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Rehearsal Room Acoustics

Ensemble conditions

Restrictions on V-T combinations related to ensemble size

20 March 2019

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Key features related to **A**, V, T, and r

Reverberation Time (Sabine)	$T = 0.16 * V / A$		[s]
Absorption (Sabine)	$A = 0.16 * V / T$		[m ² Sa]
Direct Sound Level	$G_d = 100 / r^2$		[dB]
Reverb Level 1 (Barron)	$G_r = 10 * \lg(31200 * T / V)$	$- 0.176 * r / T$	[dB]
Reverb Level 2 (Barron)	$G_r = 37 - 10 * \lg(A)$	$- 0.176 * r / T$	[dB]
Reverberation Distance (classical)	$RD = (A / 16\pi)^{0.5}$		[m]
Direct-to-Reverberant Balance	$DR = G_d - G_r$		[dB]

Note! Absorption Area **A** alone controls Reverb Level and Reverb Distance



Gade (2012)

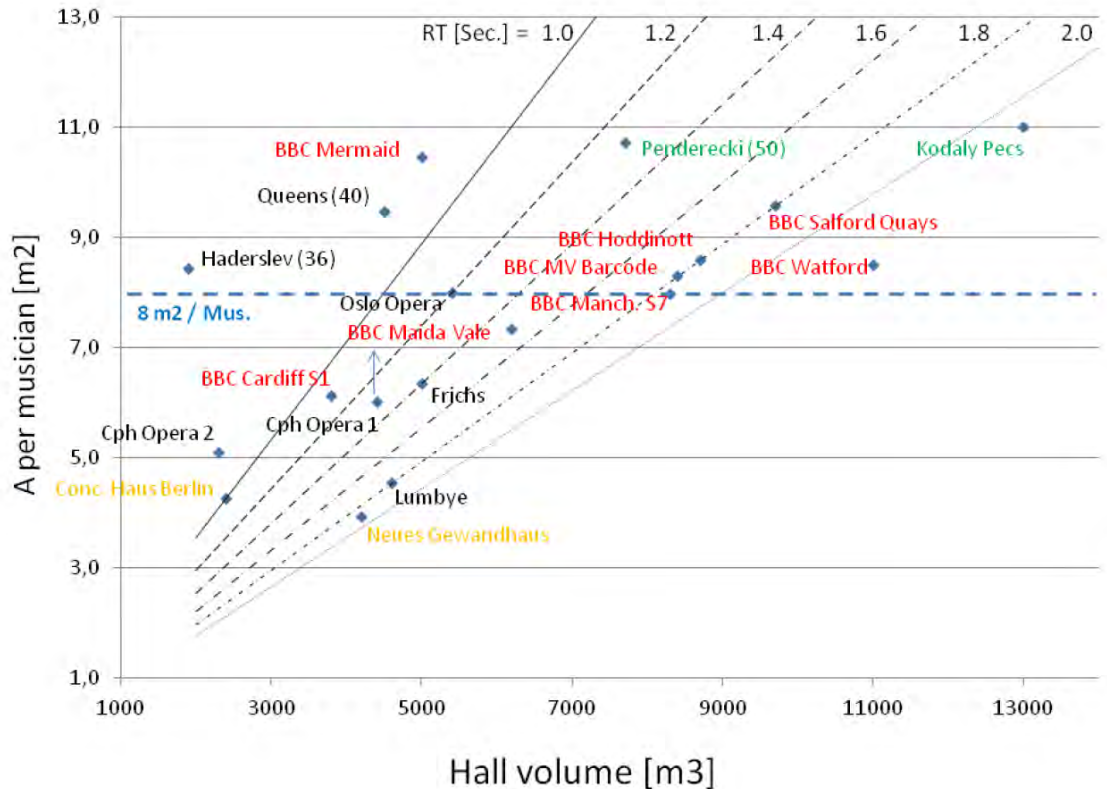
Absorption area A in ensembles with N musicians

Suggestion $A > N * 8 \text{ m}^2$

Equivalent: $V/N > 50 * T$

Purpose: Control of Sound Exposure Levels

What other implications?





Implication (1) of $A > N*8 \Leftrightarrow V/N > 50*T$

Reverb sound level $Gr < 28\text{dB} - 10*\lg(N)$

< 16 dB for 16 musicians

< 14 dB for 25 musicians

< 12 dB for 40 musicians

< 10 dB for 63 musicians

< 8 dB for 100 musicians



Implication (2) of $A > N * 8 \Leftrightarrow V/N > 50 * T$

If an ensemble of N musicians occupy the floor surface $S=1.5 * N$, then

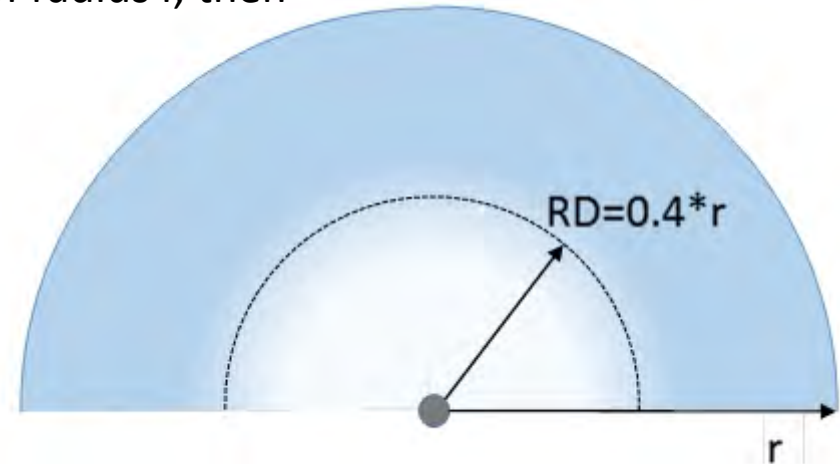
Reverberation distance $RD > 2.3 * S^{0.5}$

If the ensemble is seated within a semi-circle of radius r , then

$$RD > 0.4 * r$$

At the dashed semi-circle with radius RD ,

Direct-to-Reverb Balance is $D-R=0$ dB





Acoustical Transparency, e.g. at conductor's ears





Acoustical Transparency, e.g. at conductor's ears

Stronger reverb level => Shorter Transparency Range
Equivalent to reduced sight range by mist, rain or fog





Complex sound image perception by mapping



External sources



Internal representation in brain

Discerning between sources depends on

- Direct Sound
- Sufficient D-R balance
- Binaural Hearing (Jeffres model)



Acoustical Transparency

Definition: Degree to which direct sound can be heard in the presence of reverb sound

Suggested metric is the Direct-to-Reverberant sound level $D-R = G_d - G_r$, the receiver being an ear position, and the source in the position of a musical instrument

Suggested criterion for ensembles is $D-R$ (average) = 0dB from musicians to conductor

Simulation experiments has shown that this average is a good estimate even for the average inter-orchestral $D-R$

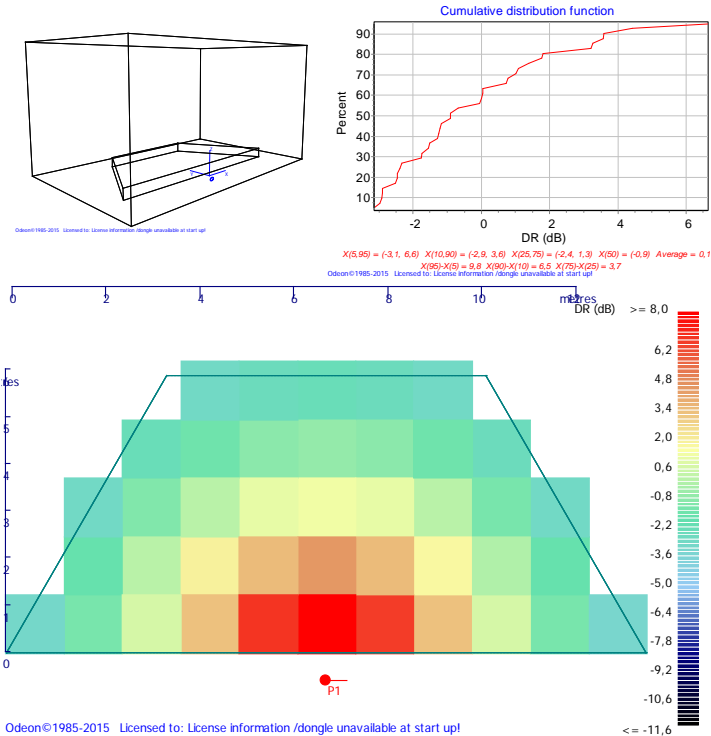
A case study in Bergen 2012 concluded that a symphony orchestra

- judging 8 venues, simulated *average(D-R)* varied between $+3dB$ and $-6dB$
- their preference peaked where *average(D-R)* $\approx 0dB$

(Skålevik, IOA, Hamburg, 2018 http://www.akutek.info/Papers/MS_Hamburg_IOA_2018.pdf)



Acoustical Transparency, ensemble simulations



Simulations in Odeon 14, demanding D-R(avr) = 0dB

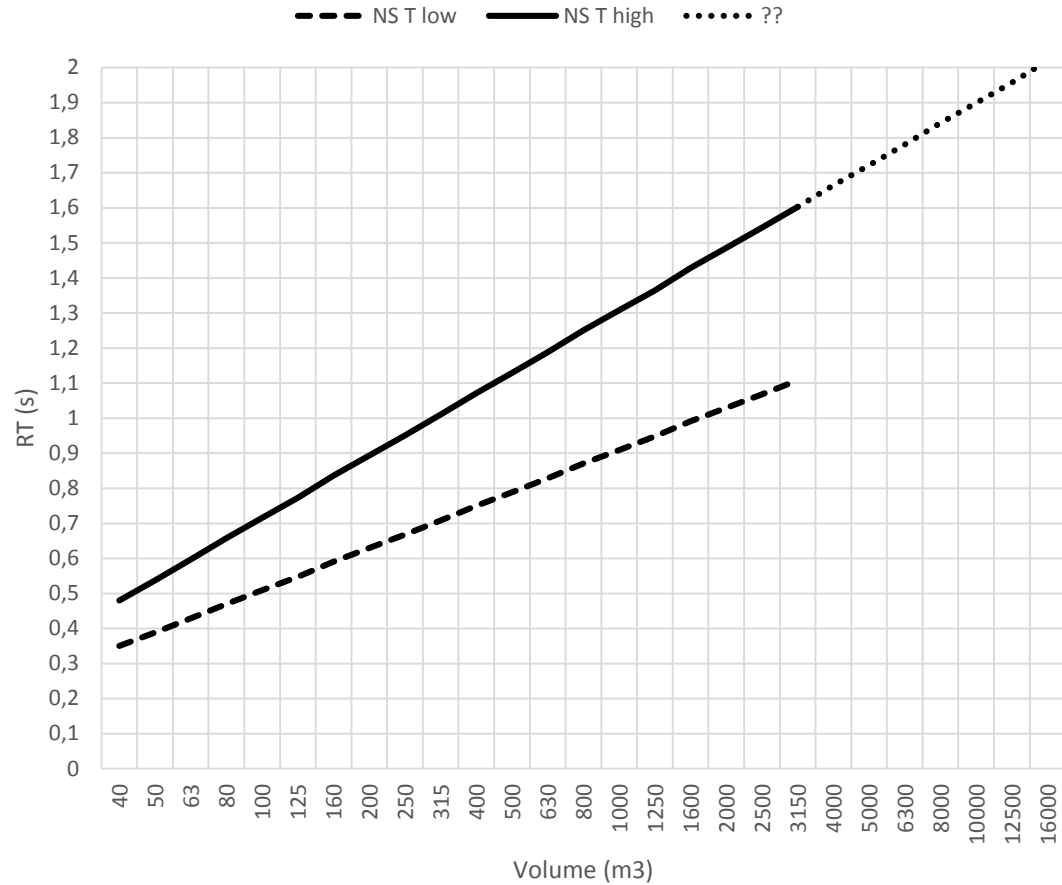
N	16	25	40	63	100
V	494	877	1625	2986	5607
T low(NS)	0,79	0,89	0,99	1,1	1,2
T high(NS)	1,1	1,3	1,4	1,6	1,8
T	0,54	0,66	0,81	1,0	1,2
T occ	0,44	0,53	0,66	0,81	0,99
Gr empty	15	13	12	10	7
Gr occ	11	10	8	6	4
D-R empty	-4	-4	-4	-4	-4
D-R occ	0	0	0	0	0
DR occ	3,1	3,8	4,7	6,9	8,7
A/N empt	9	9	8	8	7



NS-8178

Limits for T related to
Volume,

For un-reinforced music





NS-8178

Limits for T related to
Volume,
Un-reinforced music

Selected examples
Symphony Orchestras



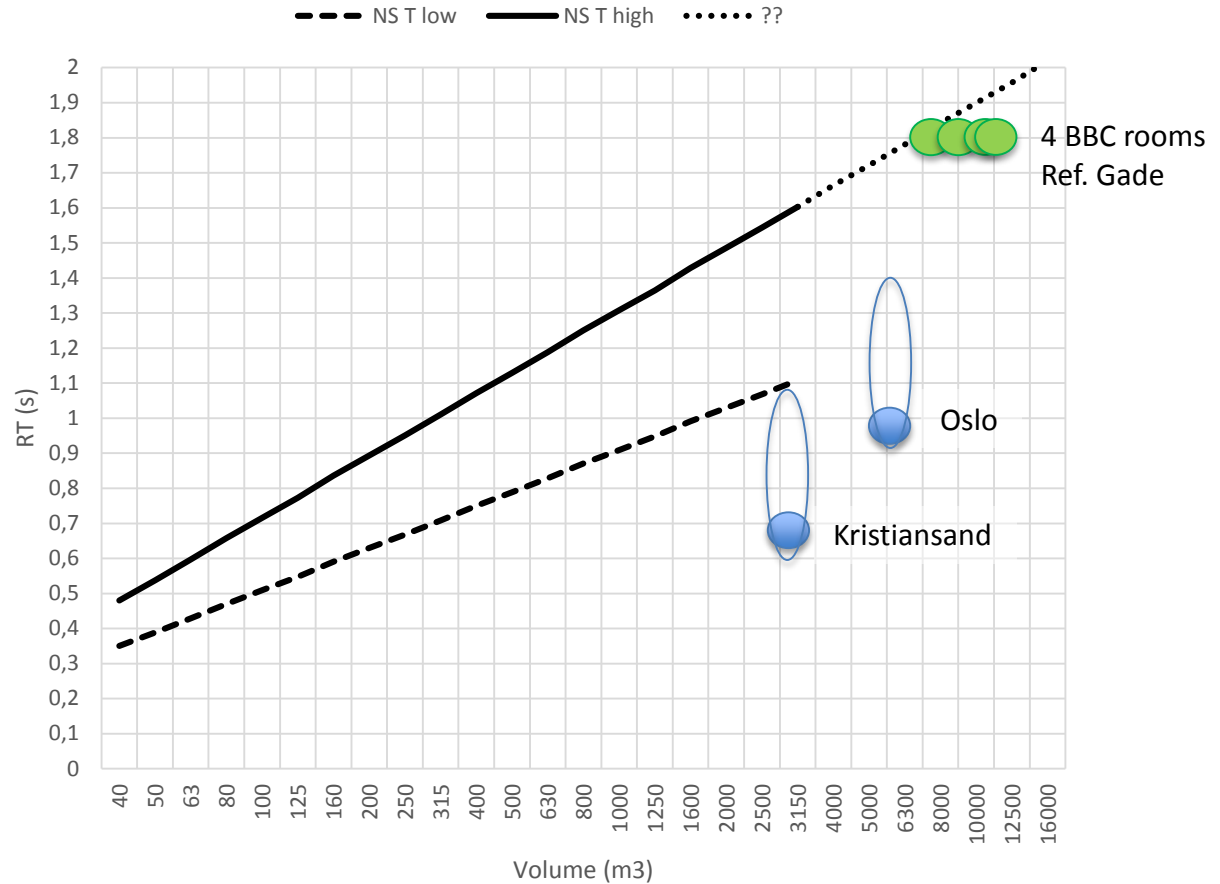
= variable range



= preferred by musicians



= musicians satisfied





Summary

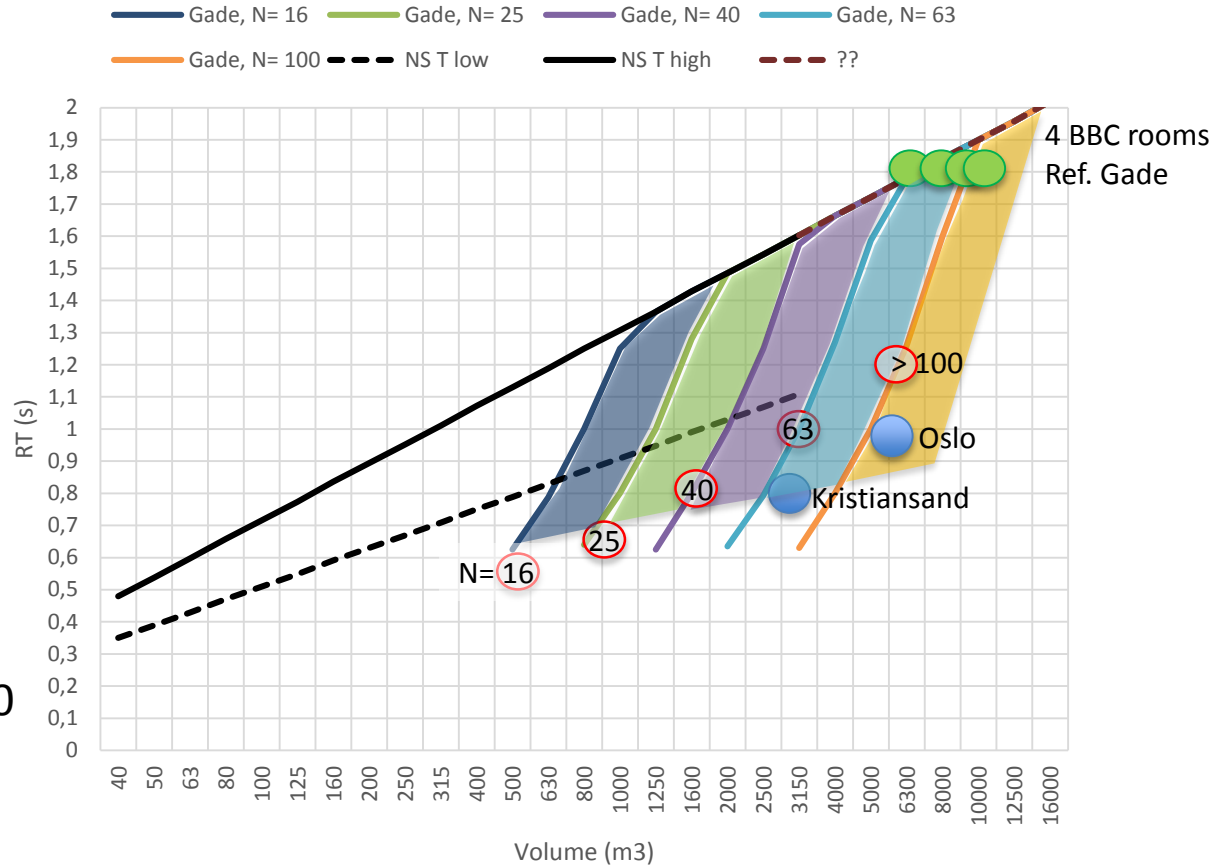
NS8178 T limits,
Un-reinforced music

Gade's 8m2Sa per
musician

Gade's BBC examples

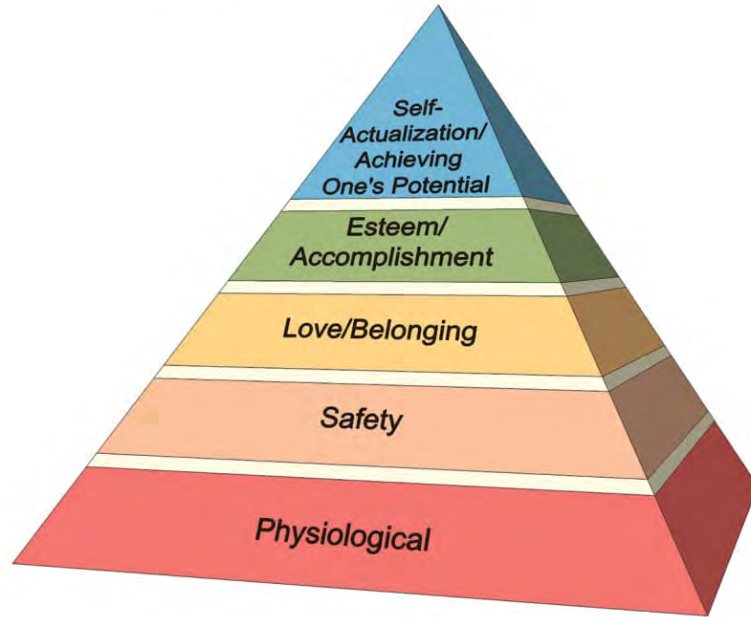
D-R=0dB cases with
ensembles N=16 to N=100

= preferred by musicians



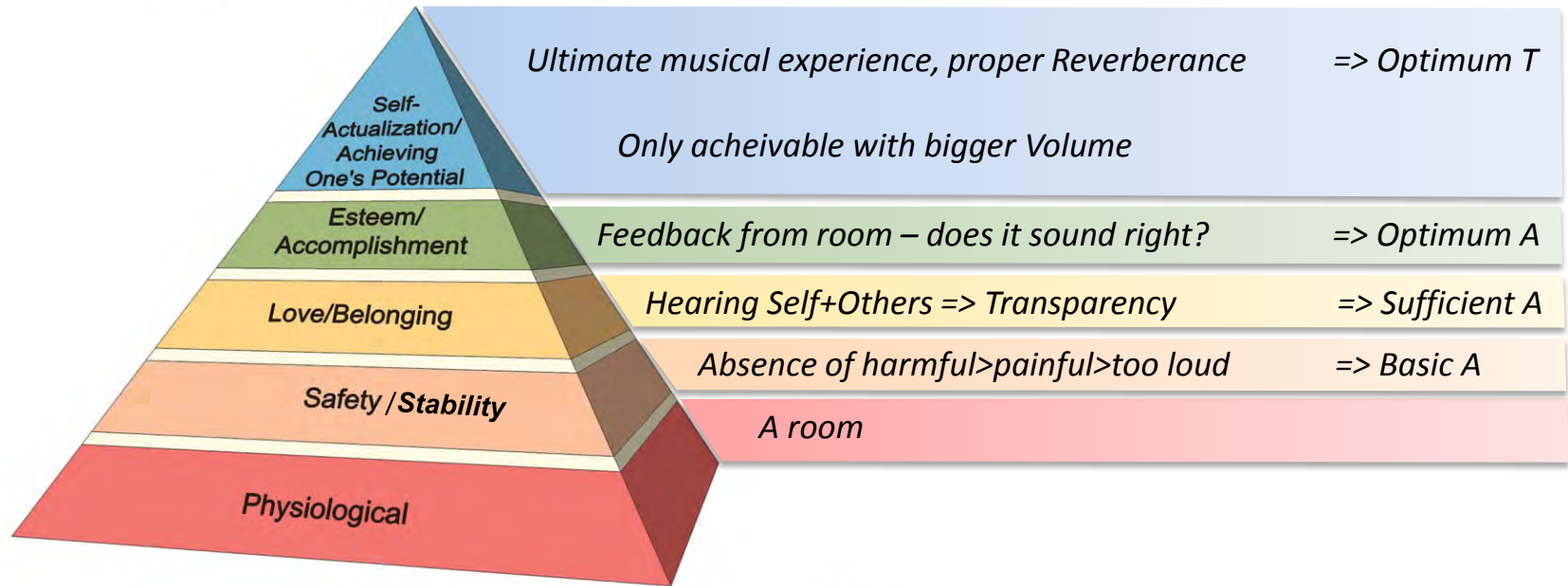


Maslow's Hierarchy of Needs





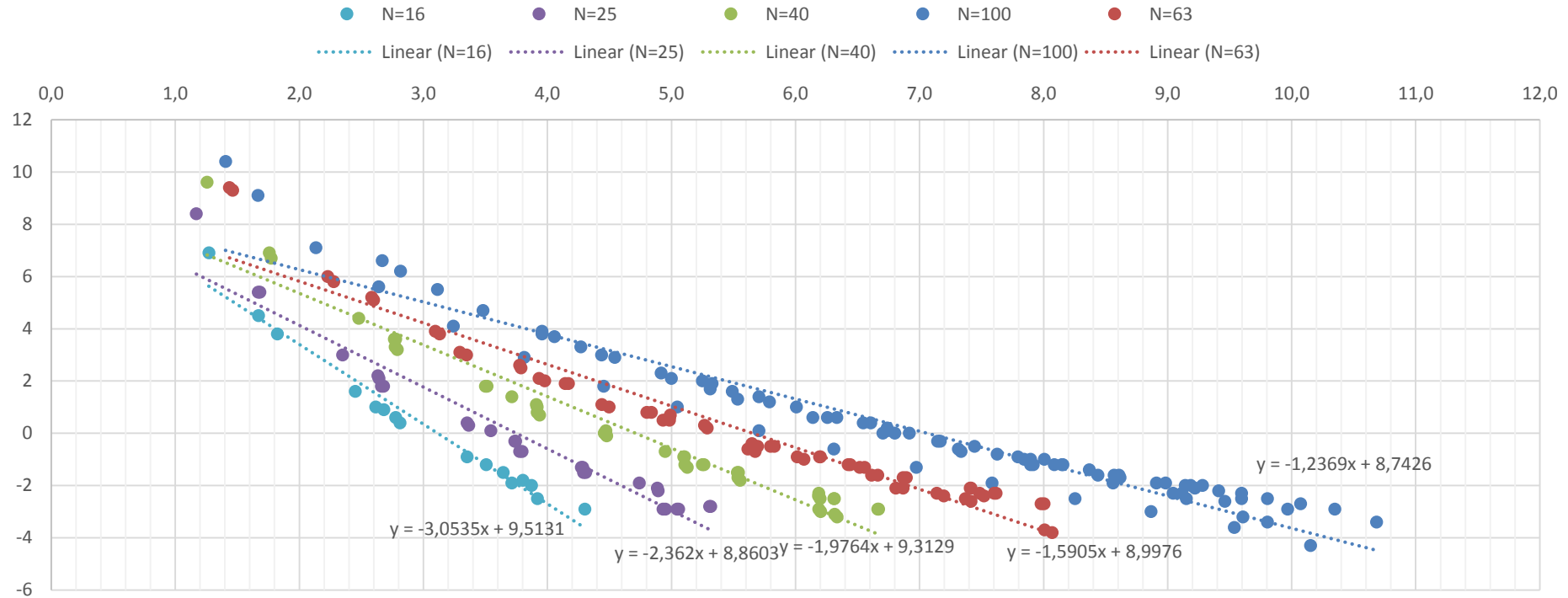
Musician's Hierarchy of Acoustical Needs



ESa



Simulations of D-R as function of distance r





Conclusions

Ensemble rehearsal rooms has special demands for combinations of N, V and T
Acoustical needs seems to be ordered in a Hierarchy

- A, or equivalent, V/T is a more basic need than T in itself
- In some cases where V/T is adequate, musicians are happy with «too low» T

Acoustical transparency requires $average(D-R) \approx 0$ dB

Suggested criteria $V/N \approx 50 * T$, in symphony orchestra, 1.5m² floor per musician

This is equivalent to $A/N \approx 8m^2Sa$ and would provide

- Transparency, $AT = average(D-R) \approx 0$ dB
- Loudness and sound exposure management

In further work, «good» and «bad» cases should be added to the V-T-diagram



Thank you for your attention

Related papers:

[Sound exposure and the hearing of musicians](#) by Dance and Dymock

[The influence of Room Acoustic Aspects on the Noise Exposure of Symphonic Orchestra Musicians](#) by Wenmaekers and Hak

[A Model for the prediction of Sound Levels within a Symphonic Orchestra based on measured Sound Strength](#) by Wenmaekers and Hak

[Noise exposure of musicians: The own instrument's sound compared to the sound from others](#) (paper) ([presentation](#)) by Wenmaekers and Hak

[Rehearsal room acoustics for the orchestra musician](#), by M Skålevik

[Consistency in music room acoustics](#) (paper) ([presentation](#)) by M Skålevik

[Level balance between Self, Others and Reverb, noise exposure and mutual hearing in orchestra musicians](#) (paper) ([presentation](#)) by M Skålevik

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[Home](#)

[Papers](#)

[Title Index](#)

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[Ensemble Acoustics](#)

[Concert Hall Acoustics](#)

[Rehearsal room acoustics](#)