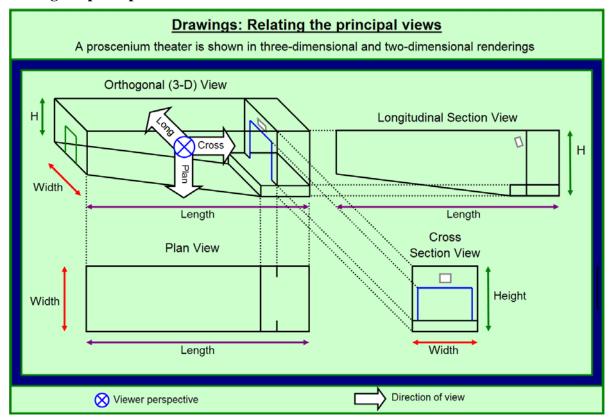
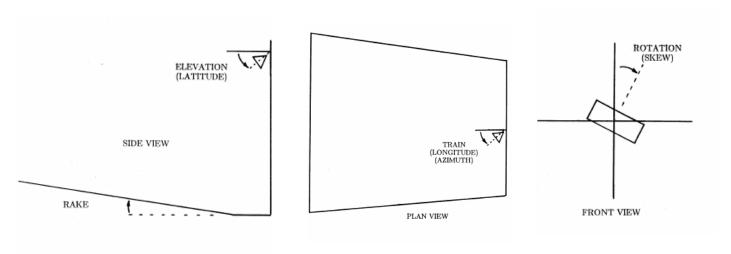
Lecture Summary – Prediction *Chapter 7*

- four principal responses
 - o free-field transmission characteristics of speaker
 - o effects of transmission medium (air)
 - o summation effects of multiple speakers
 - o summation effects of room and speakers
- relating the principal views

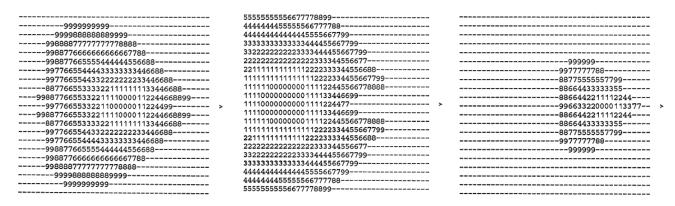


- 2-D drawings in a 3-D world...(falls apart quickly)
 - o H and V "directivity slices" do not completely characterize spherical radiation
 - o mismatch between speaker propagation plane vs. prediction plane
 - o speaker-prediction divergence
 - distance (speaker location to listening position)
 - angle (elevation, train, location)

• loudspeaker aiming: elevation, train, and rotation angle plus (X,Y,Z) mounting location



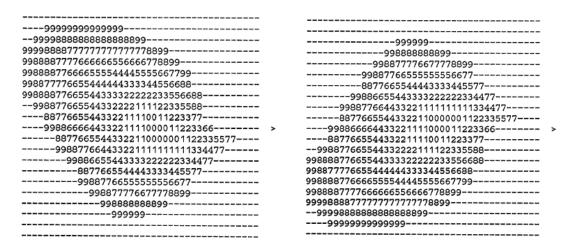
• SPL distributions for square room w/ 0° rake angle, elevation angle = -45°, -25°, -65° (train = 0° and rotation = 0°



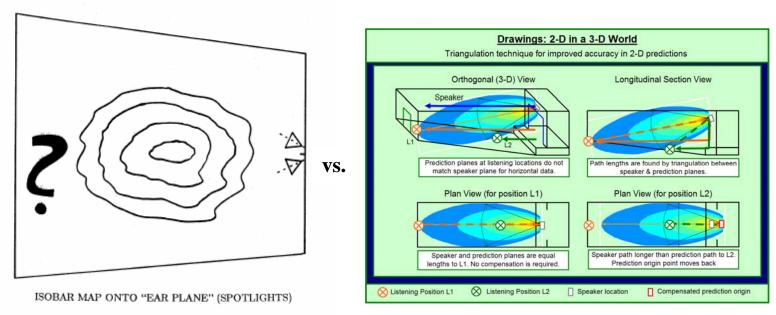
• SPL distributions for elevation angle = -45° and train = -30° , $+30^{\circ}$ (skew = 0°)

99776655554433333344556688			
9977665544333322223344557799			
888866554433222222233446688			
999977665544332211111122335577			
887766553322111100111133557799			
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99887766554422221100001122447788			
9988776655443322110000002244889999			
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998877665544333322222223366		99998877776666555566667799	
99998877666655444433334444667799	>	99998877666655444433334444667799	>
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		887766553322111100111133557799	
		999977665544332211111122335577	
		888866554433222222233446688	
		9977665544333322223344557799	
		99776655554433333344556688	

• SPL distributions for elevation angle = -45° and skew = -20° , $+20^{\circ}$ (train = 0°)

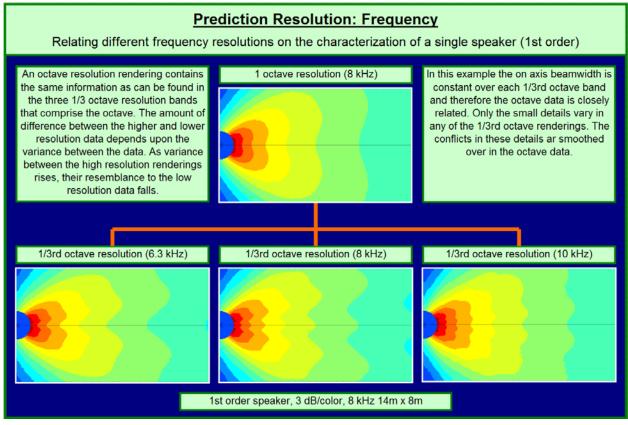


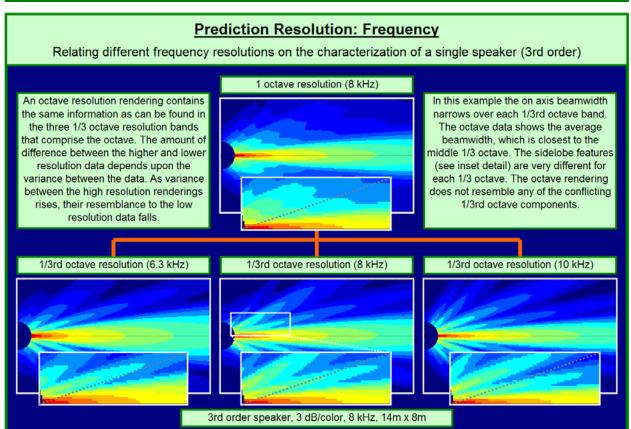
• <u>question</u>: how "easy" would it be obtain simple "prediction plane" results like these using the methods outlined in the text (i.e., restricted to section and plan 2D views only)?



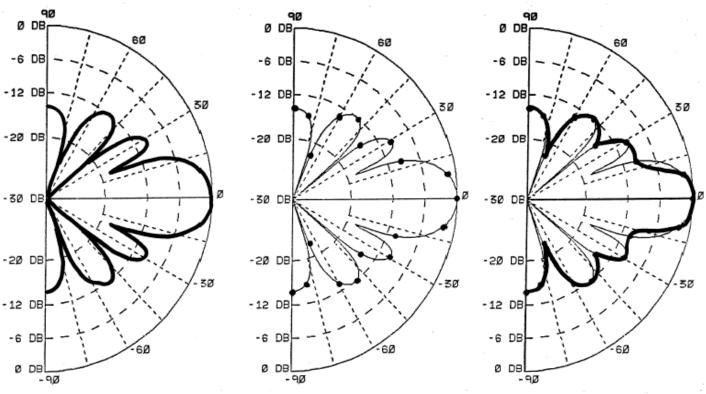
- need modeling/simulation software (e.g., EASE) to create SPL maps in the prediction plane of interest (the so-called "ear plane" of audience seating area) only meaningful/sane way to do this in 3-D...but need to understand limitations of the tools
 - o angular (spatial) resolution of loudspeaker directivity data
 - o frequency resolution (number/width of frequency bands)
 - o amplitude response of loudspeaker elements
 - o frequency response of loudspeaker elements
- common loudspeaker format http://www.clfgroup.org/author.htm
 - o CLF1
 - o CLF2

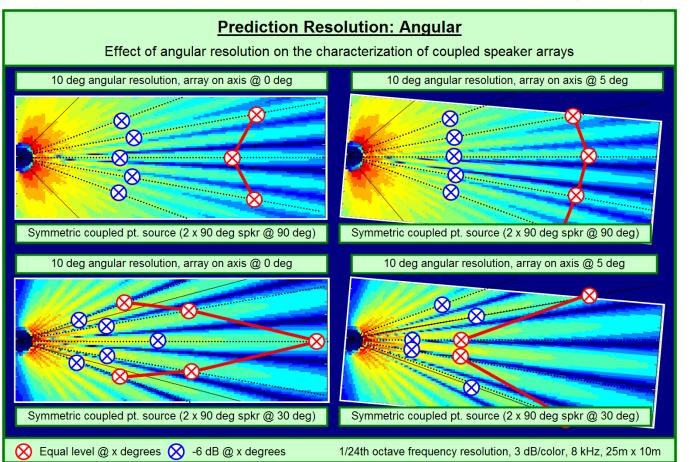
- generic loudspeaker library (GLL)
- "ideal" resolution needed...(but what is "good enough" for most cases?)
 - o frequency resolution: 1/24 octave
 - o angular resolution: 2°



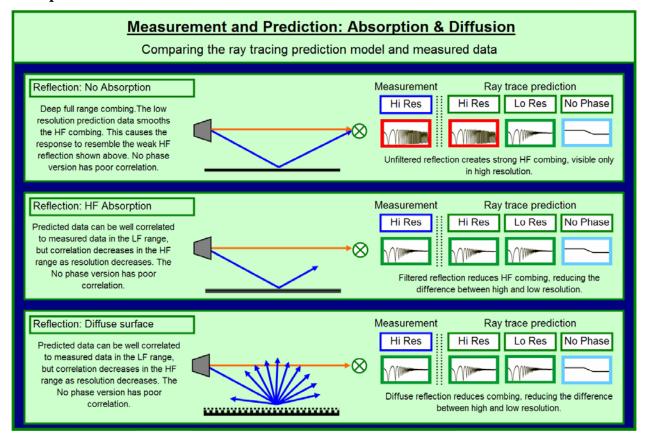


• potential for "spatial aliasing" as consequence of insufficient angular resolution





• absorption and diffusion



Absorption Level Loss Reference			
Loss (dB) = 10 x log (1-α)			
Absorption			
Value (dB)	Coefficient (α)		
-0.10	0.02		
-0.25	0.06		
-0.5	0.10		
-1.0	0.20		
-1.5	0.30		
-2.0	0.37		
-3.0	0.50		
-4.0	0.60		
-5.0	0.69		
-6.0	0.75		
-7.0	0.80		
-8.0	0.84		
-9.0	0.88		
-10.0	0.90		
Total	1.00		