

Architectural Acoustics

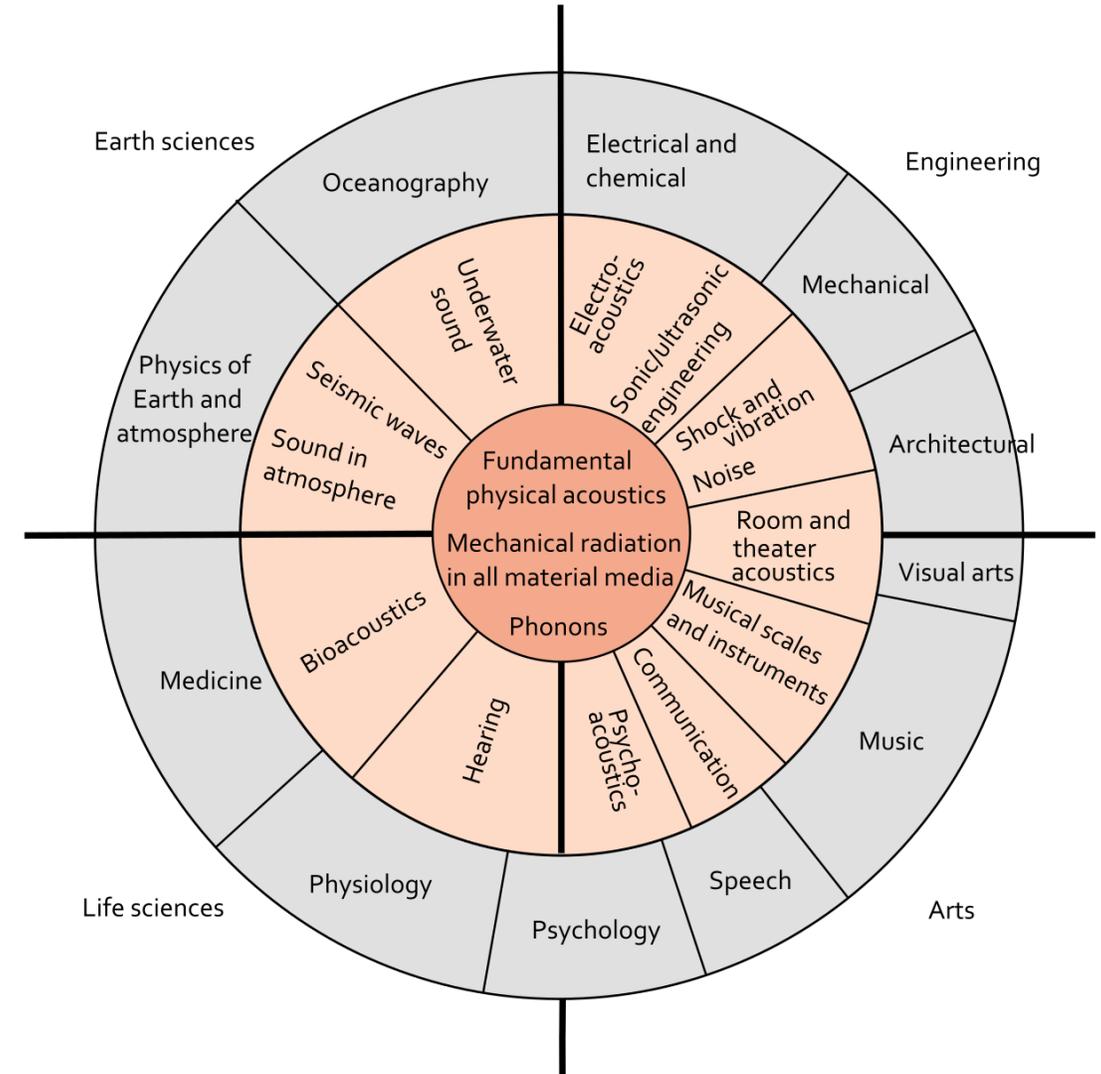
Introduction

...the modern architect is designing for deaf. ^{Their}~~His~~ ears are stuffed with bacon.

Raymond M. Schafer

Course topics

Architectural acoustics is a branch of acoustical science that deals with the design and modification of buildings and enclosed spaces to achieve optimal sound quality and control within those environments. It focuses on enhancing the acoustic properties of rooms, auditoriums, concert halls, theatres, offices, and various architectural structures to ensure that sound behaves in a desirable and functional manner.



Course topics

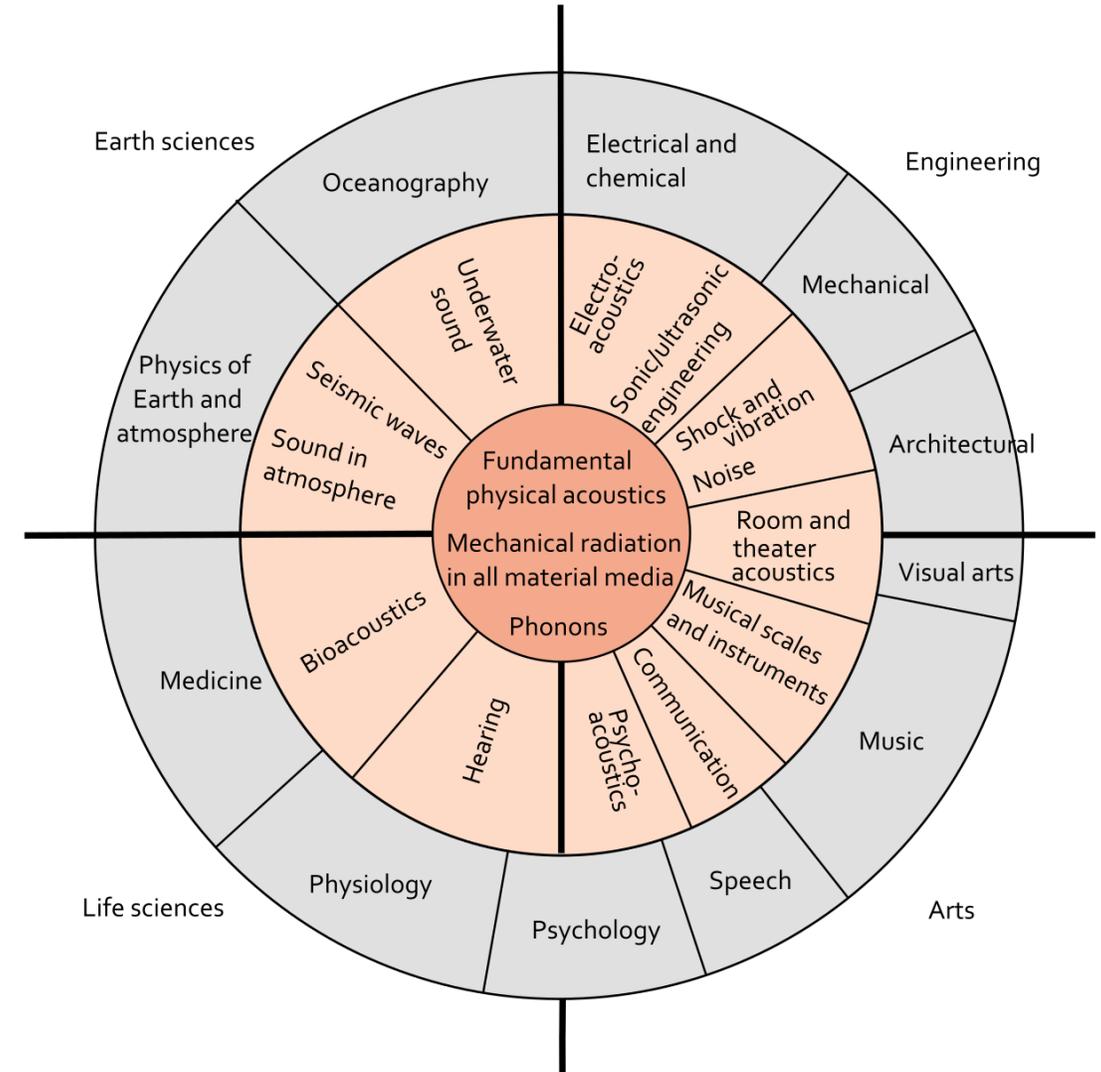
Sound insulation: Preventing unwanted sound from entering or escaping a space, ensuring privacy and reducing noise pollution.

Sound absorption: Managing the absorption of sound within a room to minimize echoes and reverberation, creating a comfortable listening environment.

Sound diffusion: Distributing sound energy evenly throughout a space to reduce acoustic hotspots and achieve a more balanced acoustic environment.

Sound reinforcement: Designing spaces to optimize the transmission and amplification of sound in settings like auditoriums, theatres, and concert halls.

Speech intelligibility: Ensuring that spoken words are clearly understood within a given space, which is crucial in educational, corporate, and public environments.



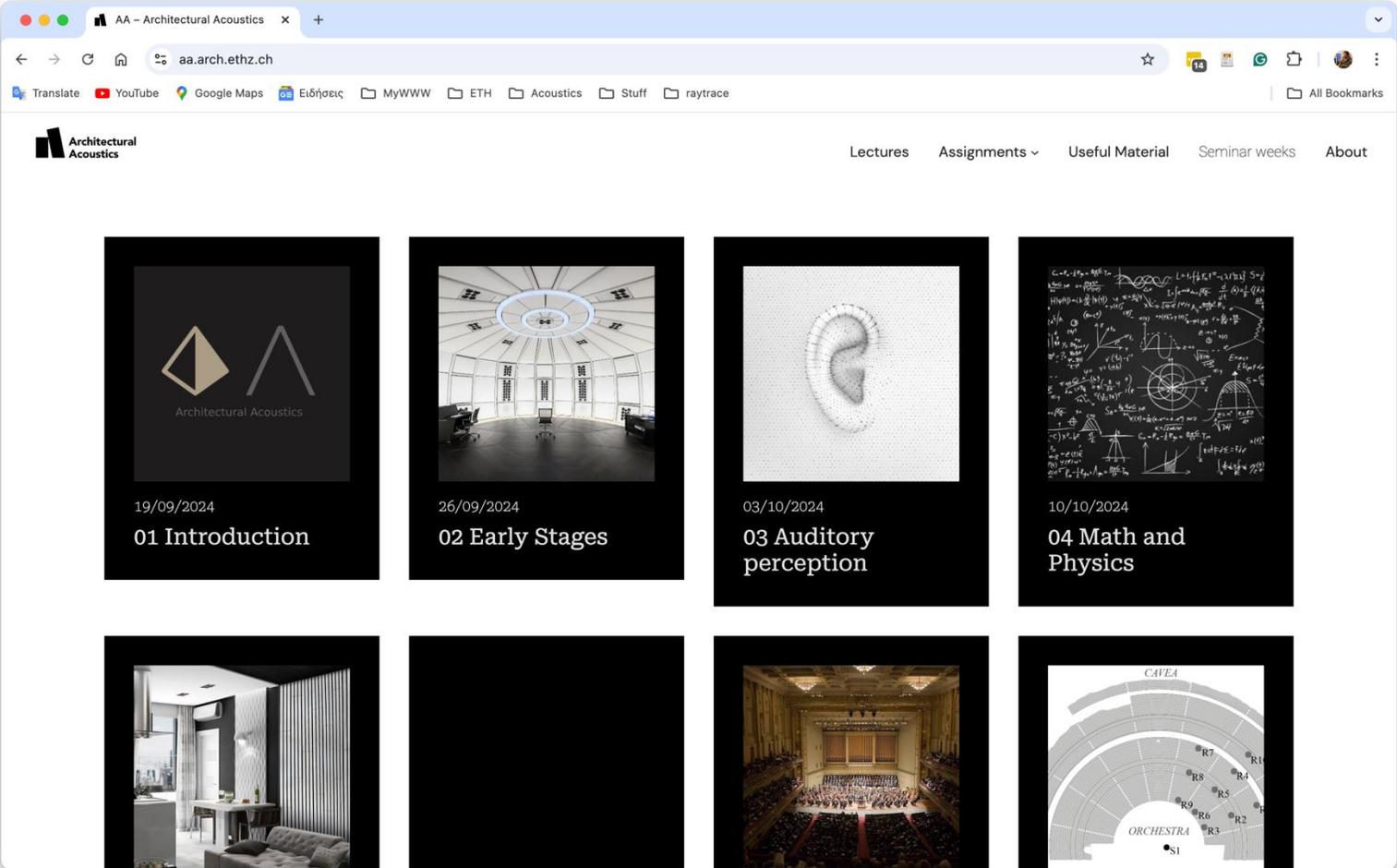
Format

Input lecture - Hands on exercises

~1h

~2h

Format



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Format

We opened the window to ventilate and the traffic noise was more noticeable but didn't become annoying."

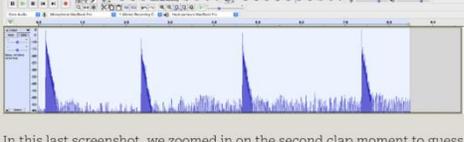
Empirical and Numerical Estimation of The Room Acoustic Properties

To estimate the reverberation time RT_{60} using Audacity, we chose to do it in the bedroom, in which we explored the emotional impact of the sounds.

Here in this screenshot, you have an overview of different sounds we recorded standing right next to the laptop microphone, as a test and to get more comfortable with this new software:



In this screenshot, you can see a few claps that we recorded standing 1m away from the computer's microphone:



In this last screenshot, we zoomed in on the second clap moment to guess the reverberation time RT_{60} of the bedroom:

Assignment

AA | Dashboard | Lectures | Handouts | Assignments | All Assignments | Add a New Post | Semesters | Media | Pages | Comments | Appearance | Plugins | Users | Tools | All-in-One WP Migration | Settings | ACF | Advanced Views | WP File Manager | Collapse menu

Hi, achlix

Update

Assignment Block X

Summary

Visibility: Public

Publish: November 9, 2023 8:41 am GMT

Template: Single item: Assl...

URL: aa.arch.ethz.ch/assignment/group-1/

AUTHOR

Pénélope Crosset

Switch to draft | Move to bin

Semesters

ADD NEW SEMESTER

HS23 X

Separate with commas or the Enter key.

Featured image



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functional need, whereas the bedroom is really a private space, you need to feel surrounded, and having almost no resonance gives the feeling of promiscuity.

We opened the window to ventilate and the traffic noise was more noticeable but didn't become annoying."

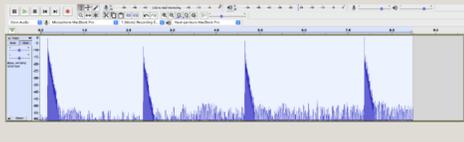
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Group 1 - The Two Pénélope

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Relaunch to update

Equipment



Assessment

Attendance

Assignments

Final project

Assessment

Attendance

8/10

Assignments

3 every ~ 2 weeks | 50%

Final project

3 weeks | 50%

Schedule

1	19.02.26	2	26.02.26	3	05.03.26	4	12.03.26	SEMINAR WEEK	5	26.03.26	6	02.04.26	EASTER BREAK	7	16.04.26	8	23.04.26	9	30.04.26	10	07.05.26		
TITLE Introduction		TITLE Auditory Perception		TITLE Room Acoustics		TITLE Visit: SE Musiclab				TITLE Math and Physics		TITLE Guidelines and Standards				TITLE Computer simulations		TITLE Wallace Clement Sabine		TITLE Visit: ZHdK		TITLE Final Presentations	
LECTURER Achilleas, Chris, Jürgen		LECTURER Chris		LECTURER Chris		LECTURER Jürgen				LECTURER Chris		LECTURER Chris				LECTURER Achilleas, Giorgos		LECTURER Jürgen		LECTURER Achilleas, Giorgos		LECTURER Achilleas, Chris, Jürgen	
LOCATION ETH IDL		LOCATION ETH IDL		LOCATION ETH IDL		LOCATION SE Musiclab				LOCATION ETH IDL		LOCATION Tanzhaus Zurich				LOCATION ETH IDL		LOCATION ETH IDL		LOCATION ZhdK		LOCATION ETH IDL	
LECTURE CONTENT Type something		LECTURE CONTENT Type something		LECTURE CONTENT Type something		LECTURE CONTENT Early stages				LECTURE CONTENT Type something		LECTURE CONTENT Type something				LECTURE CONTENT Computer simulations and auralisation		LECTURE CONTENT Type something		LECTURE CONTENT Type something		LECTURE CONTENT Type something	
EXERCISE CONTENT Type something		EXERCISE CONTENT Type something		EXERCISE CONTENT Acoustic Walk		EXERCISE CONTENT Type something				EXERCISE CONTENT Type something		EXERCISE CONTENT Type something				EXERCISE CONTENT Room acoustics simulation demo		EXERCISE CONTENT Final project brainstorm		EXERCISE CONTENT Room acoustics simulation 2			
ASSIGNMENT Exploring Sound Qualities in Architectural Design Exploring the emotional impact of everyday sounds				ASSIGNMENT Characterisation of room acoustic treatments						ASSIGNMENT Guidelines				ASSIGNMENT Final Project									

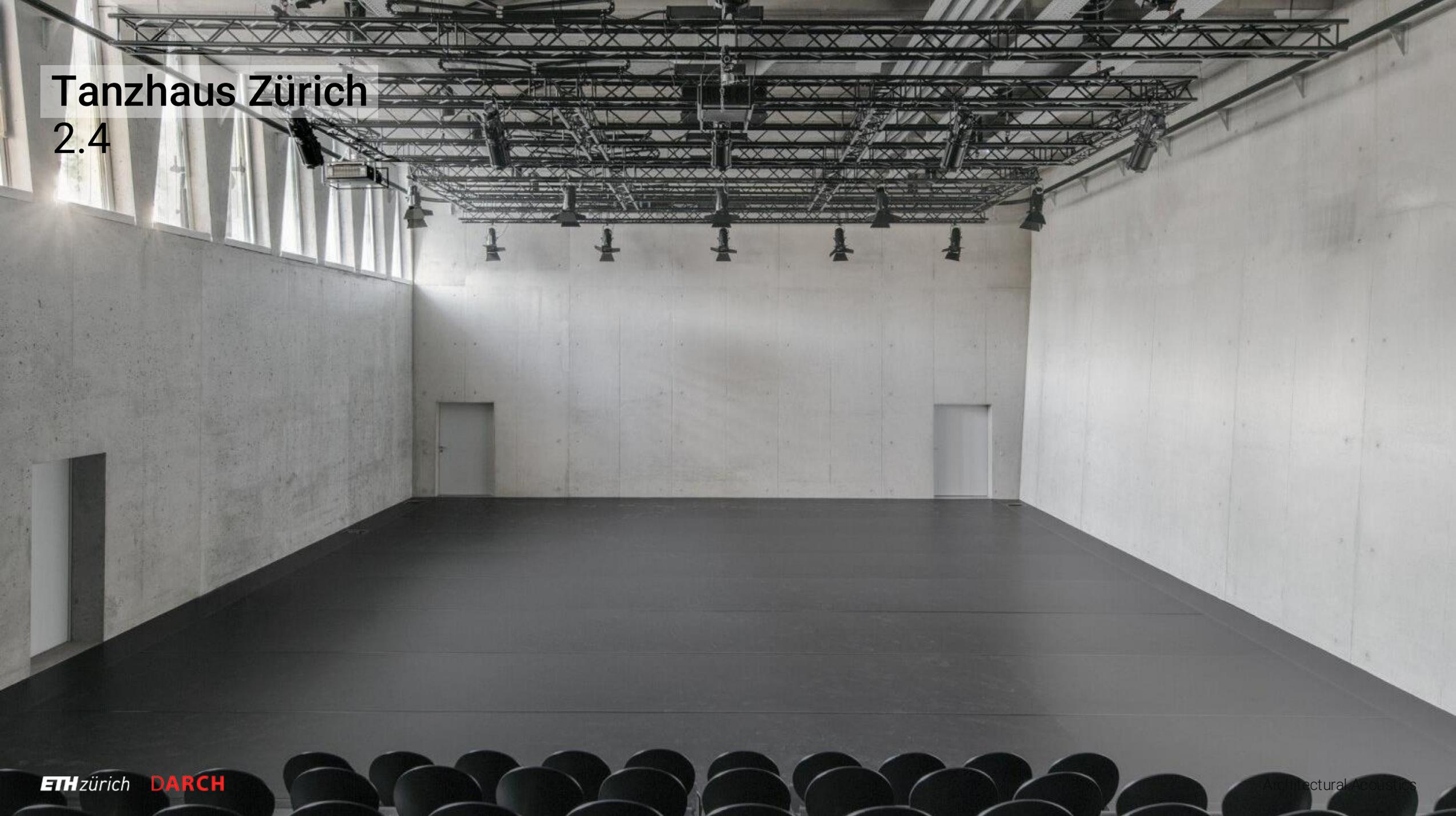
SE Musiclab

12.03



Tanzhaus Zürich

2.4



ZHdK
30.4

