

# Annex

## Material data

The basic parameters of acoustic materials are the impedance and the surface shape. The equations given in Sect. 3.1 are applicable as first-order approximations of the impedance and reflection factor of acoustic materials. To discuss more details, other information such as angle-dependent impedance, porosity, tortuosity, etc., is required. These material data include all necessary information required for calculation of the reflected and the transmitted field. In many cases of sound prediction, however, the absorbed or transmitted energy is a sufficient quantity. Thus, for the scope of predicting the exterior sound field for auralization, the absorption coefficient and the scattering coefficient for random incidence are important input data used in room acoustics simulation software. To predict sound insulation, the sound reduction index or other standardized sound transmission data are required.

Most data in the following tables are extracted from the most recently established and widely used database of absorption coefficients. The database was developed by Ingolf Bork in the project of the “round robin” on room acoustical computer simulations.<sup>93</sup> Other data were obtained from product data given by manufacturers.

The reference methods used for determining these data are standardized methods for material testing, ISO354 for absorption coefficients, ISO17497, part 1 for scattering coefficients and ISO140 for sound insulation quantities. All standards describe measurement methods obtained in reverberation chambers. For more details, see Bork (2005b)<sup>94</sup> and the listed ISO standards.

These data are applicable for geometric or other energetic prediction models such as ray tracing or SEA. They don’t have the precision and information required for numerical wave models.

---

<sup>93</sup> <http://www.ptb.de/en/org/1/17/173/roundrobin.htm>

<sup>94</sup> <http://www.ptb.de/en/org/1/17/173/datenbank.htm>

## Tables of random-incidence absorption coefficients, $\alpha$

Unless not explicitly specified otherwise, the data given are random-incidence absorption coefficients,  $\alpha_s$  (see Sect. 3.1)

### **Massive constructions and hard surfaces**

Material	Octave band frequency in Hz						
	125	250	500	1k	2k	4k	8k
Walls, hard surfaces average (brick walls, plaster, hard floors, etc.)	0.02	0.02	0.03	0.03	0.04	0.05	0.05
Walls, rendered brickwork	0.01	0.02	0.02	0.03	0.03	0.04	0.04
Rough concrete	0.02	0.03	0.03	0.03	0.04	0.07	0.07
Smooth unpainted concrete	0.01	0.01	0.02	0.02	0.02	0.05	0.05
Rough lime wash	0.02	0.03	0.04	0.05	0.04	0.03	0.02
Smooth brickwork with flush pointing, painted	0.01	0.01	0.02	0.02	0.02	0.02	0.02
Smooth brickwork, 10 mm deep pointing, pit sand mortar	0.08	0.09	0.12	0.16	0.22	0.24	0.24
Brick wall, stuccoed with a rough finish	0.03	0.03	0.03	0.04	0.05	0.07	0.07
Ceramic tiles with a smooth surface	0.01	0.01	0.01	0.02	0.02	0.02	0.02
Limestone walls	0.02	0.02	0.03	0.04	0.05	0.05	0.05
Reverberation chamber walls	0.01	0.01	0.01	0.02	0.02	0.04	0.04
Concrete floor	0.01	0.03	0.05	0.02	0.02	0.02	0.02
Marble floor	0.01	0.01	0.01	0.02	0.02	0.02	0.02

### **Lightweight constructions and linings**

Material	Octave band frequency in Hz						
	125	250	500	1k	2k	4k	8k
2 * 13 mm plasterboard on steel frame, 50 mm mineral wool in cavity, surface painted	0.15	0.10	0.06	0.04	0.04	0.05	0.05
Wooden lining, 12 mm fixed on frame	0.27	0.23	0.22	0.15	0.10	0.07	0.06

***Glazing***

Material	Octave band frequency in Hz							
	125	250	500	1k	2k	4k	8k	
Single pane of glass, 3 mm	0.08	0.04	0.03	0.03	0.02	0.02	0.02	
Glass window, 0.68 kg/m <sup>2</sup>	0.10	0.05	0.04	0.03	0.03	0.03	0.03	
Lead glazing	0.30	0.20	0.14	0.10	0.05	0.05	–	
Double glazing, 2–3 mm glass, > 30 mm gap	0.15	0.05	0.03	0.03	0.02	0.02	0.02	
Double glazing, 2–3 mm glass, 10 mm gap	0.10	0.07	0.05	0.03	0.02	0.02	0.02	
Double glazing, lead on the inside	0.15	0.30	0.18	0.10	0.05	0.05	–	

***Wood***

Material	Octave band frequency in Hz							
	125	250	500	1k	2k	4k	8k	
Wood, 1.6 cm thick, on 4 cm wooden planks	0.18	0.12	0.10	0.09	0.08	0.07	0.07	
Thin plywood panelling	0.42	0.21	0.10	0.08	0.06	0.06	–	
16 mm wood on 40 mm studs	0.18	0.12	0.10	0.09	0.08	0.07	0.07	
Audience floor, 2 layers, 33 mm on sleepers over concrete	0.09	0.06	0.05	0.05	0.05	0.04	–	
Wood, stage floor, 2 layers, 27 mm over airspace	0.10	0.07	0.06	0.06	0.06	0.06	–	
Solid wooden door	0.14	0.10	0.06	0.08	0.10	0.10	0.10	

***Floor coverings***

Material	Octave band frequency in Hz							
	125	250	500	1k	2k	4k	8k	
Linoleum, asphalt, rubber, or cork tile on concrete	0.02	0.03	0.03	0.03	0.03	0.02	–	
Cotton carpet	0.07	0.31	0.49	0.81	0.66	0.54	0.48	
Loop pile tufted carpet, 1.4 kg/m <sup>2</sup> , 9.5 mm pile height: On hair pad, 3.0 kg/m <sup>2</sup>	0.10	0.40	0.62	0.70	0.63	0.88	–	
Thin carpet, cemented to concrete	0.02	0.04	0.08	0.20	0.35	0.40	–	
6 mm pile carpet bonded to closed-cell foam underlay	0.03	0.09	0.25	0.31	0.33	0.44	0.44	

***Floor coverings (cont'd)***

Material	Octave band frequency in Hz						
	125	250	500	1k	2k	4k	8k
6 mm pile carpet bonded to open-cell foam underlay	0.03	0.09	0.20	0.54	0.70	0.72	0.72
9 mm tufted pile carpet on felt underlay	0.08	0.08	0.30	0.60	0.75	0.80	0.80
Needle felt 5 mm stuck to concrete	0.02	0.02	0.05	0.15	0.30	0.40	0.40
10 mm soft carpet on concrete	0.09	0.08	0.21	0.26	0.27	0.37	–
Hairy carpet on 3 mm felt	0.11	0.14	0.37	0.43	0.27	0.25	0.25
5 mm rubber carpet on concrete	0.04	0.04	0.08	0.12	0.10	0.10	–
Carpet 1.35 kg/m <sup>2</sup> , on hair felt or foam rubber	0.08	0.24	0.57	0.69	0.71	0.73	–
Cocos fibre roll felt, 29 mm thick (unstressed), reverse side clad with paper, 2.2 kg/m <sup>2</sup> , 2 Rayl	0.10	0.13	0.22	0.35	0.47	0.57	–

***Curtains***

Material	Octave band frequency in Hz						
	125	250	500	1k	2k	4k	8k
Cotton curtains (0.5 kg/m <sup>2</sup> ) draped to 3/4 area approx. 130 mm from wall	0.30	0.45	0.65	0.56	0.59	0.71	0.71
Curtains (0.2 kg/m <sup>2</sup> ) hung 90 mm from wall	0.05	0.06	0.39	0.63	0.70	0.73	0.73
Cotton cloth (0.33 kg/m <sup>2</sup> ) folded to 7/8 area	0.03	0.12	0.15	0.27	0.37	0.42	–
Densely woven window curtains 90 mm from wall	0.06	0.10	0.38	0.63	0.70	0.73	–
Vertical blinds, 15 cm from wall, half opened (45°)	0.03	0.09	0.24	0.46	0.79	0.76	–
Vertical blinds, 15 cm from wall, open (90°)	0.03	0.06	0.13	0.28	0.49	0.56	–
Tight velvet curtains	0.05	0.12	0.35	0.45	0.38	0.36	0.36
Curtain fabric, 15 cm from wall	0.10	0.38	0.63	0.52	0.55	0.65	–
Curtain fabric, folded, 15 cm from wall	0.12	0.60	0.98	1.0	1.0	1.0	1.0
Curtains of close-woven glass mat hung 50 mm from wall	0.03	0.03	0.15	0.40	0.50	0.50	0.50
Studio curtains, 22 cm from wall	0.36	0.26	0.51	0.45	0.62	0.76	–

***Seating (2 seats per m<sup>2</sup>)***

Material	Octave band frequency in Hz						
	125	250	500	1k	2k	4k	8k
Wooden chairs without cushion	0.05	0.08	0.10	0.12	0.12	0.12	–
Unoccupied plastic chairs	0.06	0.10	0.10	0.20	0.30	0.20	0.20
Medium upholstered concert chairs, empty	0.49	0.66	0.80	0.88	0.82	0.70	–
Heavily upholstered seats, unoccupied	0.70	0.76	0.81	0.84	0.84	0.81	–
Empty chairs, upholstered with cloth cover	0.44	0.60	0.77	0.89	0.82	0.70	0.70
Empty chairs, upholstered with leather cover	0.40	0.50	0.58	0.61	0.58	0.50	0.50
Unoccupied, moderately upholstered chairs (0.90 m × 0.55 m)	0.44	0.56	0.67	0.74	0.83	0.87	–

***Audience (unless not specified explicitly, 2 persons per m<sup>2</sup>)***

	Octave band frequency in Hz						
	125	250	500	1k	2k	4k	8k
Areas with audience, orchestra or choir including narrow aisles	0.60	0.74	0.88	0.96	0.93	0.85	0.85
Audience on wooden chairs, 1 per m <sup>2</sup>	0.16	0.24	0.56	0.69	0.81	0.78	0.78
Audience on wooden chairs, 2 per m <sup>2</sup>	0.24	0.40	0.78	0.98	0.96	0.87	0.87
Orchestra with instruments on podium, 1.5 m <sup>2</sup> per person	0.27	0.53	0.67	0.93	0.87	0.80	0.80
Audience area, 0.72 persons / m <sup>2</sup>	0.10	0.21	0.41	0.65	0.75	0.71	–
Audience area, 1 person / m <sup>2</sup>	0.16	0.29	0.55	0.80	0.92	0.90	–
Audience area, 1.5 persons / m <sup>2</sup>	0.22	0.38	0.71	0.95	0.99	0.99	–
Audience area, 2 persons / m <sup>2</sup>	0.26	0.46	0.87	0.99	0.99	0.99	–
Audience in moderately upholstered chairs 0,85 m × 0,63 m	0.72	0.82	0.91	0.93	0.94	0.87	–
Audience in moderately upholstered chairs 0,90 m × 0,55 m	0.55	0.86	0.83	0.87	0.90	0.87	–

**Wall absorbers**

Material	Octave band frequency in Hz						
	125	250	500	1k	2k	4k	8k
Fabric-covered panel, 6 pcf rockwool core	0.46	0.93	1.0	1.0	1.0	1.0	1.0
Fabric-covered panel, 8 pcf rockwool core	0.21	0.66	1.0	1.0	0.97	0.98	0.98
Facing-brick brickwork, open butt joins, brick dimensions $230 \times 50 \times 55$ mm	0.04	0.14	0.49	0.35	0.31	0.36	–
Acoustical plaster, approx. 25 mm thick, $3.5 \text{ kg/m}^2/\text{cm}$	0.17	0.36	0.66	0.65	0.62	0.68	–
Rockwool thickness = 50 mm, $80 \text{ kg/m}^3$	0.22	0.6	0.92	0.90	0.88	0.88	0.88
Rockwool thickness = 50 mm, $40 \text{ kg/m}^3$	0.23	0.59	0.86	0.86	0.86	0.86	0.86
50 mm mineral wool ( $40 \text{ kg/m}^3$ ), glued to wall, untreated surface	0.15	0.70	0.60	0.60	0.85	0.90	0.90
50 mm mineral wool ( $70 \text{ kg/m}^3$ ) 300 mm in front of wall	0.70	0.45	0.65	0.60	0.75	0.65	0.65
Gypsum board, perforation 19.6%, hole diameter 15 mm, backed by fibrous web	0.30	0.69	1.0	0.81	0.66	0.62	–
12 Rayl, 100 mm cavity filled with mineral fibre mat $1,05 \text{ kg/m}^2$ , 7,5 Rayl	0.41	0.67	0.58	0.59	0.68	0.35	–
Perforated veneered chipboard, 50 mm, 1 mm holes, 3 mm spacing, 9% hole surface ratio, 150 mm cavity filled with 30 mm mineral wool	0.20	0.56	0.82	0.87	0.70	0.53	–
Fibre absorber, mineral fibre, 20 mm thick, $3.4 \text{ kg/m}^2$ , 50 mm cavity	0.07	0.07	0.2	0.41	0.75	0.97	–
Fibre absorber, mats of porous flexible fibrous web fabric, self-extinguishing	0.07	0.07	0.2	0.41	0.75	0.97	–

**Ceiling absorbers**

Material	Octave band frequency in Hz						
	125	250	500	1k	2k	4k	8k
Plasterboard ceiling on battens with large air-space above	0.20	0.15	0.10	0.08	0.04	0.02	–
Fibre absorber on perforated sheet metal cartridge, 0,5 mm zinc-plated steel, 1.5 mm hole diameter, 200 mm cavity filled with 20 mm mineral wool (20 kg/m <sup>3</sup> ), inflammable	0.48	0.97	1.0	0.97	1.0	1.0	1.0
Fissured ceiling tile	0.49	0.53	0.53	0.75	0.92	0.99	–
Perforated 27 mm gypsum board (16%), d=4,5 mm, 300 mm from ceiling	0.45	0.55	0.60	0.90	0.86	0.75	–
Wedge-shaped, melamine foam, ceiling tile	0.12	0.33	0.83	0.97	0.98	0.95	–
Metal panel ceiling, backed by 20 mm Sillan acoustic tiles, panel width 85 mm, panel spacing 15 mm, cavity 35 cm	0.59	0.80	0.82	0.65	0.27	0.23	–

**Special absorbers**

Material	Octave band frequency in Hz						
	125	250	500	1k	2k	4k	8k
Microporated foil “Microsorber” (Kaefer)	0.06	0.28	0.70	0.68	0.74	0.53	–
Microporated glass sheets, 5 mm cavity	0.10	0.45	0.85	0.30	0.10	0.05	–
Hanging absorber panels (foam), 400 mm depth, 400 mm distance	0.25	0.45	0.80	0.90	0.85	0.80	–
Hanging absorber panels (foam), 400 mm depth, 700 mm distance	0.20	0.30	0.60	0.75	0.70	0.70	–

***Equivalent absorption area, A, of single objects in m<sup>2</sup>***

Material	Octave band frequency in Hz						
	125	250	500	1k	2k	4k	8k
Single chair, wood	0.02	0.02	0.03	0.04	0.04	0.04	—
Single chair, upholstered	0.10	0.20	0.25	0.30	0.35	0.35	—
Single person in group, sitting or standing, 1 per 6 m <sup>2</sup> area; typical minimum	0.05	0.10	0.20	0.35	0.50	0.65	—
Single person in a group, sitting, 1 per 6 m <sup>2</sup> area; typical maximum	0.12	0.45	0.80	0.90	0.95	1.0	1.1
Single person in a group, standing, 1 per 6 m <sup>2</sup> area; typical maximum	0.12	0.45	0.80	1.20	1.30	1.40	1.45

***Air attenuation coefficient, in 10<sup>-3</sup> m<sup>-1</sup>***

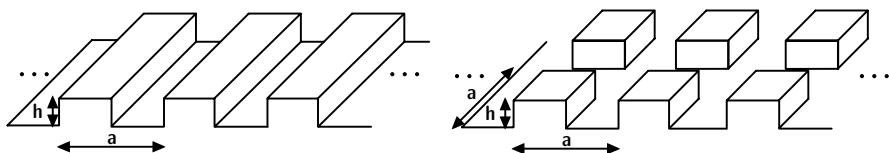
Material	Octave band frequency in Hz						
	125	250	500	1k	2k	4k	8k
10°, 30–50%	0.1	0.2	0.5	1.1	2.7	9.4	29.0
10°, 50–70%	0.1	0.2	0.5	0.8	1.8	5.9	21.1
10°, 70–90%	0.1	0.2	0.5	0.7	1.4	4.4	15.8
20°, 30–50%	0.1	0.3	0.6	1.0	1.9	5.8	20.3
20°, 50–70%	0.1	0.3	0.6	1.0	1.7	4.1	13.5
20°, 70–90%	0.1	0.3	0.6	1.1	1.7	3.5	10.6

## Tables of random-incidence scattering coefficients, $s$

Random-incidence scattering coefficients according to the definition in ISO 17497-1 (see also Sect. 3.3.2) are related to the surface shape and size. Relevant surface parameters are the characteristic length and depth of surface corrugations. It is assumed that the total surface area is large compared with the corrugations and the wavelengths. Note that this concept is not applicable to single scattering objects.<sup>95</sup>

To consider the amount of scattering, it is essential that the shape is described by its characteristic dimensions, the average structural depth,  $h$ , and the average structural length,  $a$ . The random-incidence scattering coefficients,  $s$ , given, are dependent on the normalized frequency  $a/\lambda = f a/c$ . Below  $a/\lambda = 0.125$ , the random-incidence scattering coefficient,  $s$ , is generally smaller than 0.05.

The data listed are rounded values from publications by (Vorländer and Mommertz 2000; Jeon et al. 2003; Jeon et al. 2004; Embrechts et al. 2004) and results from other measurements. More information on diffusers and more detailed data are in given in (Cox and D'Antonio 2004).



**Fig. A.1.** Definition of surface dimensions of 1-D and 2-D corrugations

<sup>95</sup> See Cox and D'Antonio (2004) for more information on the single-object diffusion coefficient.

**2-D surfaces**

Shape of corrugation	$a/\lambda$						
	0.125	0.25	0.5	1	2	4	8
Hemispheres of average radius $h$ , randomly distributed, coverage 40% ( $h/a \approx 0.25$ )	0.1	0.2	0.5	0.6	0.6	0.7	0.8
							
Densely placed identical hemispheres of radius $h$ , $h/a = 0.5$ in regular pattern	0.05	0.05	0.1	0.6	0.6	0.6	–
Hemispheres of average radius $h$ , randomly distributed, coverage 25% ( $h/a \approx 0.15$ )	0.1	0.1	0.2	0.3	0.4	0.4	0.4
Wooden cubes, regular pattern, $h/a = 0.5$	0.05	0.05	0.25	0.3	0.7	0.9	–
Wooden cubes, random distance and orientation $h/a = 0.5$	0.05	0.05	0.2	0.3	0.6	0.7	–
Ceramic tiles, densely packed; heights $h$ distributed in a range between 1 and 10, average $h/a \approx 1$ .	0.1	0.4	0.9	0.7	0.7	0.7	–
							

**2-D surfaces (cont'd)**

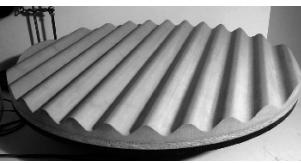
Shape of corrugation	$a/\lambda$						
	0.125	0.25	0.5	1	2	4	8
Wooden boxes of various sizes, random pattern, average $h/a = 0.5$	0.05	0.05	0.15	0.4	0.7	0.9	—
							
Trapezoidal grating $h/a \approx 0.5$	0.05	0.05	0.1	0.9	0.8	0.9	0.9
							

**1-D surfaces**

Shape of corrugation	$a/\lambda$						
	0.125	0.25	0.5	1	2	4	8
Stairs (sawtooth) $h/a = 0.3$	0.05	0.05	0.2	0.3	0.4	0.45	—
Aperiodically distributed rectangular battens, $h/a = 0.5$	0.1	0.6	0.5	0.4	0.3	0.4	—
Periodically distributed rectangular battens, $h/a = 0.5$	0.1	0.6	0.6	0.5	0.5	0.5	—

**1-D surfaces (cont'd)**

Shape of corrugation	$a/\lambda$						
	0.125	0.25	0.5	1	2	4	8
Periodically distributed hemicylinders $h/a=0.25$	0.1	0.1	0.3	0.7	0.8	0.8	—
Sinusoidal, $h/a=0.31$	0.05	0.05	0.2	0.7	0.8	0.85	—


**Diffusers**

Type	Octave band frequency in Hz						
	125	250	500	1k	2k	4k	8k
RPG "Skyline"	0.01	0.08	0.45	0.82	1.0	—	—
RPG "QRD"	0.06	0.15	0.45	0.95	0.88	0.91	—


(Courtesy of RPG Diffusor Systems, Inc.; [www.rpginc.com](http://www.rpginc.com))

### ***Seating and audience***

Shape of corrugation	Octave band frequency in Hz						
	125	250	500	1k	2k	4k	8k
Theatre audience	0.3	0.5	0.6	0.6	0.7	0.7	0.7
Amphitheatre steps, length 82 cm, height 30 cm (Farnetani 2005)	0.05	0.45	0.75	0.9	0.9	–	–
Rows of classroom tables and persons on chairs	0.2	0.3	0.4	0.5	0.5	0.6	0.6

### ***Round Robin III – wall and ceiling***

Shape of corrugation	Octave band frequency in Hz						
	125	250	500	1k	2k	4k	8k
Rectangular and prism boxes (studio wall) “Round Robin III” (after (Bork 2005a))	0.50	0.90	0.95	0.95	0.95	0.95	–
							
Trapezoidal boxes (studio ceiling) “Round Robin III” (after (Bork 2005a))	0.13	0.56	0.95	0.95	0.95	0.95	–
							

## Tables of sound reduction indices, *R*

### **Masonry**

Material	Octave band frequency in Hz						
	125	250	500	1k	2k	4k	8k
Lightweight concrete (1200 kg/m <sup>3</sup> ) 140 mm	30.9	32.1	42.0	49.1	54.4	59.9	45
Concrete (2300 kg/m <sup>3</sup> ) 240 mm	45.6	51.9	58.7	66.0	70.7	72.3	63
Aerated concrete (400 kg/m <sup>3</sup> ) 150 mm, render 2 × 10 mm	24.1	25.9	35.6	42.4	47.7	53.2	39
Brick (1400 kg/m <sup>3</sup> ) 175 mm, render 2 × 15 mm	28.6	43.0	50.3	58.1	63.2	68.1	52
Calcium silicate (1200 kg/m <sup>3</sup> ) 115 mm	29.1	33.0	40.1	47.8	54.9	60.4	44
Calcium silicate (2000 kg/m <sup>3</sup> ) 175 mm, render 2 × 15 mm	39.6	45.6	52.7	60.3	65.4	70.0	56

### **Lightweight constructions**

Material	Octave band frequency in Hz						
	125	250	500	1k	2k	4k	8k
Gypsum board 2 × 12.5 mm with 25 mm filled gap	30.0	43.0	53.0	60.0	65.0	50.0	51
2 × 15 mm WallBoard 146 mm, ‘C’ studs, 25 mm Isowool APR 1200	33.8	35.6	51.7	56.2	59.5	49.8	51

***Doors***

Material	Octave band frequency in Hz						
	125	250	500	1k	2k	4k	8k
Chipboard. 13 mm, P 3 20 mm, chipboard. 13 mm	19.2	35.0	37.9	3.9	35.6	42.0	38
Veneer 6 mm, TW 1 40 mm, gypsum board. 12.5 mm, veneer 10 mm	22.0	33.0	40.0	40.0	44.0	40.0	40
Veneer 6 mm, TW 1 50 mm, veneer 10 mm	21.0	21.0	36.0	37.0	41.0	40.0	35
Wood fibre 3.5 mm, slats, wood fibre 3.5 mm	27.0	27.0	29.0	28.0	30.0	35.0	30

***Glazing***

Material	Octave band frequency in Hz						
	125	250	500	1k	2k	4k	8k
Single pane 3 mm	18.7	22.0	24.2	28.6	34.7	29.4	29
6 mm	23.4	27.4	31.8	35.2	26.8	35.5	32
10 mm	26.6	30.1	32.2	30.6	34.9	45.3	33
12 mm	31.3	33.1	31.5	32.3	39.4	45.7	34
Double glazing 4-6-4	25.7	25.0	23.4	34.1	40.4	36.5	31
Double glazing 8-12-8	29.2	27.3	31.1	36.8	35.0	46.7	34

## References

- Ahnert W, Feistel R (1991) Binaural Auralization from a Sound System Simulation Programme. Proc. 91th AES Convention, New York, Preprint 3127
- Alarcão D, Bento Coelho JL (2003) Lambertian enclosures – a first step towards fast room acoustics simulation. Building Acoustics 10, 33
- Allen JB, Berkley DA (1979) Image method for efficiently simulating small-room acoustics. J. Acoust. Soc. Am. 65, 943
- Aretz M (2007) Modellierung der wechselseitigen Kopplung von Luftschall mit Plattenstrukturen für raumakustische FEM Simulationen (Modelling of the mutual coupling of airborne sound with plate structures for room acoustic FEM simulations). Diploma (MSc) thesis RWTH Aachen University, Aachen, Germany
- Atal BS, M.R. Schroeder MR (1963) Apparent sound source translator, Tech. report, US Patent 3,236,949, February 23, 1963.
- Atal B, Schroeder MR, Sessler GM (1965) Subjective reverberation time and its relation to sound decay. Proc. ICA, Liège, Belgium, G32
- AUSIM3D (2006): <http://www.ausim3d.com>.
- Barron M (1971) The subjective effects of first reflections in concert halls – the need for lateral reflections. J. Sound Vib. 15, 475
- Barron M (2000) Auditorium acoustics and architectural design. E&FN Spon, London
- Bass HE, Sutherland LC, Zuckerwar AJ, Blackstock DT, Hester DM (1995) Atmospheric absorption of sound: Further developments. J. Acoust. Soc. Am. 97, 680
- Bauer BB (1963) Stereophonic earphones and binaural loudspeakers. J. Audio Eng. Soc. 9, 148
- Begault D (1991) Challenges to the successful implementation od 3-D sound. J. Audio Eng. Soc. 39, 864
- Begault D (1994) 3-D sound for virtual reality and multimedia. Academic Press Professional, Cambridge, MA
- Behler G, Müller S (2000) Technique for the derivation of wide band room impulse response. Proc.Tecniacustica / FIA Madrid, paper aaq11
- Behler G, Genuit K, Sottek R, Vorländer M (2006) Description of broadband structure-borne and airborne noise transmission from the powertrain. Proc. Fisita, World Automotive Congress, Yokohama, Japan
- Bento Coelho JL, Alarcão D, Almeida AM, Abreu T, Fonseca N (2001) Contributions on room acoustical computer simulation – room acoustics design by a sound energy transition approach. Acustica united wih Acta Acustica 86, 903

- Berkhout AJ (1988) A holographic approach to acoustic control. *J. Audio Eng. Soc.* 36, 977
- Biot MA, Tolstoy I (1957) Formulation of wave propagation in infinite media by normal coordinates with an application to diffraction. *J. Acoust. Soc. Am.* 29, 381
- Blauert J (1996) Spatial hearing: The psychophysics of human sound localization, 2nd edn. MIT Press Cambridge, MA
- Blauert J (Ed.) (2005) Communication acoustics. Springer Berlin Heidelberg New York
- Blesser B (2001) An interdisciplinary synthesis of reverberation viewpoints. *J. Audio Eng. Soc.* 49, 867
- Börger G, Blauert J, Laws P (1977) Stereophone Kopfhörerwiedergabe mit Steuerung bestimmter Übertragungsfaktoren durch Kopfdrehbewegungen. *Acustica* 39, 22
- Borish J (1984) Extension of the image model to arbitrary polyhedra. *J. Acoust. Soc. Am.* 75, 1827
- Bork I (2000) A comparison of room simulation software – the 2nd round robin on room acoustical computer simulation. *Acustica united with Acta Acustica* 84, 943
- Bork I (2005a) Report on the 3rd round robin on room acoustical computer simulation, Part I: Measurements. *Acta Acustica united with Acustica* 91, 740
- Bork I (2005b) Report on the 3rd round robin on room acoustical computer simulation, Part II: Calculations. *Acta Acustica united with Acustica* 91, 753
- Braasch J (2005) Modelling of binaural hearing. In: Blauert J (ed) *Communication acoustics*, Springer Berlin Heidelberg New York.
- Bronkhorst AW, Veltman JAH, van Breda L (1996) Application of a three-dimensional auditory display in a flight task. *Hum. Fact.* 38, 23
- Brungart DS, Rabinowitz WM, Durlach NI (1996) Auditory localization of a nearby point source. *J. Acoust. Soc. Am.* 100, 2593
- Brungart DS, Simpson BD, McKinley RL, Kordik AJ, Dallman RC, Ovenshire DA (2004) The interaction between head-tracker latency, source duration, and response time in the localization of virtual sound sources. *Proc. ICAD '04 – 10th meeting of the International Conference on Auditory Display*, Sydney
- Brunskog J, Hammer P (2003) The interaction between the ISO tapping machine and lightweight floors. *Acta Acustica united with Acustica* 89, 296
- Burkhard MD, Sachs RM (1975) Anthropometric manikin for acoustic research. *J. Acoust. Soc. Am.* 58, 214–
- Burton AJ, Miller GF (1971) The application of integral methods to the solution of some exterior boundary value problems, *Proceedings of the Royal Society of London A*, no. 323, 201
- Camilo TS, Medrado LO, Tenenbaum RA (2002) New software for room acoustics simulation: A study of its performance and validation by an international comparison. *J. Acoust. Soc. Am.* 112, 2396
- Christensen F, Jensen CB, Møller H (2000) The design of VALDEMAR – an artificial head for binaural recording purposes. *Proc. 109th AES Convention*, Los Angeles, Preprint 4404

- Cops A, Myncke H (1973) Determination of sound absorption coefficients using a tone-burst technique. *Acustica* 29, 287
- Cox TJ, D'Antonio P (2004) Acoustic absorbers and diffusers: theory, design and application, Spon, London
- Cox TJ, Dalenbäck B-I, D'Antonio P, Embrechts JJ, Jeon JY, Mommertz E, Vorländer M (2006) A tutorial on scattering and diffusion coefficients for room acoustic surfaces. *Acta Acustica united with Acustica* 92, 1
- Cremer L (1948) Die wissenschaftlichen Grundlagen der Raumakustik. Band I, Geometrische Raumakustik. Hirzel-Verlag Stuttgart.
- Cremer L, Heckl M, Ungar EE (1973) Structure-borne sound. Springer, Berlin, Heidelberg New York
- Dalenbäck B-I (1995) A new model for room acoustic prediction and auralization," Doctoral thesis, Chalmers University, Gothenburg, Sweden
- Dalenbäck B-I (1996) Room acoustic prediction based on a unified treatment of diffuse and specular reflection. *J. Acoust. Soc. Am.* 100, 899
- Dalenbäck B-I, McGrath D (1995) Narrowing the Gap Between Virtual Reality and Auralization, Proc. 15th ICA, Trondheim, 429
- Dalenbäck B-I, Strömberg M (2006) Real time walkthrough auraliation – the first year. Proc. IoA spring conference Copenhagen
- Denon – Anechoic orchestral music recording (1995) Audio CD, Denon Records, ASIN: B0000034M9
- Dohm M (2004) Untersuchungen zum Übersprechen bei der Körperschallübertragung in Kraftfahrzeugen (Investigation on the cross talk in structure-borne sound transmission in vehicles). Diploma (MSc) thesis RWTH Aachen University and HEAD acoustics, Germany
- Dross P (2006) Real-time capable reverberation estimator for virtual environments. Diploma (MSc) thesis, RWTH Aachen University, Aachen, Germany
- EBU – Sound quality assessment material (1988). Recordings for subjective tests. SQAM Compact Disk, Tech. 3253-E
- Embrechts JJ, De Geeter L, Vermeir G, Vorländer M, Sakuma T (2004) Calculation of the random-incidence scattering coefficients of a sine-shaped surface. *Acta Acustica united with Acustica* 92, 593
- EN 12354 – Building acoustics: Estimation of acoustic performance of buildings from the performance of elements, 6 Parts.
- Fahy FJ (1995) The vibro-acoustic reciprocity principle and applications to noise control. *Acustica* 81, 544
- Fant G (1970) Acoustic theory of speech reproduction, 2nd edn. Mouton, Den Haag, Paris
- Farina A (1995) RAMSETE – A new pyramid tracer for medium and large scale acoustic problems. Proc. EURONOISE, Lyon, 55
- Farnetani A (2005) Investigation on the acoustics of ancient theatres by means of modern technologies. PhD thesis, University of Ferrara, Italy
- Fastl H, Stoll G (1997) Scaling of pitch strength. *Hearing Research* 1, 293
- Fastl H (1998) Pitch strength and frequency discrimination for noise bands or complex tones. In: Psychophysical and Physiological Advances in Hearing, A. R. Palmer et al. Eds, Whurr Publishers, London

- Fels J, Buthmann, Vorländer M (2004) Head-related transfer functions of children. *Acta Acustica united with Acustica* 90, 918
- Freiheit R (2005) Historic recording gives choir “alien” feeling: In: Anechoic space, no one can hear you sing – experiment benefits acoustical research and design. Proc. ASA/NOISE-CON 05, Minneapolis, MN
- Fruhmann M (2004a) On the pitch strength of bandpass noises. Proc. ICA 2004, Kyoto, Japan
- Fruhmann M (2004b) On the pitch strength of harmonic complex tones and comb-filter noises. Proc. CFA/DAGA ‘04, Strasbourg, France
- Funkhouser TA, Carlbom I, Elko G, Pingali G, Sondhi M, West J (1998) A beam tracing approach to acoustic modelling for interactive virtual environments. *Computer Graphics, SIGGRAPH ‘98*, 21
- Funkhouser TA, Min P, Carlbom I (1999) Real-time acoustic modelling for distributed virtual environments. *ACM Computer Graphics, Proc. SIGGRAPH ‘99*, 365
- Gardner WG (1997) 3-D audio using loudspeakers. Ph.D thesis, Massachusetts Institute of Technology
- Genuit K (1984) Ein Modell zur Beschreibung von Assenohrübertragungseigenschaften. Doctoral thesis RWTH Aachen University, Germany
- Genuit K (2000) Application of binaural transfer path analysis to sound quality tasks. Proc. European Conference on Vehicle Noise and Vibration, IMechE HQ, London
- Genuit K, Xiang N (1997) Binaural “hybrid” model for simulation of engine and wind noise in the interior of vehicles. Proc. SAE Noise & Vibration Conference, Traverse City
- Gerretsen E (1979) Calculation of the sound transmission between dwellings by partitions and flanking structures. *Appl. Ac.* 12, 413
- Gerretsen E (1986) Calculation of airborne and impact sound insulation between dwellings. *Appl. Ac.* 19, 245
- Gerzon MA (1976) Multidirectional sound reproduction systems. UK-Patent no. 3 997 725
- Gibbs BM, Qi N, Moorhouse AT (2007) A practical characterisation for vibro-acoustic sources in buildings. *Acta Acustica united with Acustica* 93, 84
- Giron F (1996) Investigations about the directivity of sound sources. Doctoral thesis, Ruhr-Universität Bochum, Germany
- Gottlob D (1973) Vergleich objektiver Parameter mit Ergebnissen subjektiver Untersuchungen an Konzertsälen. Doctoral Thesis, Göttingen, Germany
- Griesinger D (1989) Practical processors and programs for digital reverberation. Proc. AES 7th International Conference, Toronto
- Gröhn M, Lokki T, Takala T (2007) Localizing sound sources in a cave-like virtual environment with loudspeaker array reproduction. *Presence: Teleoperators & Virtual Environments* 16, 157
- Hahn JK, Geigel J, Lee JW, Gritz L, Takala T, Mishra S (1995) An Integrated Approach to Motion and Sound. *J. of Visualization and Computer Animation* 6, 109
- Hammershøi D (1995) Binaural technique – a method of true 3D sound reproduction. Doctoral thesis, Aalborg University, Denmark

- Hammershøi D, Møller H (2002) Methods for binaural recording and reproduction. *Acustica united with Acta Acustica* 88, 303
- Hammershøi D, Møller H (2005) Binaural technique – basic methods for recording, synthesis and reproduction. In: Blauert J (ed) *Communication acoustics*. Springer, Berlin Heidelberg New York
- Hansen V, Munch G (1991) Making records for simulation tests in the Archimedes project. *J. Audio Eng. Soc.* 39, 768
- Heinz R (1993) Binaural room simulation based on the image source model with addition of statistical methods to include the diffuse sound scattering of walls and to predict the reverberant tail. *Appl. Ac.* 38, 145
- Hodgson M (1983) Theoretical and physical models as tools for the study of factory sound fields. Doctoral thesis, University of Southampton, U.K.
- Houtgast T, Steeneken H (1973) The modulation transfer function in room acoustics as a predictor of speech intelligibility. *Acustica* 28, 66
- Huopaniemi J, Savioja L, Takala T (1996) DIVA virtual audio reality system. *Proc. Int. Conf. Auditory Display (ICAD '96)*, Palo Alto, California, 111
- Huopaniemi J, Zacharov N, Karjalainen M (1997) Objective and subjective evaluation of head-related transfer function filter design. *J. Audio Eng. Soc.* 47, 218
- Lake\_Huron.htm (2005) <http://www.lake.com.au>. Version 2005
- ISO 140 – Acoustics – Measurement of sound insulation of buildings and of building elements (various parts)
- ISO 17497 – Acoustics – Sound-scattering properties of surfaces – Part 1: Measurement of the random-incidence scattering coefficient in a reverberation room (ISO 17497-1:2004); Part 2: Measurement of the directional diffusion coefficient in a free field (DIS 2007)
- ISO 354 – Acoustics – Measurement of sound absorption in a reverberation room (ISO 354:2003)
- ISO 9613 – Acoustics – Attenuation of sound during propagation outdoors – Part 1: Calculation of the absorption of sound by the atmosphere (ISO 9613-1:1993)
- ITU.p58 (1996) Head and torso simulator for telephonometry. International Telecommunication Union, Geneva
- Jedrzejewski M, Marasek K (2004) Computation of room acoustics using programmable video hardware. *Proc. ICCVG '04*, Warsaw, Poland
- Jeon JY, Zhu L, Yoo K (2003) Miral Concert Hall: “Ceramic Palace” for sound scattering. *Proc. Internoise Jeju*, 545
- Jeon JY, Lee SC, Vorländer M (2004) Development of scattering surfaces for concert halls. *Appl. Ac.* 65, 341
- Jeon JY, Ryu JK, Jeong JH (2006) Review of the impact ball in evaluating floor impact sound. *Acta Acustica united with Acustica* 92, 777
- Kirkeby O, Nelson PA, Hamada H (1998) The “stereo dipole” – a virtual source imaging system using two closely spaced loudspeakers. *J. Audio Eng. Soc.* 46, 387
- Kirkeby O, Nelson PA (1999) Digital filter design for inversion problems in sound reproduction. *J. Audio Eng. Soc.* 47, 583
- Kistler DJ, Wightman FL (1992) A model of head-related transfer functions based on principal components analysis and minimum phase reconstruction. *J. Acoust. Soc. Am.* 91, 1637

- Kleiner M, Dalenbäck B-I , Svensson P (1993) Auralization – an overview. *J. Audio Eng. Soc.* 41, 861
- Kob M (2002) Physical modelling of the singing voice. Doctoral thesis, RWTH Aachen University, Germany
- Kohlrausch AG, van de Par SLJDE, van Eijk RLJ, Juola JF (2006). Human performance in detecting audio-visual asynchrony. *J. Acoust. Soc. Am.* 120, 3084
- Kouyoumjian RG, Pathak PH (1974) A uniform geometrical theory of diffraction for an edge in a perfectly conducting surface. *Proc. IEEE* 62, 1448
- Krämer P (1995) Künstliche räumliche Verhallung auf der Grundlage eines physikalischen Simulationsmodells. Doctoral thesis, Technical University Berlin, Germany
- Krokstad A, Strøm S, Sørsdal S (1968) Calculating the acoustical room response by the use of a ray-tracing technique. *J. Sound Vib.* 8, 118
- Kulkarni A, Colburn HS (1995) Efficient finite-impulse-response filter models of head-related transfer functions. *J. Acoust. Soc. Am.* 97, 3278
- Kulkarni A, Colburn HS (1998) Role of spectral detail in sound-source localization, *Nature* 396, 747
- Kulowski A (1985) Algorithmic representation of the ray tracing technique. *Appl. Ac.* 18, 449
- Kuttruff H (1971) Simulierte Nachhallkurven in Rechteckräumen mit diffusem Schallfeld. *Acustica* 25, 333
- Kuttruff H (1985) Stationäre Schallausbreitung in Flachräumen. *Acustica* 57, 62
- Kuttruff H (1995) A simple iteration scheme for the computation of decay constants in enclosures with diffusely reflection boundaries. *J. Acoust. Soc. Am.* 98, 288
- Kuttruff H (2000) Room acoustics, 4th edn. E&FN Spon, London
- Kuttruff H (2007) Acoustics – an introduction, Taylor & Francis, London
- Kuttruff H, Thiele R (1954) Über die Frequenzabhängigkeit des Schalldrucks in Räumen. *Acustica* 4, 614
- LaViola JJ (2003) A testbed for studying and choosing predictive tracking algorithms in virtual environments. Prof. 7th International Immersive Technology Workshop
- Lehnert H (1992) Binaurale Raumsimulation: Ein Computermodell zur Erzeugung virtueller auditiver Umgebungen. Doctoral thesis, Ruhr-University Bochum, Germany
- Lehnert H, Blauert J (1989) A concept for binaural room simulation. Proc. IEEE workshop on application of signal processing to audio & acoustics, New Paltz, NY
- Lehnert H, Blauert J (1992) Principles of binaural room simulation. *Appl. Ac.* 36, 259
- Lentz T (2007) Binaural technology for virtual reality. Doctoral thesis, RWTH Aachen University, Germany
- Lentz T, Behler G (2004) Dynamic Cross-talk cancellation for binaural synthesis in virtual reality environments. Proc. 117th Convention Audio Eng. Soc., San Francisco

- Lentz T, Schröder D, Vorländer M, Assenmacher I (2007) Virtual reality system with integrated sound field simulation and reproduction. In: EURASIP Journal on Applied Signal Processing, Special Issue on Spatial Sound and Virtual Acoustics.
- Lewers T (1993) A combined beam tracing and radiant exchange computer model of room acoustics. *Appl. Ac.* 38, 161.
- Lievens M, J. Brunskog J (2007) Model of a person walking as a structure borne sound source. Proc. 19th ICA Madrid.
- Lindau A, Hohn T, Weinzierl S (2007) Binaural resynthesis for comparative studies of acoustical environments. Proc. 122th AES convention, Vienna
- Lokki T (2002) Physically-based auralization – design, implementation, and evaluation. Doctoral thesis, Helsinki University of Technology
- Lüke H-D (1999) *Signalübertragung*. 7. Auflage, Springer Berlin
- Lyamshev LM (1959) A question in connection with the principle of reciprocity in acoustics. *Soviet Physics Doklady* 4, 406
- Lyon R (1975) Statistical enegy analysis of dynamical systems. MIT Press, Cambridge, MA.
- Mackensen P (2003) Auditive localization. head movements, an additional cue in localization. Doctoral Thesis, Technical University Berlin, Germany
- Maekawa Z (1968) Noise reduction by screens. *Appl. Ac.* 1, 157
- Magalhães MBS, Tenenbaum RA (2004) Sound sources reconstruction techniques: A review of their evolution and new trends. *Acta Acustica united with Acustica* 90, 199
- Marburg S, Schneider S (2003) Performance of iterative solvers for acoustic problems. Part I. Solvers and effect of diagonal preconditioning. *Eng. Anal. Bound. Elem.* 27, 727.
- Martin V, Guignard T (2006) Image-source method and truncation of a series expansion of the integral solution – case of an angular sector in two dimensions. *J. Acoust. Soc. Am.* 120, 597
- McGrath D (1996) Real-time auralization with the Huron digital audio convolution workstation. *J. Acoust. Soc. Am.* 100, 2579
- Mechel FP (ed) et al. (2002) *Formulas of acoustics*. Springer, Berlin Heidelberg New York
- Mechel FP (2002) Improved mirror source method in roomacoustics. *J. Sound Vib.* 256, 873
- Meesawat K, Hammershøi D (2003) The time when the reverberant tail in binaural room impulse response begins. 115th AES Convention, New York, Preprint 5859
- Meier A (2000) Die Bedeutung des Verlustfaktors bei der Bestimmung der Schalldämmung im Prüfstand. Doctoral thesis, RWTH Aachen University, Germany
- Meyer J (1995) *Akustik und musikalische Aufführungspraxis*. Verlag Erwin Bochinsky, 2. Auflage, Frankfurt
- Minaar P, Plogsties J, Christensen F (2005) Directional resolution of head-related transfer functions required in binaural synthesis. *J. Audio Eng. Soc.* 53, 919
- Miwa T (1975) Mechanical impedance of the human body in various postures. *Ind Health*, 13, 1

- Moldrzyk C, Ahnert W, Feistel S, Lentz T, Weinzierl S (2004) Head-tracked auralization of acoustical simulation. 117th AES Convention, San Francisco, Preprint 6275
- Möser M (2004) Engineering acoustics – an introduction to noise control. Springer, Berlin Heidelberg New York
- Møller H (1992) Fundamentals of binaural technology. *Appl. Ac.* 36, 171
- Mommertz E (1996) Untersuchung akustischer Wandeigenschaften und Modellierung der Schallrückwürfe in der binauralen Raumsimulation, Doctoral thesis RWTH Aachen University, Germany
- Morse PM, Ingard KU (1968) Theoretical acoustics. McGraw-Hill, New York
- Mourjopoulos J (1994) Digital equalization of room acoustics. *J. Audio Eng. Soc.* 42, 884
- Naef M, Staadt O, Gross M (2002) Spatialized. In: Proceedings of the ACM symposium on virtual reality software and technology. Hong Kong, China, 65
- Naylor GM (1993) ODEON – another hybrid room acoustical model. *Appl. Ac.* 38, 131.
- Ochmann M (1990) Die Multipolstrahlersynthese – ein effektives Verfahren zur Berechnung der Schallabstrahlung von schwingenden Strukturen beliebiger Oberflächengestalt. *Acustica* 72, 233
- Ondet AM, Barby JL (1988) Sound propagation in fitted rooms – comparison of different models. *J. Sound Vib.* 125, 137
- Ondet AM, Barby JL (1989) Modelling of sound propagation in fitted workshops using ray tracing. *J. Acoust. Soc. Am.* 85, 787
- OPENAL (2006) <http://www.openal.org>
- Otondo F, Rindel JH (2005) A new method for the radiation representation of musical instruments in auralizations. *Acta Acustica united with Acustica* 91, 902
- Papoulis A (1981) Signal analysis. McGraw-Hill, New York
- Petersson BAT, Plunt J (1982) On effective mobilities in the prediction of structure-borne sound transmission between a source and a receiving structure, Part 1: Theoretical background and basic experimental studies procedures. *J. Sound Vib.* 82, 517; Part 2: Estimation of mobilities. *J. Sound Vib.* 82, 531
- Petersson BAT, Gibbs BM (2000) Towards a structure-borne sound source characterization. *Appl. Ac.* 61, 325
- Pösselt C, Schroeter J, Opitz H, Divenyi P, Blauert J (1986) Generation of binaural signals and home entertainment. Proc. 12th ICA, Toronto
- Reichardt W, Abdel Alim O, Schmidt W (1974) Abhängigkeit der Grenzen zwischen brauchbarer und unbrauchbarer Durchsichtigkeit von der Art des Musikmotives, der Nachhallzeit und der Nachhalleinsatzzeit. *Appl. Ac.* 7, 243
- Rindel JH (1993) Modelling the angle-dependent pressure reflection factor. *Appl. Ac.* 38, 223
- Rindel JH, Christensen CL (2003) Room acoustic simulation and auralization – how close can we get to the real room? Proc. WESPAC8, Melbourne, Australia
- Rindel JH, Otondo F, Christensen F (2004) Sound source representation for auralization. Proc. international symposium on room acoustics – design and science, Awaji, Japan
- Rindel JH (2006) Auralization of airborne sound insulation including the influence of source room. Proc. EURONOISE '07, Tampere, Finland

- Römer B (2004) Simulation der Schallabstrahlung von Kfz-Motoren (Simulation of sound radiation from combustion engines). Diploma (MSc) thesis RWTH Aachen University, Germany
- Sakuma T, Yasuda Y (2002) Fast multipole boundary element method for large-scale steady-state sound field analysis. Part I: Setup and validation. *Acta Acustica united with Acustica* 88, 513
- Savioja L (1999) Modelling techniques for virtual acoustics. Doctoral thesis, Helsinki University of Technology, Finland
- Savioja L, Välimäki V (2000) Reducing the dispersion error in the digital waveguide mesh using interpolation and frequency-warping techniques. *IEEE Trans. Speech and Audio Processing* 8, 184
- Savioja L, Huopaniemi J, Lokki T, Väänänen R (1999) Creating interactive virtual acoustic environments. *J. Audio Eng. Soc.* 49, 9, 675
- Schmitz A (1995) Ein neues digitales Kunstkopfmesssystem, *Acustica* 81, 416
- Schmitz O, Feistel S, Ahnert W, Vorländer M (2001) Grundlagen raumakustischer Rechenverfahren und ihre Validierung. Proc. DAGA '01, Hamburg-Harburg, 24
- Schmitz A (1994) Naturgetreue Wiedergabe kopfbezoogener Schallaufnahmen über zwei Lautsprecher mit Hilfe eines Übersprechkompensators. Doctoral thesis, RWTH Aachen University, Germany
- Scholl W (2001) Impact sound insulation: The standard tapping machine shall learn to walk! *Building Acoustics* 8, 245
- Schröder D (2004) Integration of real-time room acoustical simulations in VR environments. Diploma thesis, RWTH Aachen University, Germany
- Schröder D, Lentz T (2006) Real-time processing of image sources using binary space partitioning. *J. Audio Eng. Soc.* 54, 604
- Schröder D, Dross P, Vorländer M (2007) A fast reverberation estimator for virtual environments. Proc. 30th AES Conference, Saariselkä, Finland
- Schroeder MR (1954) Die statistischen Parameter der Frequenzkurven von großen Räumen. *Acustica* 4, 594
- Schroeder MR (1961) Improved quasi-stereophony and colourless artificial reverberation. *J. Acoust. Soc. Am.* 33, 1061
- Schroeder MR (1965) New method for measuring reverberation time. *J. Acoust. Soc. Am.* 37, 409
- Schroeder MR (1973) Computer Models for Concert Hall Acoustics. *Am. J. Phys.* 41, 461
- Schroeder MR, Kuttruff KH (1962) On frequency response curves in rooms. Comparison of experimental, theoretical and Monte Carlo results for the average frequency spacing between maxima. *J. Acoust. Soc. Am.* 34, 76
- Schroeder MR, Atal BS, Bird C (1962) Digital computers in room acoustics. Proc. 4th ICA, Copenhagen, M21
- Sellerbeck P (2003) Untersuchungen zur reziproken Transferpfadanalyse im Fahrzeug mit Hilfe eines binauralen Schallsenders. Diploma (MSc thesis) RWTH Aachen University and HEAD acoustics, Aachen, Germany
- Shaw EAG (1982) External ear response and sound localization. In: W. Gatehouse (ed) Localization of sound: Theory and applications. Amphora, Groton CT, 30

- Shumacker R, Brand R, Gilliland M, Sharp W (1969) Study for applying computer-generated images to visual simulations. Report AFHRL-TR-69-14, U.S. Air Force Human Resources Laboratory
- Siebrasse KF (1973) Vergleichende subjektive Untersuchungen zur Akustik von Konzertsälen. Doctoral Thesis, Göttingen, Germany
- Skudrzyk E (1971) The foundations of acoustics. Springer-Verlag, Wien New York
- Sottek R (2003) Virtual binaural auralisation of product sound quality: Importance and application in practice. Proc. EURONOISE Naples
- Sottek R (2004) Design of vehicle interior sound using a noise synthesis technology. Proc. Internoise, Prague
- Sottek R, Müller-Held B (2007) Binaural transfer path analysis and synthesis (BTPA/BTPS) using substructuring techniques based on finite element analysis (FEA) and measurements. Proc. SAE noise & vibration conference, Detroit, paper 2007-01-2226
- Sottek R, Riemann D, Sellerbeck P (2004) Virtual binaural auralisation of vehicle interior sounds. Proc. Joint Congress CFA/DAGA '04, Strasbourg
- Sottek R, Behler G, Kellert T (2005) Beschreibung der breitbandigen Körper- und Luftschallausbreitung aus dem Powertrain – Binaurale Transferpfadanalyse und -synthese. FVV Frankfurt – Final report, [www.head-acoustics.de](http://www.head-acoustics.de)
- Spandöck F (1934) Akustische Modellversuche. Annalen der Physik V 20, 345
- Spandöck F (1965) Die Vorausbestimmung der Akustik eines Raumes mit Hilfe von Modellversuchen. Proc. 5th ICA Vol II, Liège, 313
- Spors S, Teutsch H, Kuntz A, Rabenstein R (2004) Sound field synthesis. In: Y.Huang, and J.Benesty (eds) Audio signal processing for next-generation multimedia communication systems. Springer US
- Stephenson UM (1985) Eine Schallteilchen-Computersimulation zur Berechnung für die Hörsamkeit in Konzertsälen massgebenden Parameter. Acustica 59, 1
- Stephenson UM (1996) Quantized Beam Tracing – A new algorithm for room acoustics and noise immission prognosis. Acustica united with Acta Acustica 82, 517
- Stephenson UM (2004a) Derivation of the reduction of computation time by the voxel crossing technique. Proc. CFA/DAGA '04, Strasbourg
- Stephenson UM (2004b) Beugungssimulation ohne Rechenzeitexplosion: Die Methode der quantisierten Pyramidenstrahlen – ein neues Berechnungsverfahren für Raumakustik und Lärmimmissionsprognose. Doctoral thesis RWTH Aachen University, Germany
- Stephenson UM (2006) Analytical derivation of a formula for the reduction of computation time by the voxel crossing technique used in room acoustical simulation. Appl. Ac. 76, 959
- Stephenson UM, Svensson UP (2007) Can also sound be handled as stream of particles? – An improved energetic approach to diffraction-based uncertainty principle – from ray to beam tracing. Proc. DAGA '07, Stuttgart
- Storms R (1995) Npsnet-3d sound server: An effective use of the auditory channel, Naval Postgraduate School, Monterey CA, MSc thesis
- Suh JS, Nelson PA (1999) Measurement of transient response of rooms and comparison with geometrical acoustic models. J. Acoust. Soc. Am 105, 2304

- Svensson P, Fred RI, Vanderkooy J (1999) Analytic secondary source model of edge diffraction impulse responses. *J. Acoust. Soc. Am.* 106, 2331
- Tachibana H, Tanaka H, Kimura S (1998) Development of new heavy and soft impact source for the assessment of floor impact sound of building. *Proc. Internoise '98*, Christchurch, New Zealand
- Terhardt E (1974) Pitch, consonance, and harmony. *J. Acoust. Soc. Am.* 55, 1061
- Thaden R (2005) Auralisation in building acoustics. Doctoral thesis, RWTH Aachen University, Germany
- Torres RR, Kleiner M, Dalenbäck B-I (2002) Audibility of "diffusion" in room acoustics auralization: An initial investigation. *Acustica united with Acta Acustica* 86, 919
- Torres JCB, Petragli MR, Tenenbaum RA (2004) An efficient wavelet-based HRTF model for auralization. *Acta Acustica united with Acustica* 90, 108
- Tsingos N, Funkhouser T, Ngan A, Carlblom I (2001) Modelling acoustics in virtual environments using the uniform theory of diffraction. *Proc. SIGGRAPH, Computer Graphics*
- Välimäki V (1995) Discrete-time modelling of acoustic tubes using fractional delay filters. Doctoral thesis, Helsinki University of Technology, Finland.
- Välimäki V, Karjalainen M, Laakso T (1993) Fractional delay digital filters. *Proc. IEEE int. symp. on circuits and systems*, Chicago, Illinois, 355
- van Maercke D (1986) Simulation of sound fields in time and frequency domain using a geometrical model. *Proc. 12th ICA* Toronto, E11-7
- VDI 3760 – VDI directive (1996) Berechnung und Messung der Schallausbreitung in Arbeitsräumen (Computation and measurement of sound propagation in workrooms) Association of German engineers
- Vian J-P, van Maercke D (1986) Calculation of the room impulse response using a ray-tracing method. *Proc. ICA symposium on acoustics and theatre planning for the performing arts*, Vancouver, Canada, 74
- Vian J-P, Martin J (1992) Binaural room acoustics simulation: Practical uses and applications. *Appl. Ac.* 36, 293
- Vigeant MC, Wang LM, Rindel JH (2007) Investigations of multi-channel auralization technique for solo instruments and orchestra. *Proc. 19th ICA*, Madrid 2007.
- Vorländer M (1988) Ein Strahlverfolgungsverfahren zur Berechnung von Schallfeldern in Räumen. *Acustica* 65, 138
- Vorländer M (1989) Simulation of the transient and steady state sound propagation in rooms using a new combined sound particle – image source algorithm. *J. Acoust. Soc. Am.* 86, 172
- Vorländer M (1995) International round robin on room acoustical computer simulations. *Proc ICA Trondheim*, 689
- Vorländer M (2000) A fast room acoustical simulation algorithm based on the free path distribution. *J. Sound Vib.* 232, 129
- Vorländer M, Mommertz E (2000) Definition and measurement of random-incidence scattering coefficients. *Appl. Ac.* 60, 187
- Vorländer M, Thaden R (2000) Auralisation of airborne sound insulation in buildings. *Acustica united with Acta acustica* 86, 70

- Wallace CE (1972) Radiation resistance of a rectangular plate. *J. Acoust. Soc. Am.* 51, 946
- Watters BG (1965) Impact-noise characteristics of female hard-heeled foot traffic. *J. Acoust. Soc. Am.* 37, 619
- Wightman FL, Kistler DJ (1989) Headphone simulation of free-field listening I: Stimulus synthesis, II: Psychophysical validation, *J. Acoust. Soc. Am.* 85, 858 (part I) and 868 (part II)
- Wightman FL, Kistler DJ (1999) Resolution of front-back ambiguity in spatial hearing by listener and source movement. *J. Acoust. Soc. Am.* 105, 2841
- Williams E (1999) Fourier acoustics: sound radiation and near-field acoustical holography. Academic Press, London
- Yasuda Y, Sakuma T (2003) Fast multipole boundary element method for large-scale steady-state sound field analysis. Part II: Examination of numerical items. *Acta Acustica united with Acustica* 89, 28
- Zienkiewicz OC (1977) The finite element method, 3rd edn. McGraw-Hill, London
- Zwicker E, Fastl H (1999) Psychoacoustics, fact and models, 2nd ed. Springer, Berlin-Heidelberg-New York

# **Index**

## **A**

A/D converter 112  
absorption  
    in ray tracing 184  
absorption coefficient 37, 180, 225  
    data 303  
acoustic materials 303  
acoustic virtual reality 280  
air gap 38  
airborne sound  
    modelling 235  
airborne sound transmission 228  
aliasing 113  
anechoic chamber 126  
artificial ear 281  
attenuation coefficient 49  
auditory source width 98  
auralization 103, 142  
    airborne sound insulation 238  
    BTPS 264  
    building acoustics 227  
    impact sound 249  
    real-time 270  
    room acoustics 175  
    software 222  
    sound insulation 239  
    structure-borne sound 245  
    vehicle acoustics 257  
    vibration source 251  
automotive engineering 257  
A-weighting 83

## **B**

beam tracing 210  
bending stiffness 72, 134  
bending wave 72, 232

binary space partitioning 208  
binaural  
    hearing 79, 86  
    mixing console 143  
    synthesis 141, 143, 293  
    technology 293  
    transfer path synthesis 255, 258  
boundary condition 56  
boundary element method 153  
building acoustics 227  
building elements 229

## **C**

CAD model 176  
cavity 54  
centre time 97, 102  
character 79  
characteristic impedance 14  
clarity 97, 102  
cochlea 81  
combustion engine 258  
computer simulation  
    room acoustics 175  
cone tracing 210  
convolution 107, 137, 143  
    discrete 138  
    FFT 137, 139  
    filter 137  
    segmented 140  
crosstalk 295  
    cancellation 295  
    cancellation, dynamic 296  
    filter 296  
cross-talk  
    cancellation, dynamic 297  
curved wall 188

**D**

decay curve 62  
 decibel 18  
 definition 97, 102  
 diffraction 47, 206  
 diffuse field 59  
 digital filter 119  
     FIR 121  
     IIR 121  
 dipole source 28  
 Dirac pulse 108, 162  
 direct sound 64, 93  
 directivity 30  
 directivity factor 30  
 discretization 112  
 dispersion 72  
 displacement 9  
 Doppler effect 51  
 double wall 232  
 dummy head 90  
     reciprocal 264

**E**

ear canal 80  
 eardrum impedance 282  
 Early Decay Time 95  
 early reflections 93  
 eigenfrequency 55  
 elastic constants 69  
 electrical equivalent 133  
 energy density 18, 96  
 energy time curve 93  
 equal loudness level contours 82  
 equivalent absorption area 62  
 equivalent circuit 167  
 Eyring's equation 61

**F**

feedback 261  
 Fermat's principle 48  
 filter  
     adaptive 270, 297  
     impact sound 249  
     sound insulation 239  
     update 278

finite element method 153  
 floor  
     construction 248  
     covering 246  
     impedance 246, 252  
     lightweight 251, 253  
     massive 248  
     mobility 251  
     wooden 246  
 fluctuation strength 85  
 Fourier synthesis 16  
 Fourier transformation 16, 110, 114  
     discrete, DFT 115  
     fast, FFT 116  
 frequency domain 114  
 frequency resolution 159  
 frequency spacing 57  
 front-back confusion 92, 294

**G**

geometrical acoustics 164, 175  
     uncertainties 213  
 grazing incidence 205  
 Green's function 148

**H**

harmonic wave 15  
 head rotation 277  
 head tracker 270  
 headphone 269, 280, 283  
     binaural reproduction 283  
     diffuse-field 284  
     equalization 281  
     free-field 284  
 head-related impulse response 142  
 head-related transfer function 87  
 head-tracker 269  
 hearing threshold 16  
 Helmholtz equation 54, 153  
 Helmholtz–Huygens integral 149,  
     155, 291  
 Helmholtz–Kirchhoff integral  
     155, 291  
 histogram 186

HRTF 88, 142, 145, 222

dynamic cues 269  
individual 284  
near-field 146

human hearing 79

human voice 128

## I

image source 41, 176

audibility 202  
construction 201  
preprocessing 207  
real-time 272

impact sound 227, 245, 246

contact force 252  
modelling 246

impact sound level 246

impedance 36

impedance plane 41

impulse response 107, 137

binaural 223  
room 93  
sound insulation 241

in-head localization 280

inner ear 81

integrated impulse response 94

interactive 267

interaural cross correlation  
function 99

interaural cross-correlation  
coefficient 99

interaural level difference 86

interaural time difference 86

interface problem 134

## J

junction 76, 237

just noticeable difference 99

## L

Lambert's law 46, 165, 185

Laplace operator 13

lateral reflections 98

linear distortion 109

linear time-invariant system 106

listener envelopment 99

localization 79, 145

localization blur 89

longitudinal wave 70

loss factor 76, 237

loudness 82

loudspeaker

reproduction 287

LTI system 107

## M

masking 83

mesh 153

middle ear 80

modal analysis 159

modal overlap 55

modal response 159

modal superposition 159

mode 54

modulation transfer function 97

monopole 23

multimodal 267

multipole source 28

multipole synthesis 124

## N

numerical model 153

## O

octave band 21

one-third octave band 21

outer ear 80

## P

particle velocity 9

partition wall 230

peripheral hearing organ 79

phantom source 287

pitch 85

pitch strength 86

plane waves 13

point contact 133, 246

multiple 135

point mobility 134

point source 24  
Poisson distribution 190  
Poisson ratio 70  
polygon 179  
post-masking 84  
propagation 147  
psychoacoustics 79  
pyramid tracing 210

## Q

quality 79  
quantization 112

## R

radiation efficiency 74, 75, 249  
radiation impedance 26, 124  
radiation pattern 126  
radiosity 165  
ray 181  
ray tracing 176, 181, 183  
    deterministic 210  
    hybrid 210  
    stochastic 210  
    uncertainties 190  
reciprocity 150, 165, 169  
     vibro-acoustic 263  
recording  
     anechoic 129  
     orchestra 130  
rectangular plate 75  
reflection 36  
reflection factor 36, 199  
resonance frequency 39  
reverberance 93  
reverberation 61  
     digital 275  
     real-time 275  
reverberation time 94  
room acoustics  
     auralization 222, 277  
     hybrid simulation models 216  
     rendering 298  
     software 217  
room impulse response  
     binaural 222, 226

root mean square 18  
rough surface 44  
round robin  
    computer simulation 214

**S**

Sabine's equation 62  
sampling 112  
sampling frequency 112  
sampling theorem 115  
scattering 216  
scattering coefficient 46, 181  
     data 303  
scattering cross section 42  
Schroeder frequency 57  
SEA 160  
sharpness 84  
signal 106  
signal processing 106, 137, 222  
     auralization 222  
     binaural 272  
     real-time 268  
     sound insulation 239  
simulation models 148  
Snell's law 36  
sound  
     airborne path 170  
     apparent s. reduction index 234  
     direct s. transmission 235  
     energy 18  
     flanking s. reduction index 236  
     flanking s. transmission 235  
     intensity 19  
     power 25, 26  
     pressure 10  
     pressure level 19  
     propagation 35  
     propagation curves 65  
     ray 58  
     reduction index 229, 232  
     reduction index data 303  
     rendering 268  
     spatial reproduction 279  
     structure-borne path 170  
     transmission in buildings 227  
wave 9

- 
- source
    - impedance 252
  - source signal 123, 137
  - spaciousness 98
  - spatial sound 141
  - specular 200
  - speech 129
    - intelligibility 96
    - transmission index 97
  - speed of sound 13
  - spherical harmonics 31, 124
  - spherical wave 23, 24, 204
  - statistical energy analysis 160, 236, 247
  - steady-state transfer function 109
  - stereo dipole 296
  - strength 96, 101
  - structural reverberation time 75, 237, 249
  - structure-borne sound 69
  - structure-borne source 133
  - surround sound 287
  - sweet spot 287
- T**
- tapping machine 133, 245
    - force-time signal 250
  - time domain 114
  - tonality 86
  - transfer function 109, 137, 150
  - transfer impedance 150
- transfer path
    - airborne 258
    - characterization 262
    - structural 261
  - transmission coefficient 229
  - transversal wave 70
  - two-port 166, 256
    - network 171
    - parameters 171
    - transmission 230
- V**
- vibration level difference 77
  - vibration reduction index 77, 237
  - virtual environment 267
  - virtual headphone 293
  - virtual reality
    - VR 267, 298
  - volume velocity 24
- W**
- walking person 249
  - wall impedance 36
  - wave equation 10, 12
  - wave field synthesis 289, 291
  - waveguide 163
  - window technique 118
- Y**
- Young's modulus 70