Reverberation Rooms & Concert Hall Acoustics

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From Lecture 14...

Reverberation Time: $T_{60} \propto V$ $T_{60} \propto 1/A$

where T_{60} gives the time required for the sound pressure level to drop by 60 dB

Sound Absorption:

A = S < a >

where <a> is the average absorption coefficient of all surfaces in the room

a = <u>absorbed energy</u> incident energy



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SoundAssured

Reverberation time: HOW MUCH IS TOO MUCH?

Volume and Expected Reverberation Time

- $T = R V^{1/3}$
 - where *R* depends on the space purpose
 - provides a volume limit for different spaces

Example: For a quiet lecture hall where T_{60} < 0.8 s, maximum volume is 2.4 x 10³ m³.

Reverberation time: HOW MUCH IS TOO MUCH?

Table 12.8.1 Approximate values of $R = T/V^{1/3}$ for rooms used for various purposes

Purpose	$R \pm 10\%$ (s/m)	Range of Volumes Conventionally Encountered (m ³) ^a
Concert hall	0.07	$10 \times 10^3 < V < 25 \times 10^3$
Opera house	0.06	$7 \times 10^3 < V < 20 \times 10^3$
Motion picture theater	0.05	$V < 10 \times 10^{3}$
Auditorium Legitimate theater Lecture hall Conference room	0.06	$V < 4 \times 10^{3}$
Recording studio Broadcasting studio	0.04	$V < 1 \times 10^{3}$

ANECHOIC VS ECHO VS REVERBERATION

Anechoic Chamber:

- a space in which sound is not reflected; "without echo"
- creates an acoustically free-field

Reverberation Chamber:

- a space in which sound is reflected many times
- creates an acoustically diffuse field

ANECHOIC VS ECHO VS REVERBERATION

ECHO

REVERBERATION vs ECHO



REVERBERATION





Reverberation CHambers

What is a reverberation chamber?

- Space that creates a perfectly diffuse sound field
 - Energy density builds up from source until its sound power balances the dissipation
 - Sound field is independent of location or direction = isotropic energy flow
- Near impossible to create a diffuse sound field

Reverberation CHAMBER APPLICATIONS

What are reverberation chambers used for?

- Recording studios
- Concert halls
- Auditoriums
- Measuring the sound absorption coefficient
- Testing effectiveness of noise barriers

STRUCTURE OF A Reverberation chamber

The goal is **reverb** not **resonance**!





For concert halls:

- Sound should reach listeners by direct path within 0.2 seconds
- First reflection: within 50 ms
 - Better to sit off-center for different wall reflection times
- Continuous reflections start at 100-200 ms
- Reverberation time ~ 1.8 seconds



What about the audience?

- Typically, concert hall seats are upholstered to increase absorption
 - For cloth covered seats: *a* ranges from 0.2 at 125 Hz to 0.65 at 1000 Hz

 Based on the surface area of the floor (audience, orchestra, and chorus) and room volume, T₆₀ can be approximated:

 $1/T = 0.1 + 5.4 S_T / V$



SHAPES OF **CONCERT HALLS**



Surround

SHAPES OF CONCERT HALLS





What are the best* concert halls in the world?

- Grosser Musikvereinsaal in Vienna
- Symphony Hall in Boston
- Concertgebouw in Amsterdam
 - All three are shoebox shaped
 - Quality of sound is uniform in 90% of seats

* according to Leo Beranek in 2016



Bo: Boston Symphony Hall V: Vienna MKS A: Amsterdam Concertgebouw

references

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- 3. M. Nolan et al, "Experimental characterization of the sound field in a reverberation room," Journal of the Acoustical Society of America 145 (2016).
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- 5. University of Salford Manchester, Acoustics Testing, Calibration, and Consultancy. Accessed 21 February 2023. <u>https://acoustictesting.salford.ac.uk/acoustic-laboratories/reverberation-chamber/</u>
- 6. T. Hidaka & N. Nishihara, "Acoustical quality in concert halls as related to hall shape: Shoebox, surround, and other," Psychomusicology: Music, Mind, and Brain (2015).

QUESTIONS?