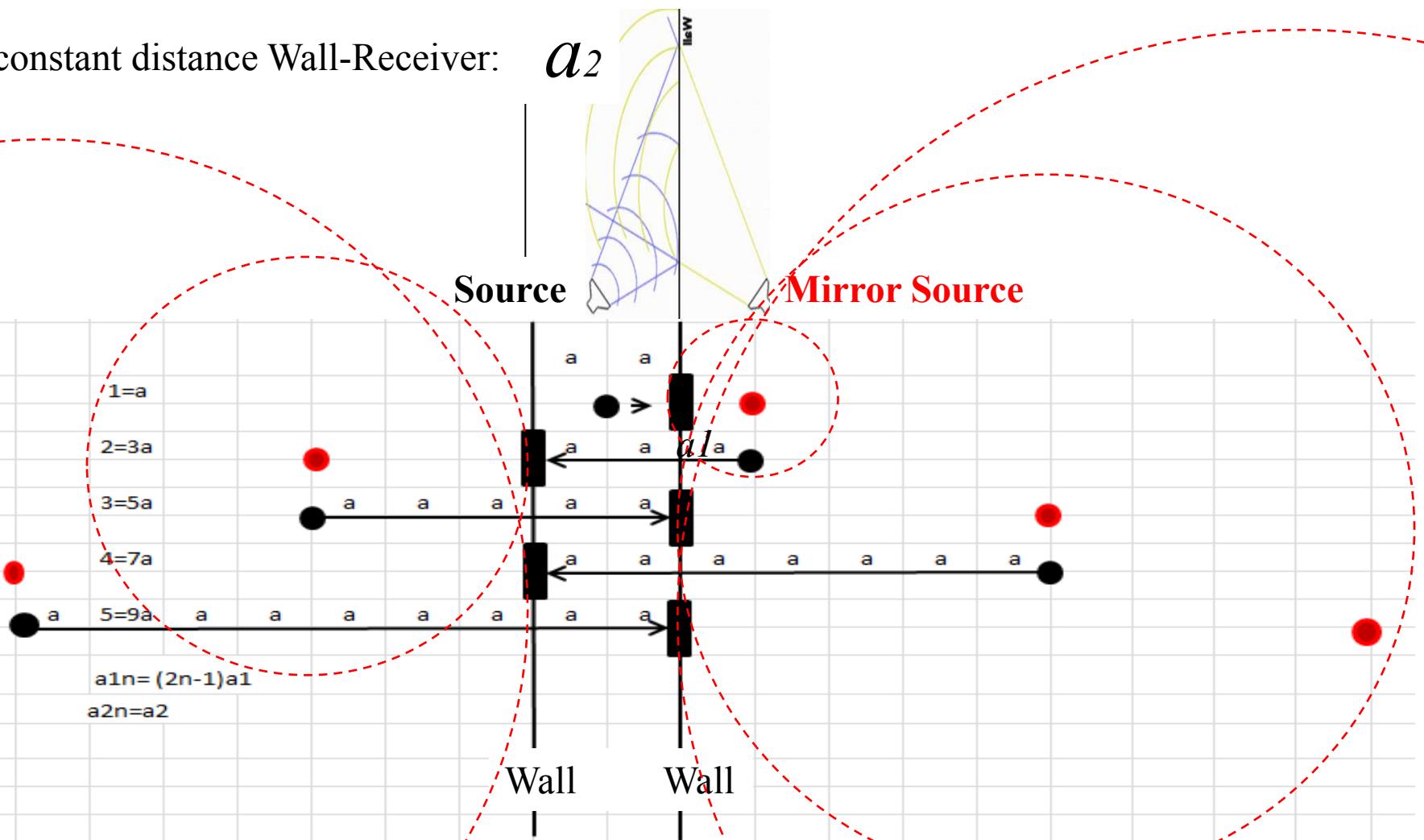


Only the absorption
in of the air and at surfaces

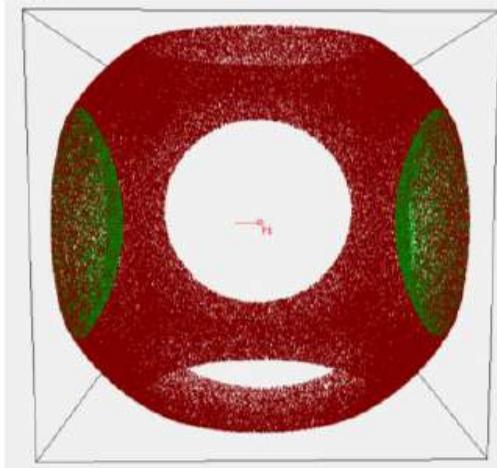
Higher order Mirror Source

- increasing distance Source-Wall: $a_{1,n} = (2n-1) a_{1,0}$

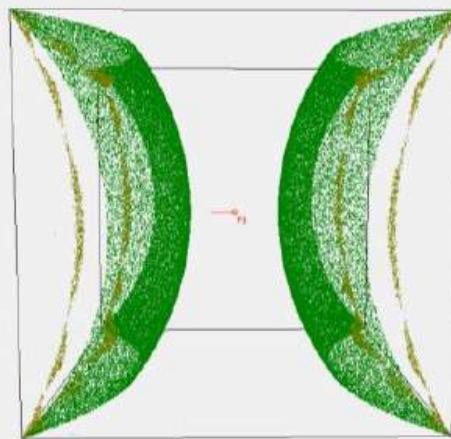
- constant distance Wall-Receiver:



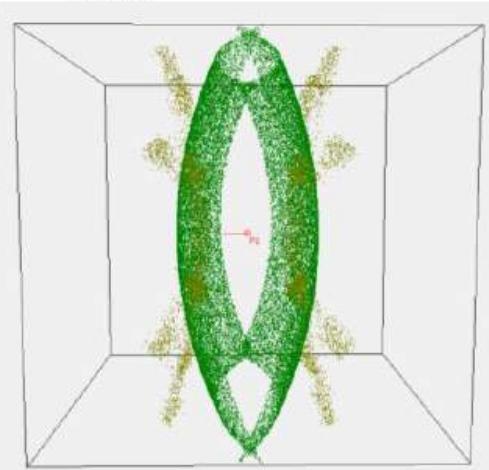
3ms



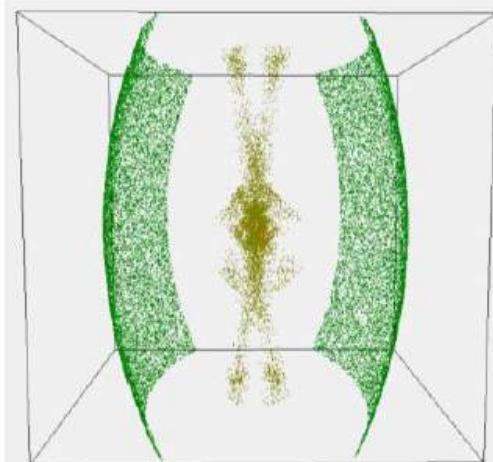
4ms:



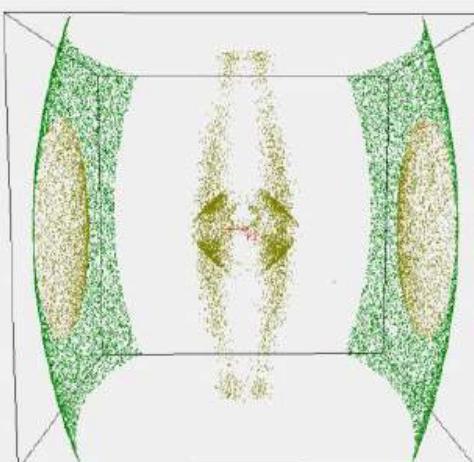
5ms:



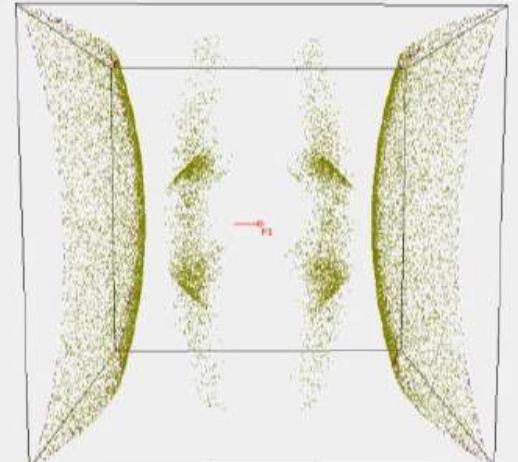
6ms:



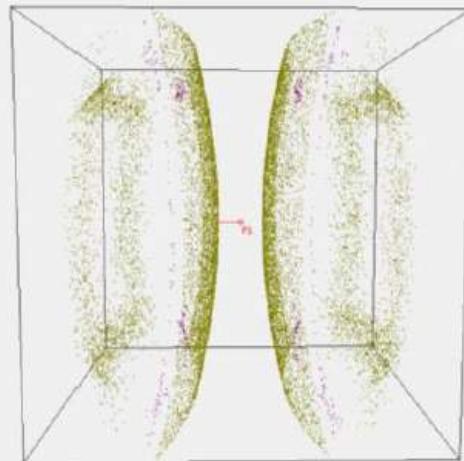
7ms:



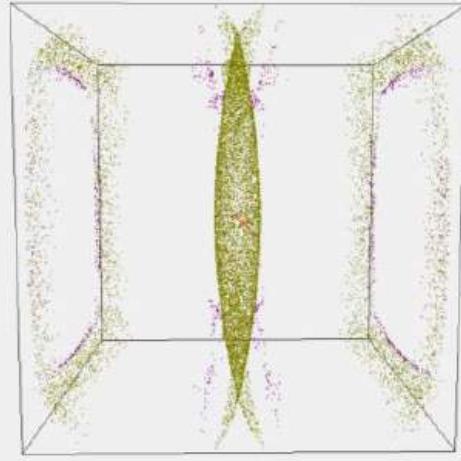
7ms:



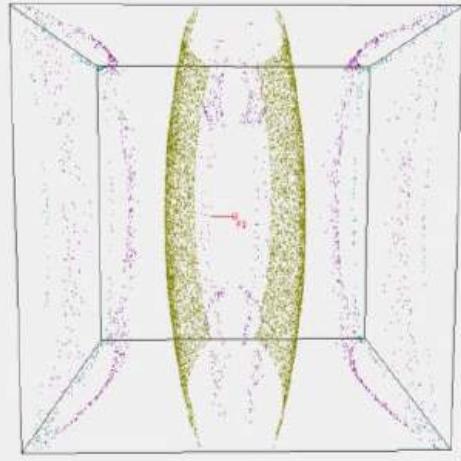
8ms:



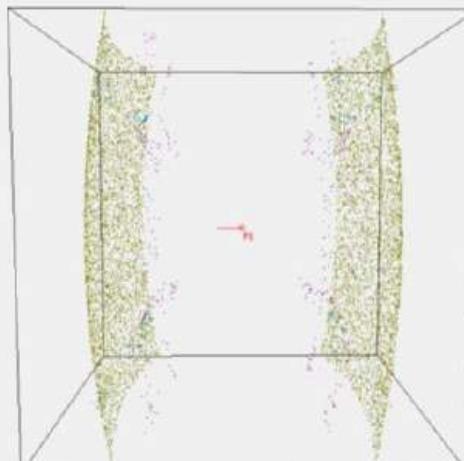
9ms:



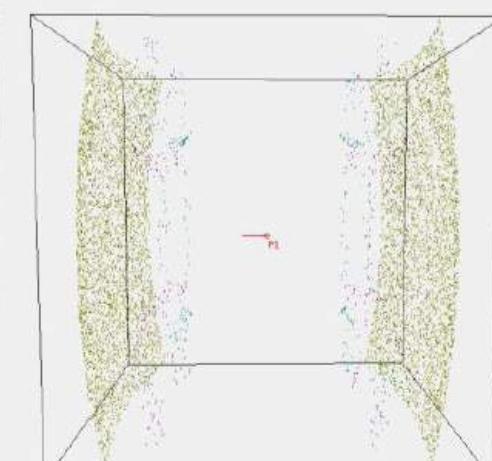
10ms:



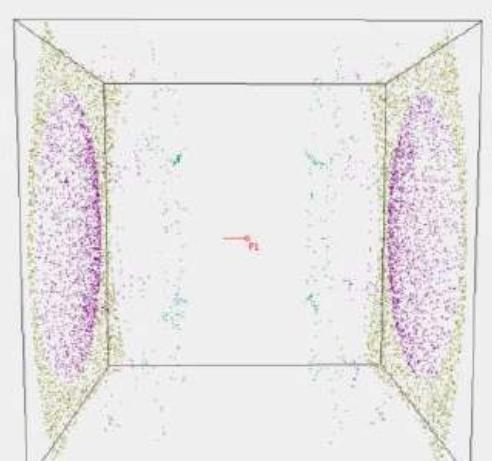
10ms:



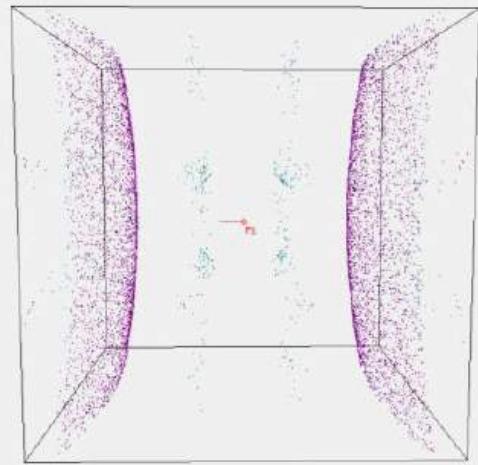
11ms:



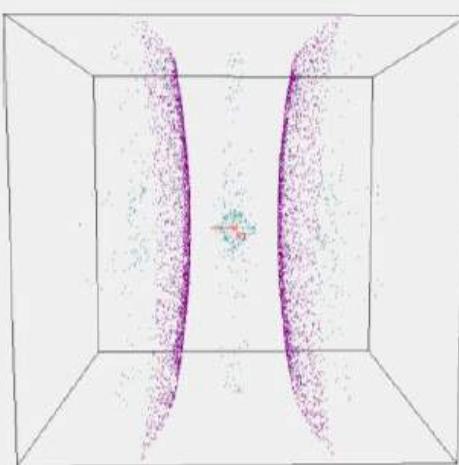
11ms:



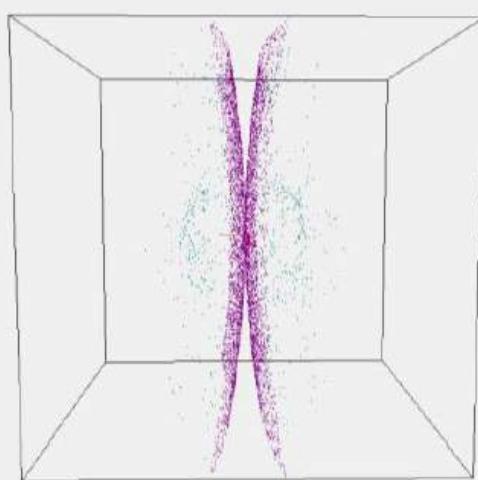
12ms:



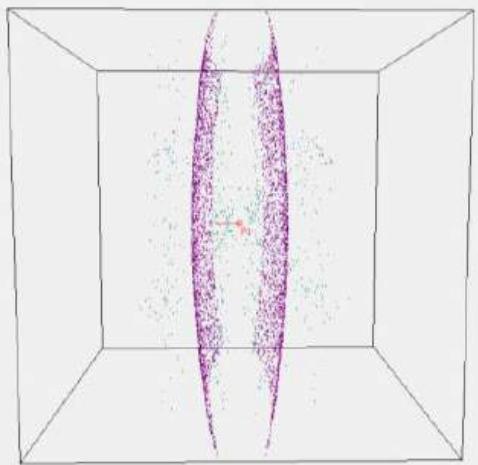
12ms:



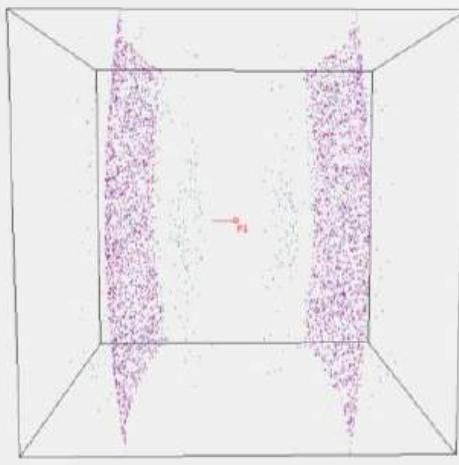
13ms:



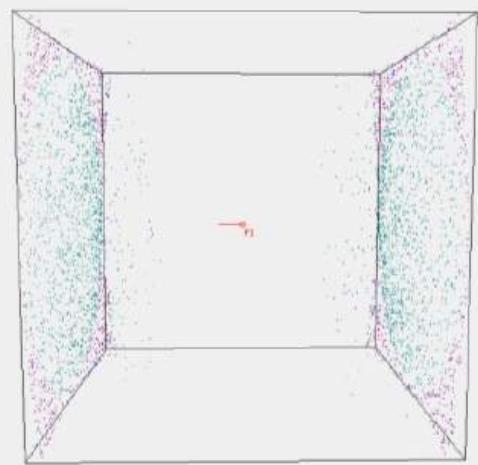
14ms:



15ms:



15ms:



APPROACH 1: Kuhl's equation(s)

“Sum” of three reverberation “asymptotes” for the reverberation time versus frequency:

1. Low Frequency damping due to finite surface areas:

As mirror source goes further and further away, the surface “seems” smaller and smaller compared to wavelength

$$T_1 = \frac{0.041 \times 2fS}{c}$$

2. (Possibly) Damping ,absorption on the surfaces:

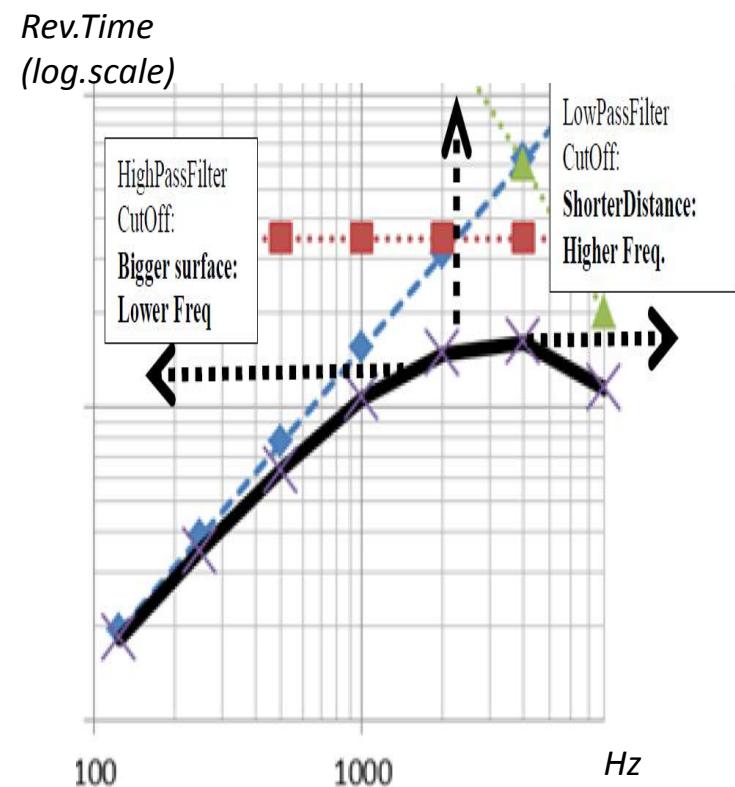
$$T_2 = \frac{0.0041 \times l}{\alpha}$$

3. High Freq. Damping in the air (dissipation):

$$T_3 = \frac{0.0041}{m}$$

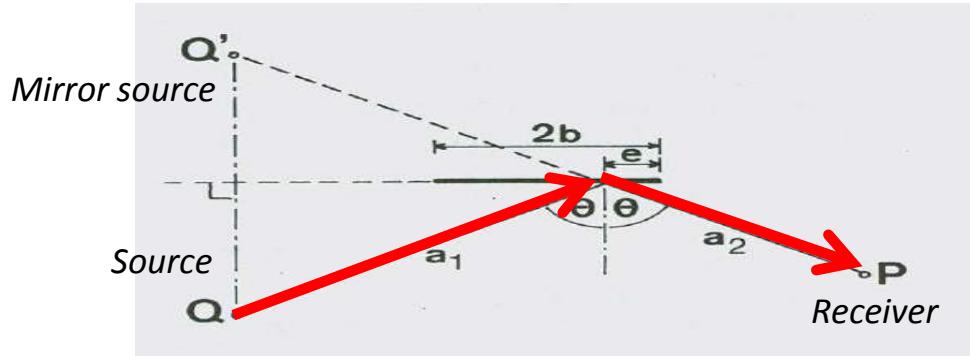
The total reverberation time can be re-written as:

$$\frac{1}{T_{FL}} = \frac{1}{T_1} + \frac{1}{T_2} + \frac{1}{T_3}$$



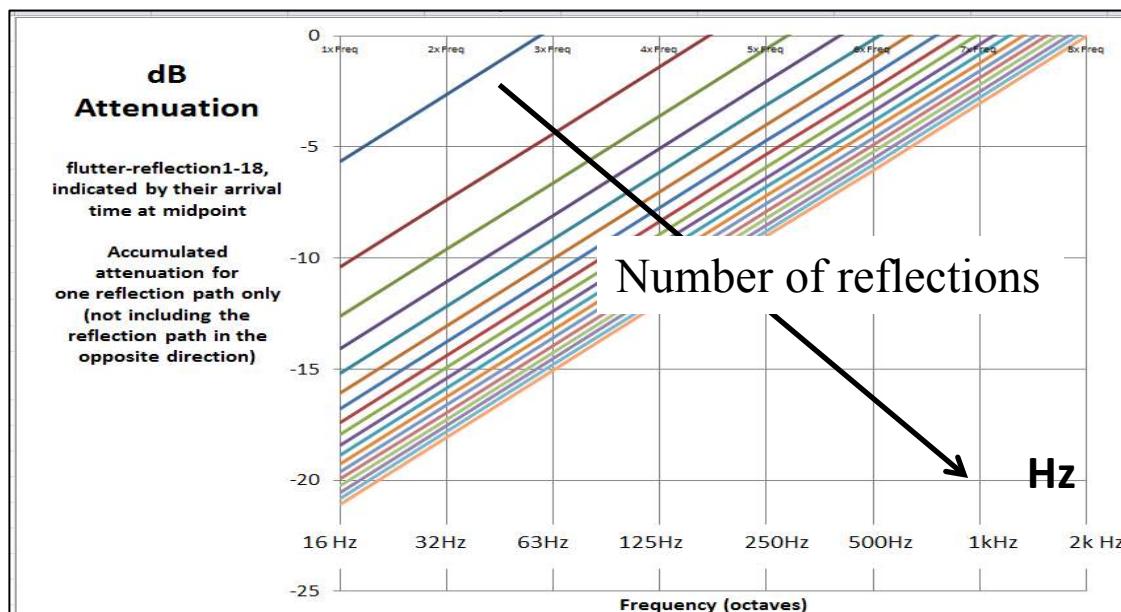
APPROACH 2: Fresnel/Kirchoff approx. Rindel

(Rindel, BNAM): Spherical Wave (to start with)



For $f < f_{lim}$

Dampening /re. infinite surface:



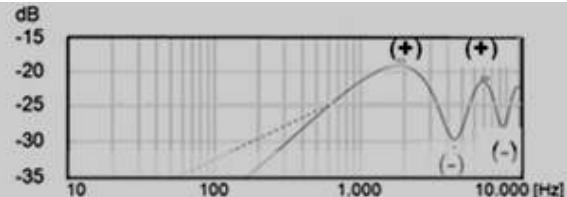
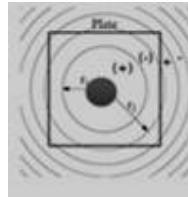
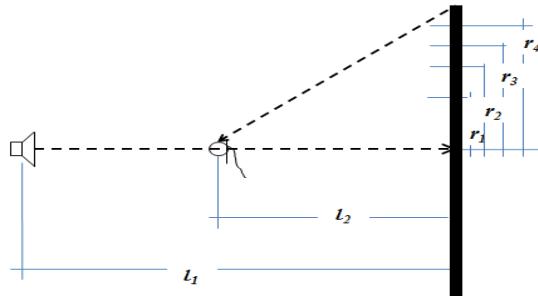
Bass is reduced
(High Pass Filter), for

$$f < f_{lim} = \frac{1}{2} \times \frac{a_1 a_2}{(2b \cos \theta)^2}$$

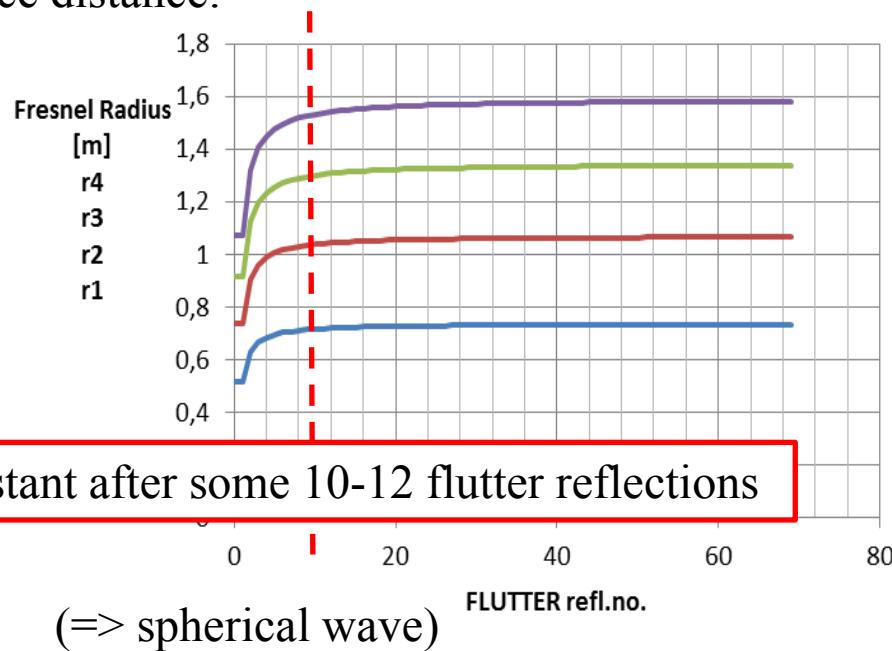
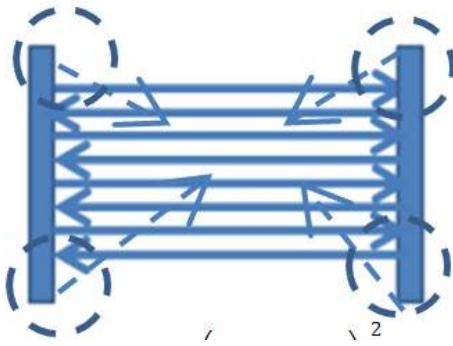
$$\Delta L = 10 \log \left(\frac{2b \cos \theta}{\sqrt{\lambda} \frac{a_1 a_2}{a_1 + a_2}} \right)^2$$

Gives bass reduction,
but not as much as measured?

APPROACH 3: Fresnel Zones



For repetitive «flutter»-reflections between surfaces
and increasing (mirror)Source-Surface distance:

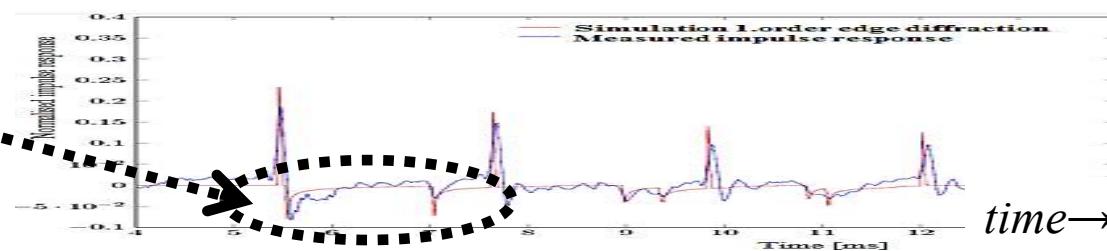


APPROACH 4 MatLab

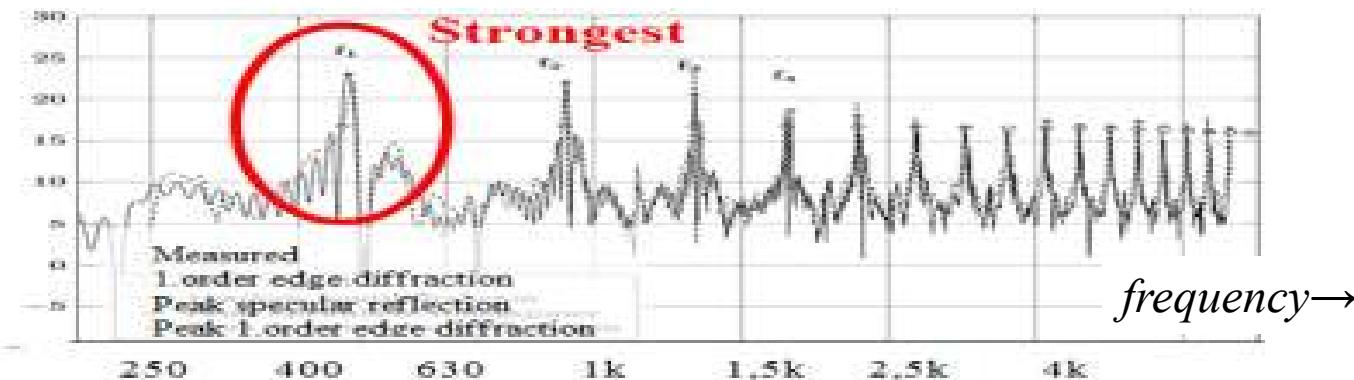
EDB (Edge Diffraction ToolBox/Peter Svnesson, NTNU

Master Thesis:
Harald Skjøng
NTNU/Norconsult

Diffraction

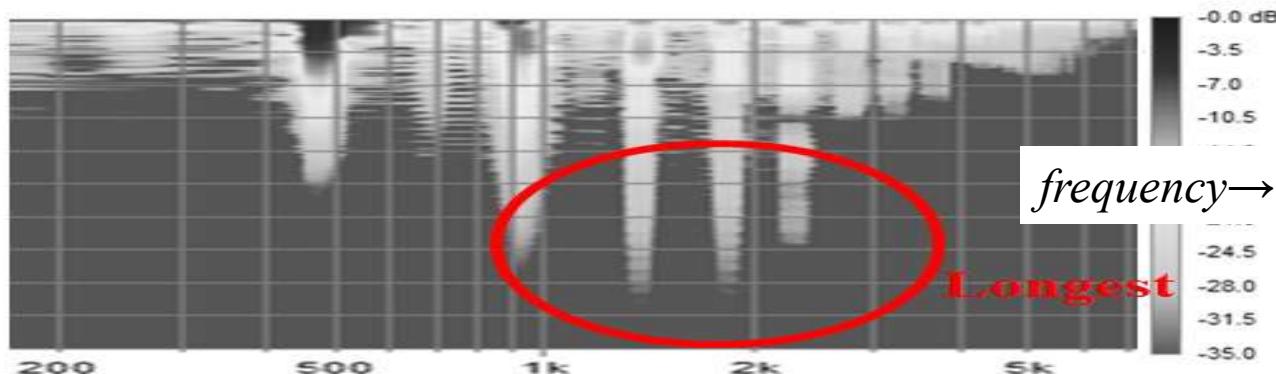


MatLab

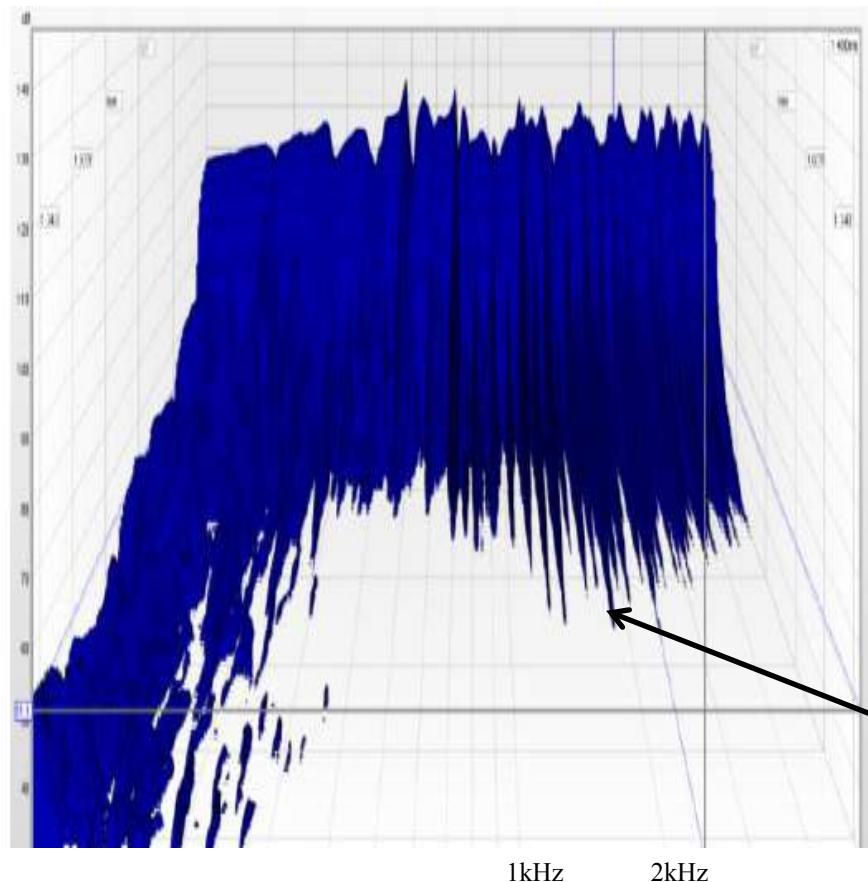


Correct frequencies, but does not include more than 13 flutter reflections
so the longest «tail» is not shown as in the measurement

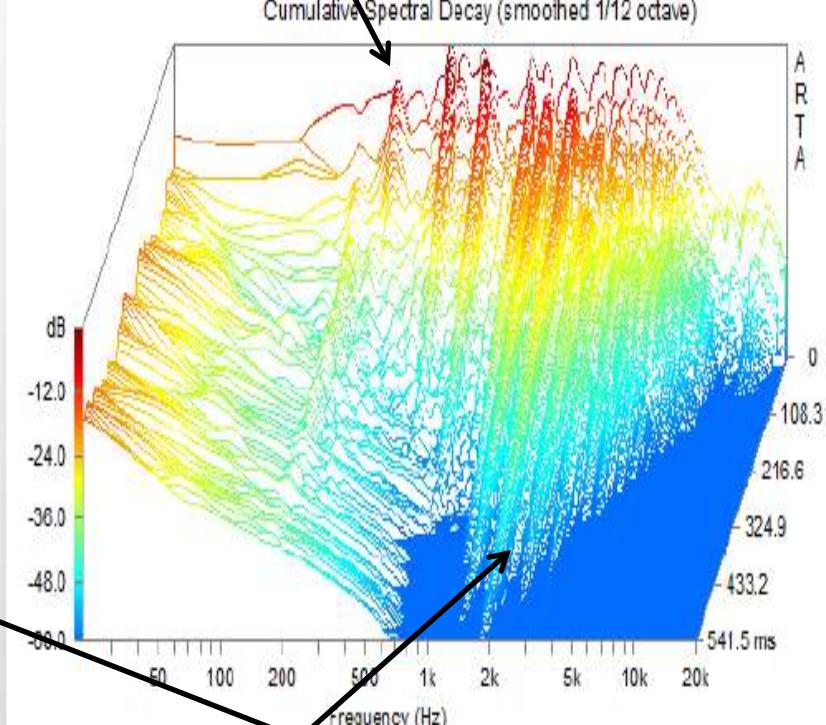
Measurement



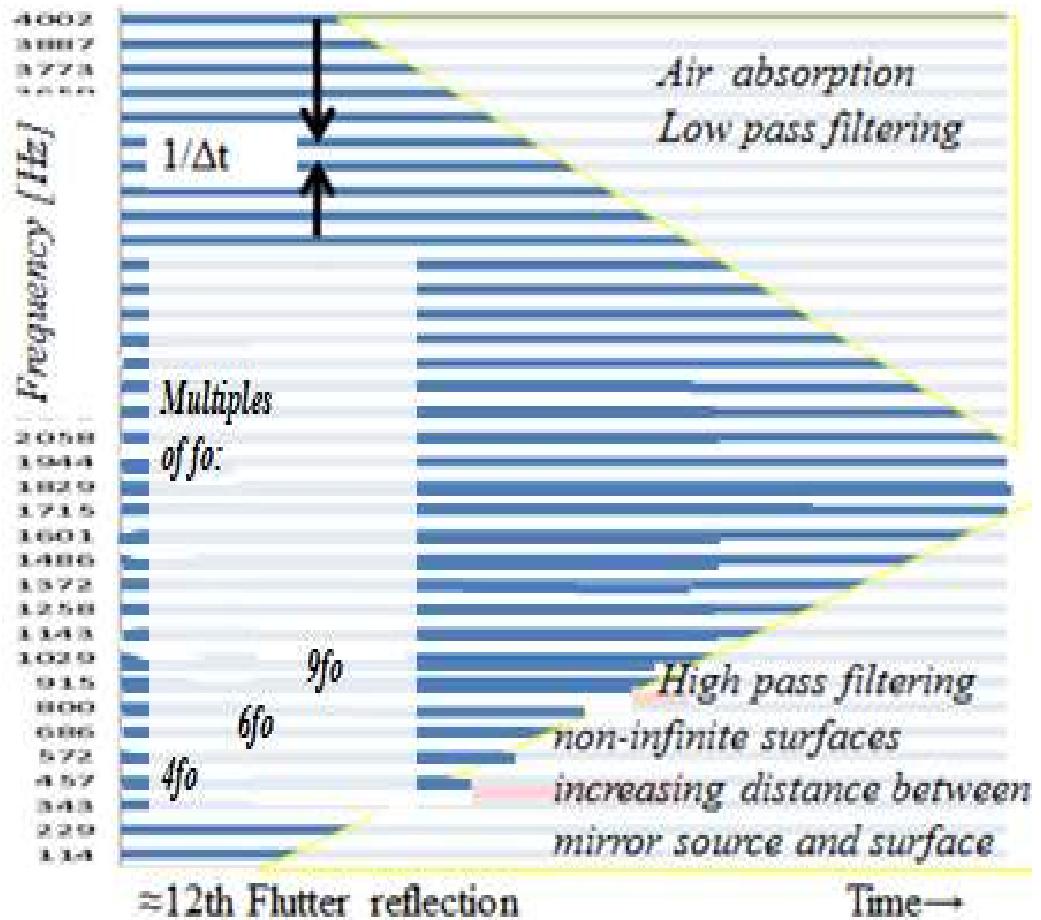
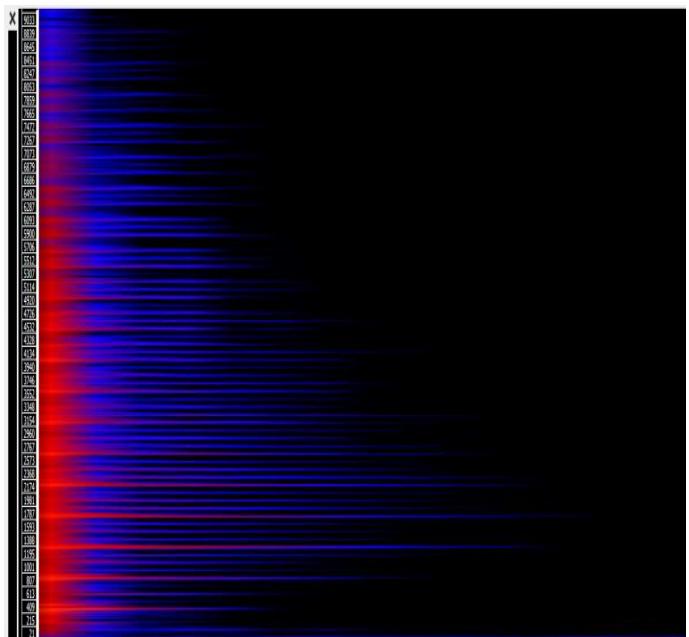
CONCLUSION FLUTTER



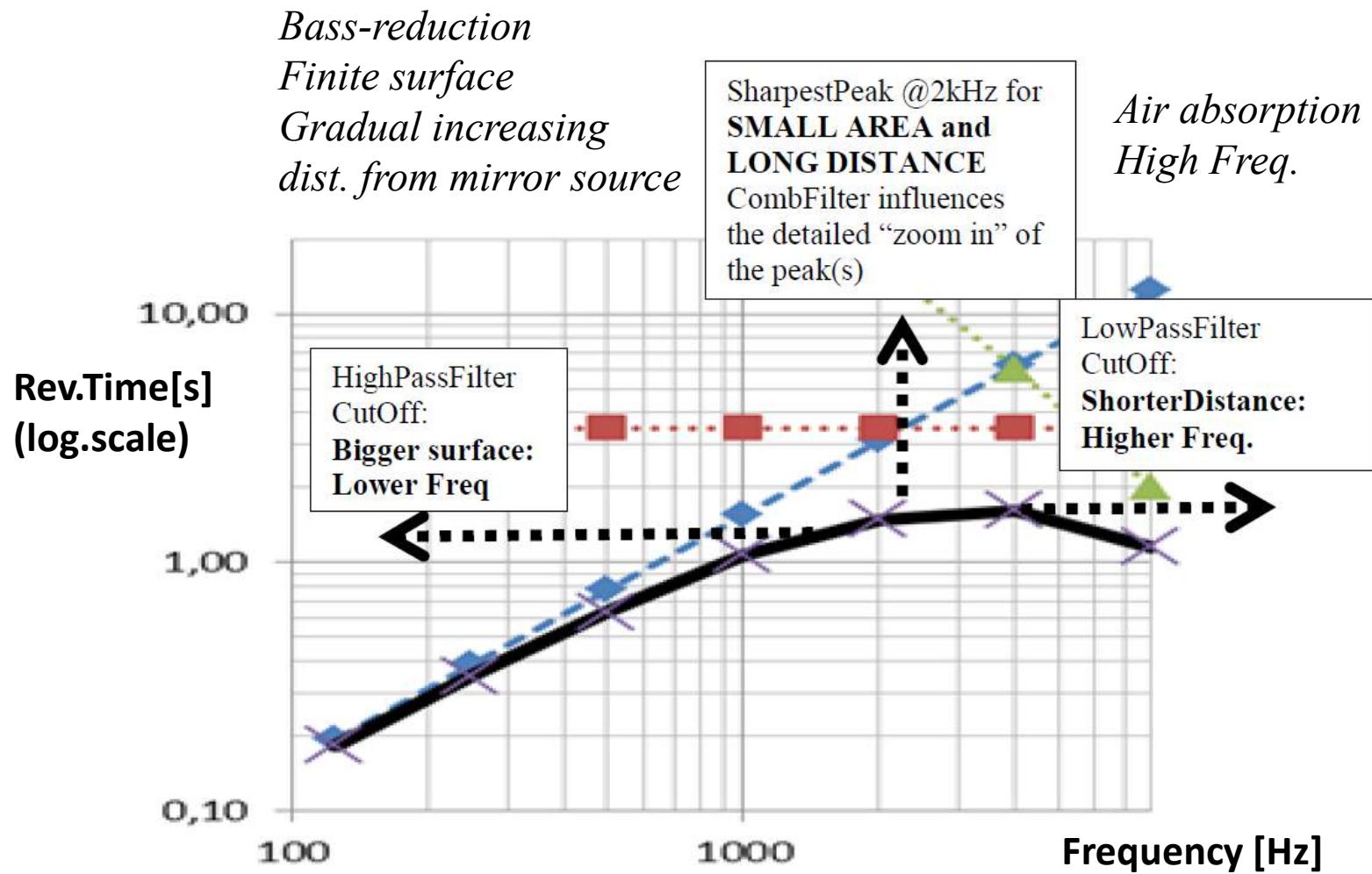
Repetition Pitch between
the surfaces $f=1/\Delta T$



«Tail» due to diffraction,
non-infinite surfaces
Spherical-Plane waves



Always 1-2 kHz??

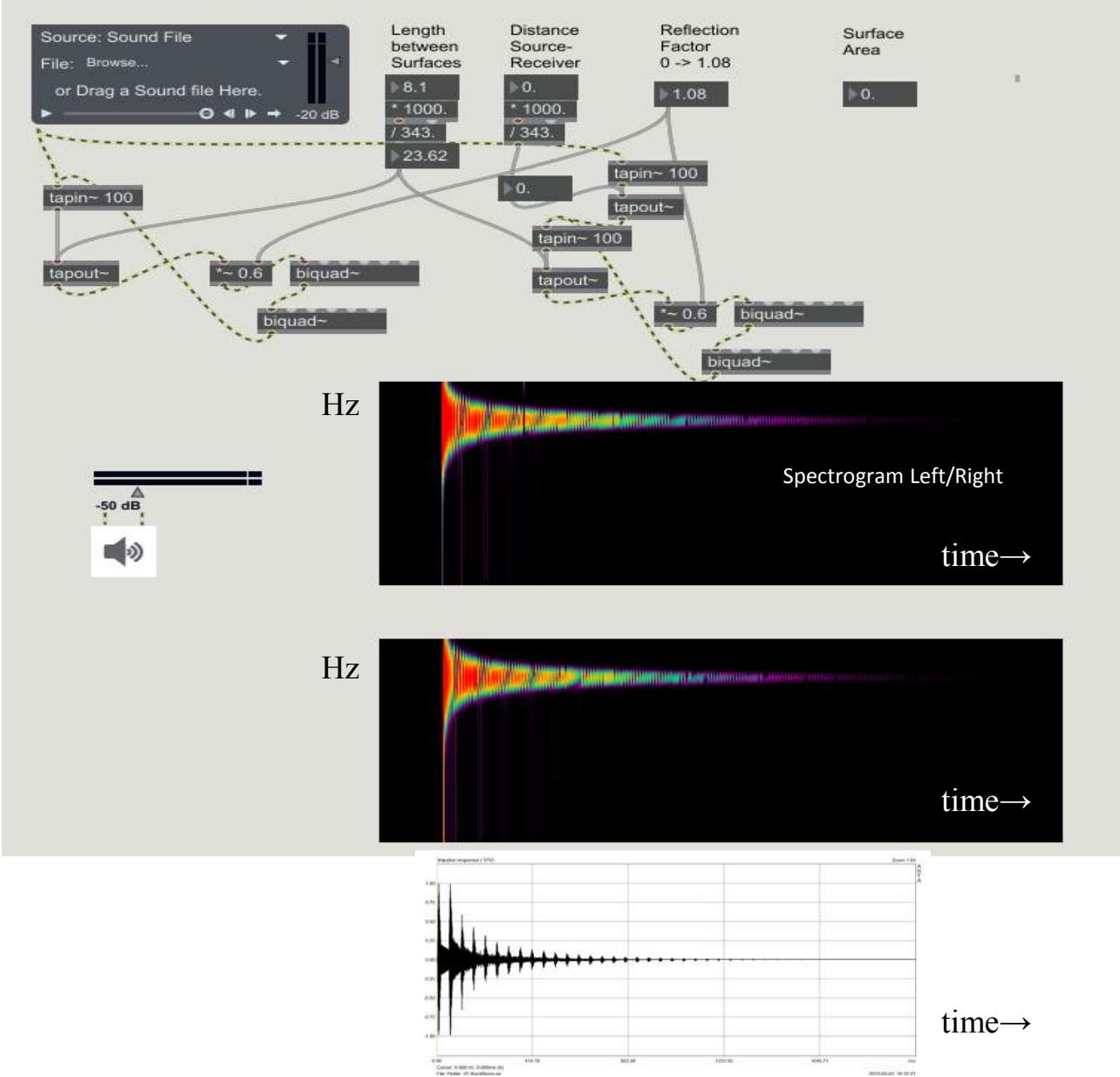


Max/Msp SIMULATION of Flutter

OdeonClapSkarp



Dr+Bass



Flute



RomeoFoster



Sabine



SabineHP



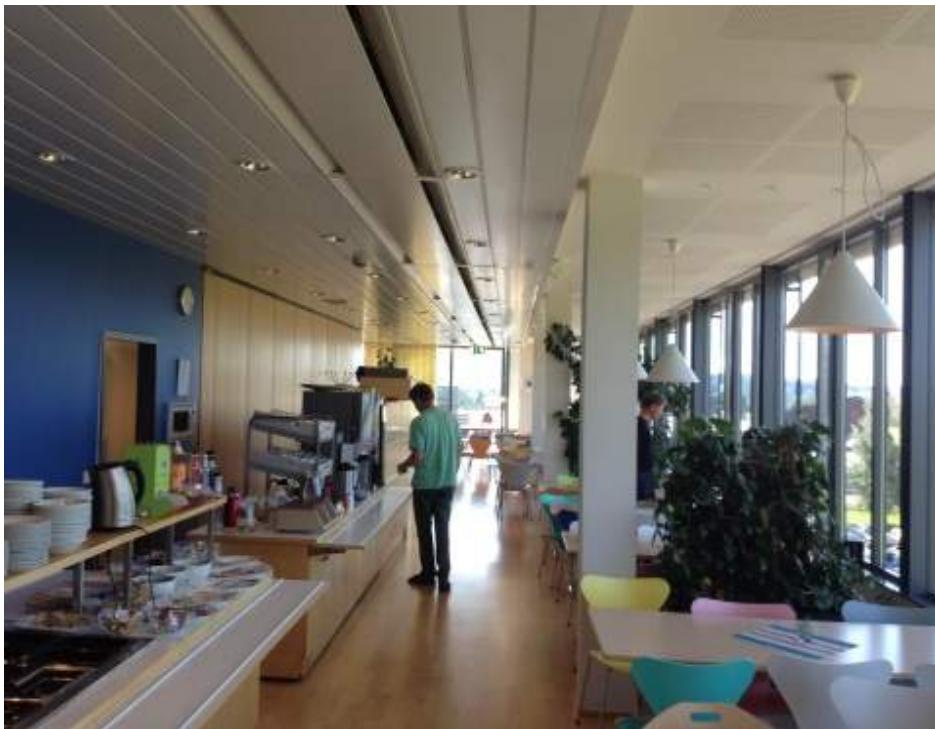
SabineHP8va



U-SCHZ



KANTINER/RESTAURANTER



- Ikke fullgod absorberende himling, og
- Lyd mellom bordene speiles i glasset
- Liten avstand fra støyende kjøledisker og folk som skravler i kassa

For kort avstand til naboer vi ikke vil høre:

Naturlige samtalegrupper:

<5(6) personer, selv utendørs!!!

Langre avstand, og

Telle antall reflekterende flater fra folk vi ikke vil høre?

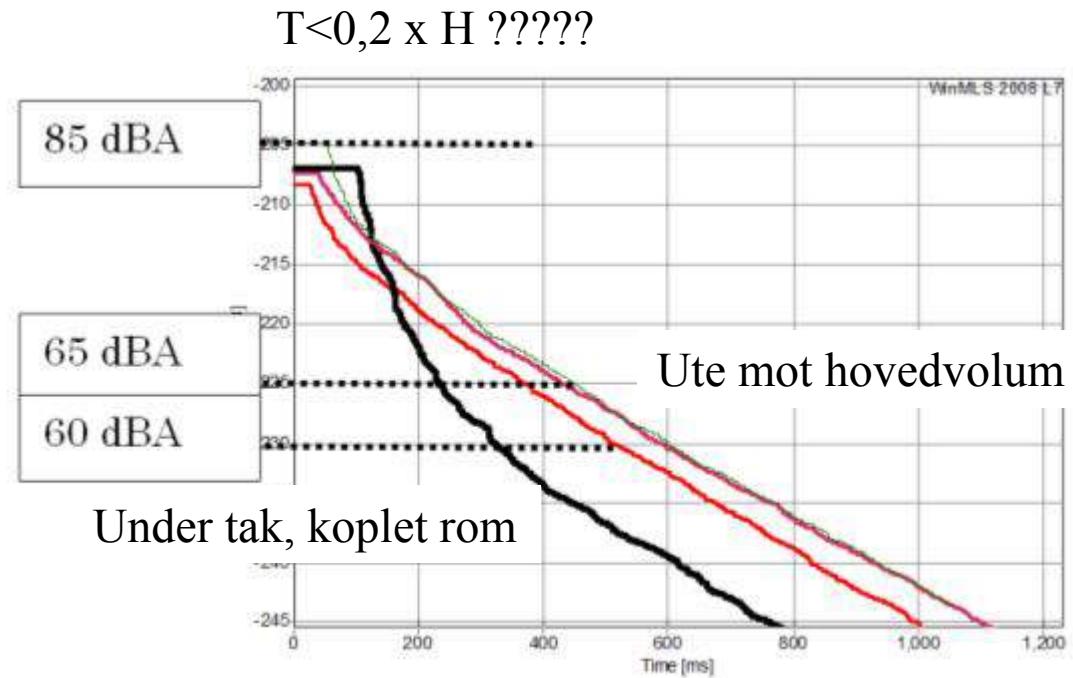


Sosiale aspekter:

Ikke flaut å sitte alene uten å prate hvis det er mye støy.

Discoteque:

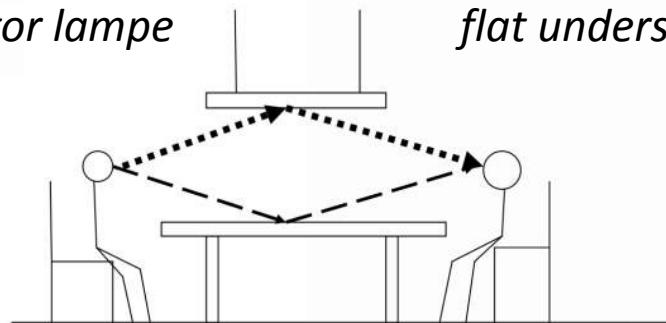
Støy maskerer sosial angst



Her kunne vi tenkt motsatt tankegang:
Ikke (bare) dempe og skjerme, men:
Bedre refleksjonene mellom dem vi vil høre:

Stor lampe

flat underside



ELEKTRONISK ETTERKLANGSANLEGG

Yanaha (Lørenskog, Riksteatret, Nydalen)

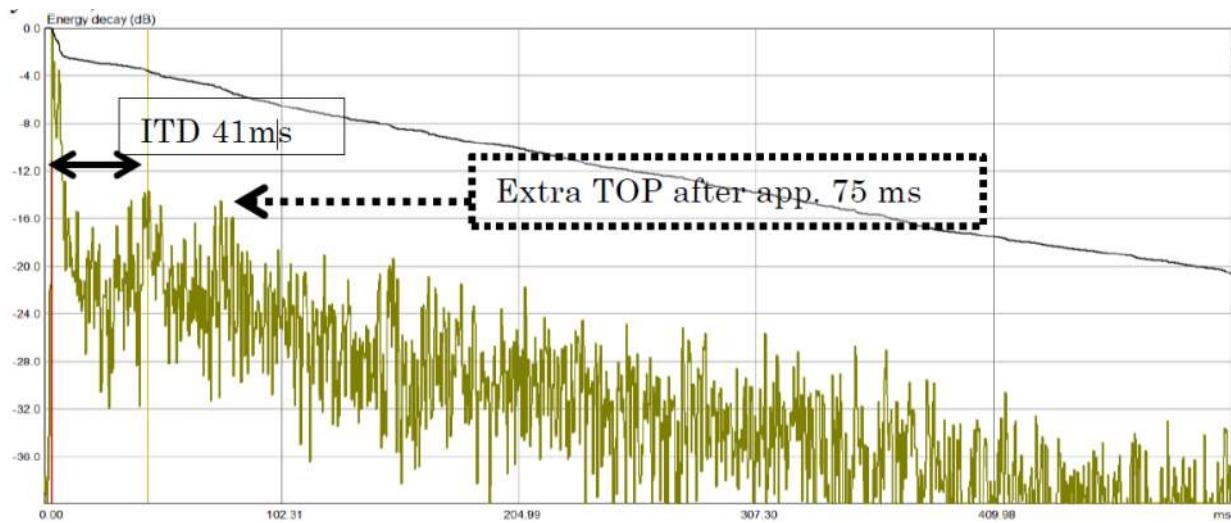
Shure/Fraunhofer

Constellation (Tallin, Fosnavåg)

Må se på IMPULSRESPONSENE,
ikke bare ETTERKLANGSTID!!!

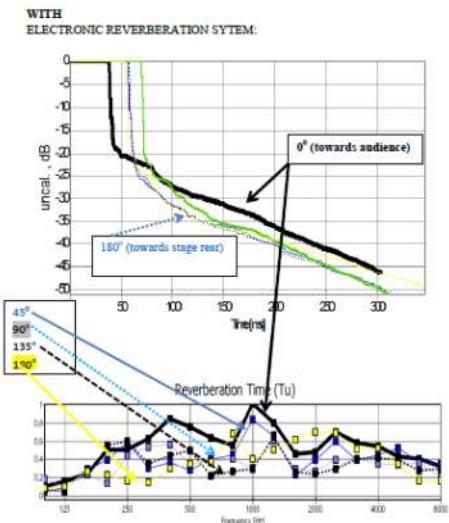
Viktigheten av tidlige refleksjoner tilbake til utøverne
(Problematisk hvis både mic'er og høyttalere skal være
utenfor romradius)

«Eget anlegg» for sceneområdet?!



Måling med klapp/klikk til eget øre,
i forskjellige retninger:

In different directions:
 $0^\circ, 45^\circ, 90^\circ, 135^\circ$ and 180°

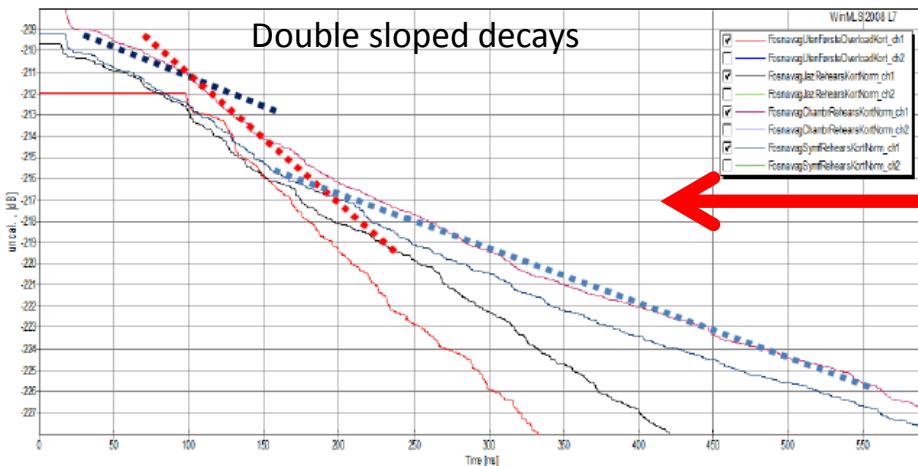
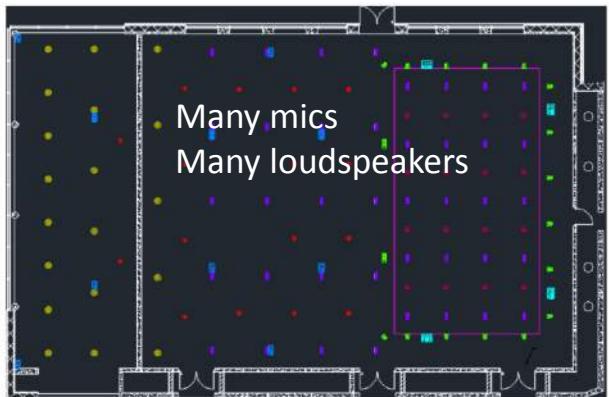
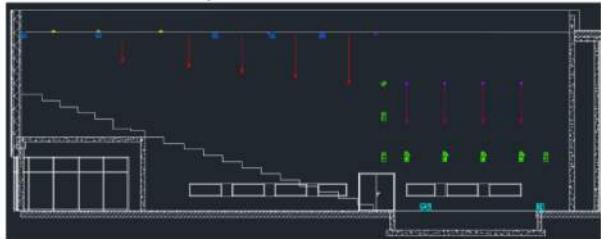


Meyer Sound (Constellation) Fosnavåg

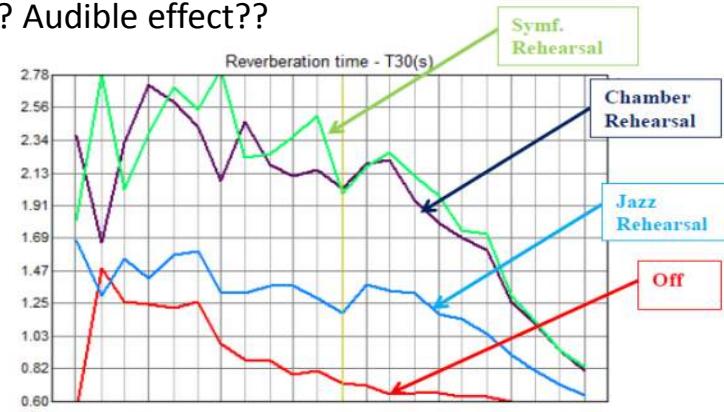
DeCorrelation: - varying phase and/or frequency? Audible effect??

Does that give "smoothing"?

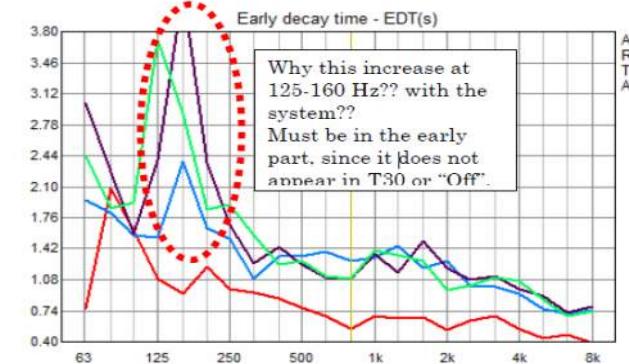
Phase response??



T30



EDT



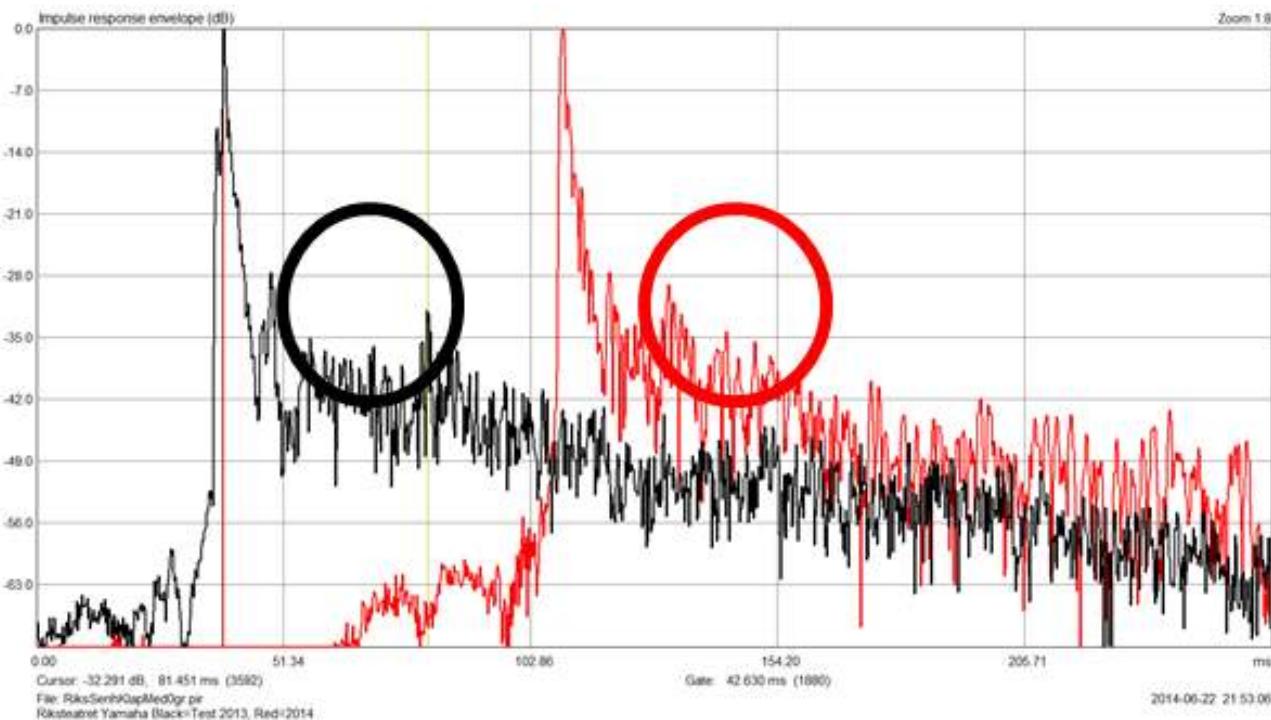
VIKTIGERE:
SE PÅ IMPULSRESPONSENE!!!!

Krumme kurver:
KOPLDE «ROM»
(slik også Klangkamre/Artec gir)

Tilbake til musiker/taler på scenen:

Viktig med nære refleksjoner

(Problematisk dersom mic+høyttaler må være utenfor romradius)



Målingen viser at det "tomrommet" i utsvinget som ble observert med det lille testanlegget, er "fylt" med fine refleksjoner for den ferdige installasjon i 2014. Målingene viser dog ikke om dette er pga anlegget eller pga de fine akustiske egenskapene ved dekorasjonen i 2014.

Den skumle unnskyldning for å ikke montere reflektor over/foran taler i auditorier

Statens bygningstekniske etat
(tidl. Direktoratet for byggkvalitet)

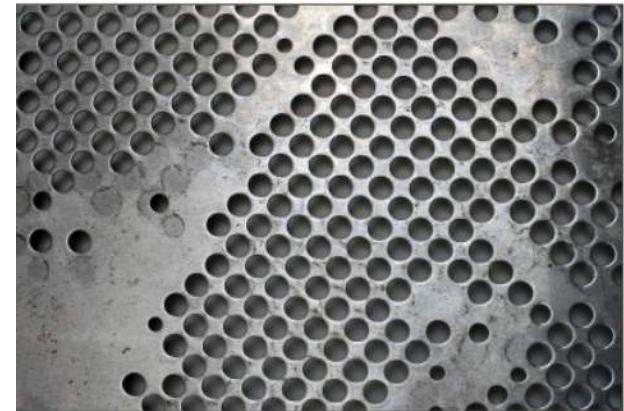
§ 13-10

"I byggverk for publikum og i rom i arbeidsbygning
skal det være **lyd- og taleoverføringsutstyr**
med mindre det kan dokumenteres at dette er
unødvendig for å oppnå god taleforståelse. "

«SYNGING» I PERFORERTE FASADEPLATER?

Erfaring fra P-hus ved Kilden i Kr.sand: Vinden «synger» i perforerte plater.

For Høgskolen i Bergen:
Brekke & Strand: Utredning. Gikk OK!



Perforerte plater som er en del av kunstprosjektet. Disse skal pryde fasadene. Kunstneren er Anne-Gry Løland. Foto: Mauricio Paves/Høgskolen i Bergen



UiO • Universitetet i Oslo

Inst. for Musikkvitenskap

MUSIKKBASIS

Nytt Introduksjonskurs for ALLE studenter:

dB, Hz, Spektrogram, FFT-vindusstørrelser, Etterklangtid, Romresonanser, Overtoner, Renstemt/temperert, Formanter

LYDLÆRE 1&2

LYDANALYSE

Musikk og bevegelse

Lokaliserer lydkilde vha f.eks. 4 mikrofoner

Interaktiv musikk

Studio-design (Master/NTNU/Musikkteknologi, Marius D. Letnes)

Arkeologisk Akustikk

veiledd Master P.Snekkestad: «Betrakninger omkring akustisk intensjonalitet i romanske steinkirker i Norge»

Veiledning/samarbeid, andre institutter UiO:

Informatikk

Logopedi/Lingvistikk (-> pedagoger Teaterhøgskolen)

Psykologi

Samarbeid Arkitekthøgskolen (Lydinstallasjoner)

ACOUSTICS IN BETWEEN

Akustikere MÅ:

Måle IMPULSRESPONS, ikke bare T30 etc!!

Inspisere hva som skjer når!!

LYTT på Impulsresponsen!!!

Se på FFT av første del av Impulsresponsen for å finne evt. farging etc.

Heller måle mange rom med enklere utstyr (wav-opptak ballong etc.) enn noen få rom etter standarden

De fleste rom er IKKE diffuse!

Noen flutter-ekko er OK (Univ. Aula, verneverdig)

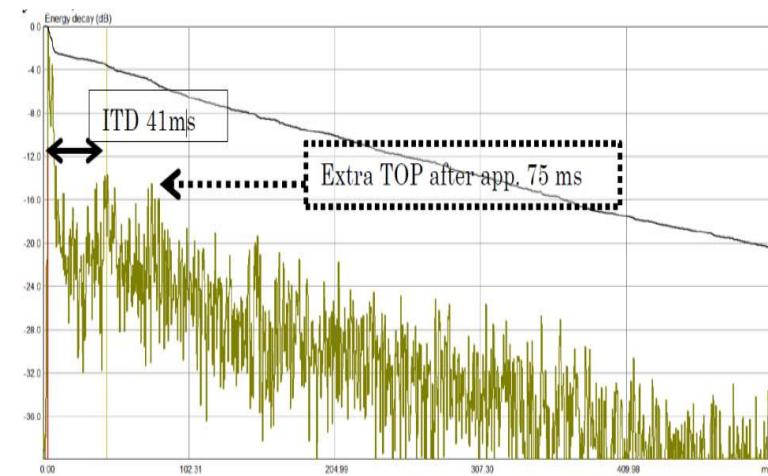
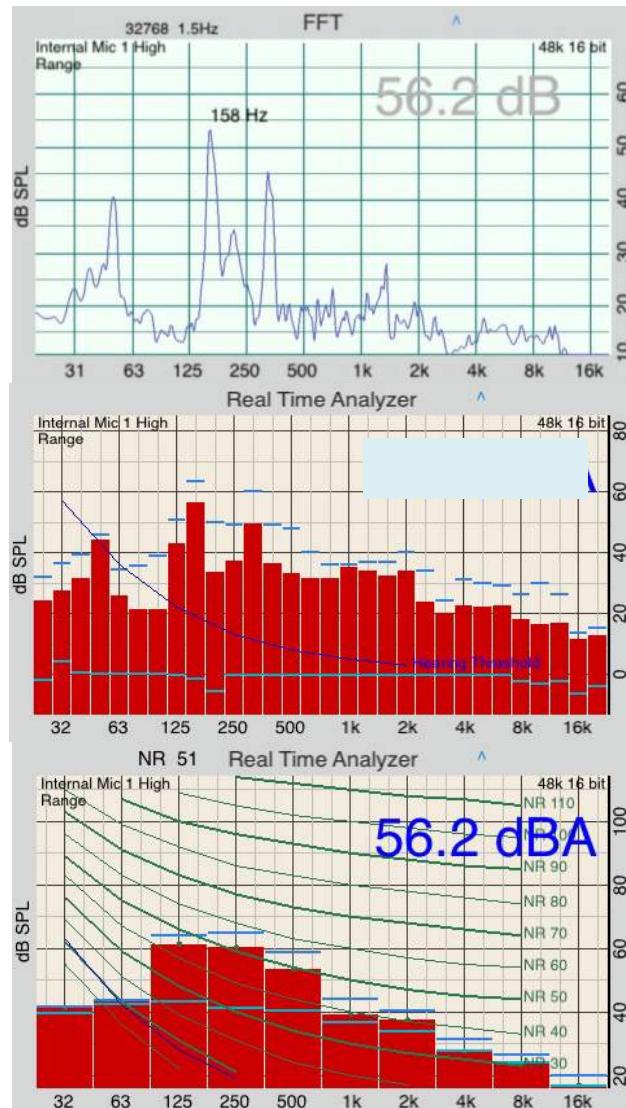
Noen flutter-ekko er forferdelige

Noen ekko er farlig for NOEN typer musikk
(og verre for høyttalere, med færre kildeposisjoner)

Akustikere må inspirere
Ren RT dempning hjelper ikke
nødvendigvis mot resonanser og flutter

FFT

iPhone



Tankerekke:

Ideell etterklangskurve=diffus=
kjedelig Reverb-box, syntetisk

Gode rom har ikke lineært decay (ITDG etc)
(PS! Sjekk mot Flutter planbølge etc!!)

Lydstudio/CD: Klarhet vha. korte refleksjoner.
Lang klang. Samme trend i saler: Operaen/St.v.

Men: Innføring av etterklangsanlegg gir enda
«rarere» utsving, «koppled rom»
som ikke likner på gode, reelle rom
(likner noe på klangkamre)

Hva det bør forskes på:

Enkel signalgiver for G [dB] i mellom-frekvens
(korreksjon mot bassen kan gjøres via T30 kurve)

Bedre karakteristika for Støyens frekvensinnhold (NR er fremdeles «best»)
FFT på iPhone!! Rentoner/Harmonisk?/SpectralCentroid

**MER KONTAKT MUSIKKTEKNOLOGI/Psykoakustikk/Kognisjon
STUDIO/LYDKONTROLL**

Bassresonanser/Membran-absorbenter (repertoire)

**ET EKKO ER IKKE ET EKKO
ROMAKUSTISKE MÅLINGER i AMBISONICS el.lgn.**

BIM-Akustikk

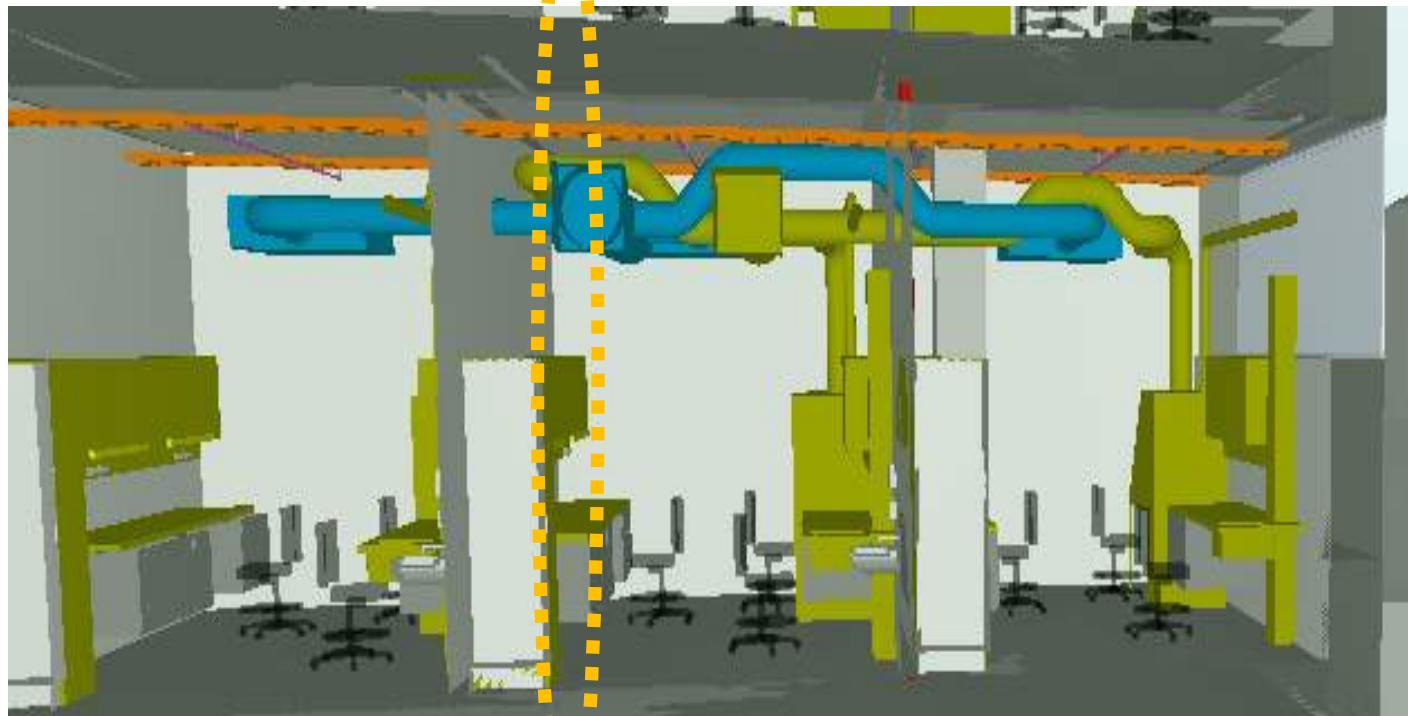
(integrering dRofus/Solibri/Romakustikkprogrammer/Flanketransmisjon)
(sikre at det ikke blir for enkle løsninger)

Problemer: BIM etc. tenker ofte hvert rom som selvstendige Lego-klosser
Flanketransmisjon/Nøyaktighet i romakustikk-simuleringer/
Lydisolasjonskrav kan ikke settes før naborom er kjent.

NB! Lage implementering av Flankeberegning/knutepunkt direkte i BIM!!
Lydabsorpsjon: Himlingsklasser for «grovtt» i bassen



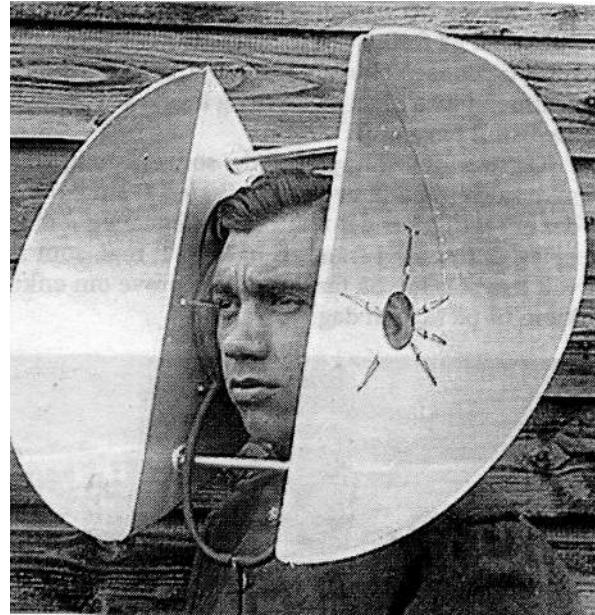
KNUTEPUNKT/ «Relation»??/ Junction



Sukk:

*Har Akustisk prosjektering blitt (kun)
en opprørsing av krav fra NS (og Statsbygg BP)?*

Konklusjon: LYTT FØRST! FORSK SIDEN!



fine del opera