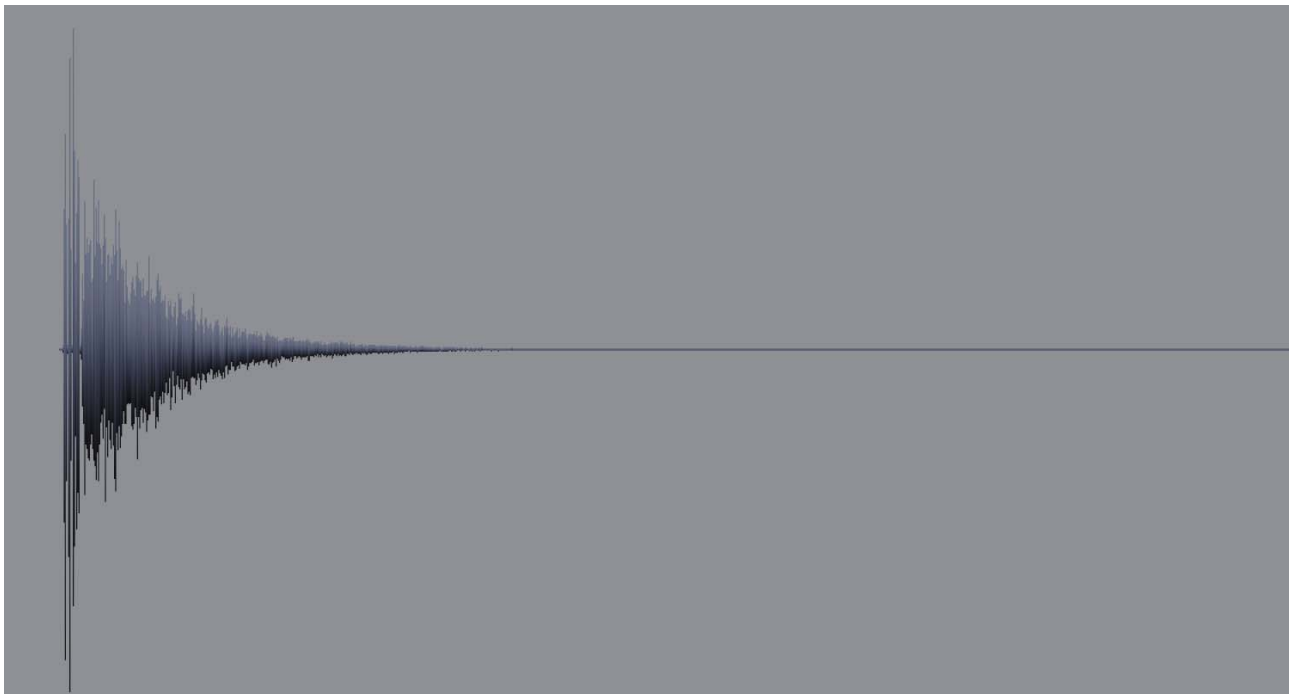
CYBER KITCHEN SOUND DESIGN ENTERPRISE

MIXVERB VOLUME 1

USER MANUAL

Audio Impulse Response Files for Convolution Reverberation



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MIXVERB VOLUME 1

Thank you

All the contents in this DVD has been provided by CKSDE (Cyber Kitchen Sound Design Enterprise).
Thank you for trying these IRs. We hope that you will enjoy using them.

About us

We are a team of professional sound designers working in a large range of sound and media activities, using advanced digital equipment and computer technologies.
Having a long time interest in acoustics and reverberation, we felt very concerned to further use, produce and develop impulse response files intended to convolution reverberation.
We worked for about one year to produce this first DVD collection.
To get further information about our activities and products, visit us at :
www.cksde.com

Why have we recorded and produced such IRs

Analog and mechanical devices (from spring, plate and echo tape machines)

We found several reasons to record old analog devices IRs :

Old analog devices like echo tape machines, spring and plate reverberators have usually quite a bad signal to noise ratio (about 60 dB). Using sinus sweep recording techniques gives, after deconvolution, a greater S/N ratio (80 to 100 dB) compared to original hardware machines.
This method allow to virtually increase S/N ratio keeping the original device sound quality and color.

As well, there is no need to use plug-ins or simulation software that reproduce such old devices.
Any convolution reverberator could do the same job. This represent another advantage to get old devices IRs.

Acoustic modeling : classic rooms & creative (from various simulators)

Some acoustic simulators can render 32 bit float reverberation IRs of non-existent, supernatural or fantasy custom acoustic environments and places (i.e. a rubber walls room).
Acoustic modeling allow very accurate geometrical structures simulations (i.e. a golden ratio room).

Software reverb (from computer reverb)

Using software reverb to create IRs gives the ability to mix, combine and modulate many reverb colors and algorithms. In that way, we could get a totally new dimension in IR creativity and design.
Producing this software reverb IRs series gives with only one plug-in (any convolution reverb) an access to this wide range of algorithms colors.

Special sound design (from various audio sources and sound processing software)

Isn't it fun to convolve some resonant radiator or thunder strike with any audio source ?

Miniverb (from very small environments)

Why do not get small environments IRs like tea pots, plastic buckets or boxes ?
How could sound a fly inside a pipe ? … Try it !

Acoustic space (from real places or room environments)

These are the best, true and natural reverb we can hear.
At the present time, we recorded most of them at 96 KHz / 32 & 24 bit.

Copyrights

Disclaims

You expressly acknowledge and agree that use of this product is at your own risk.
CKSDE entirely disclaims any physical and/or material damages that any use of this product could produce.
This product is provided ‘’as is’’, with all faults and without warranty of any kind.

Audio files recording information

All files were recorded in WAV format (32 bit float IEEE type 3 @ 96 Khz).
A few of them were converted from 16/44.1, 24/48 and 24/96 recordings.
All IRs have a total dynamic range (fade out envelope) of 120 dB (files end at –120 dB VU). It doesn’t mean that IRs have obviously a S/N ratio of 120 dB.

Remark :
Due to some reverb software’s specifications limits, you may have to shorten tails (release envelope) of some IRs (i.e. very long reverbs) to a few seconds only.
In such cases, you may use any audio file editor to do this job.
If an IR’s tail is cut around –80 dB or less, don’t forget to apply a little fade out envelope at the end of file to smooth the cut.

Available file format product information

All IR files are available or will be available in several format :

File format	Bit depth	Sampling frequency
AIFF	24 bit	96 KHz
	24 bit	48 KHz
	16 bit	44.1 KHz
WAV	32 bit float	96 KHz
	24 bit	96 KHz
	24 bit	48 KHz
	16 bit	44.1 KHz
SD2 split	24 bit	96 KHz
	24 bit	48 KHz
	16 bit	44.1 KHz

Please check on cksde.com what available DVD product contains a specific format

About SD2 split format versions

Audio file extensions are annotated in a different manner within these versions. This is due to the Audio Ease Altiverb's convention :

- " .L " means : Left channel of a stereo SD2 split IR.
- " .R " means : Right channel of a stereo SD2 split IR.
- " .C " means : Center channel of a mono SD2 split IR.

As well, each audio file has its own sub folder to be compatible with the Altiverb's architecture.

Important remark :
Altiverb's browser can only manage two subfolders levels. In that case, please be aware that you cannot copy the whole DVD "as it is". You have to extract IR's folders you need (maximum 2 subfolders) from the DVD and then past them within the Altiverb's folder.

Voxengo r8brain for sampling rate conversion

We are pleased to offer you an audio sample rate converter (Windows only).
The **r8brain** is a freeware that Aleksey Vaneev of **Voxengo** pleasantly allowed us to integrate within our products.
If needed, just launch the application to perform any up or down sampling of your audio files. In that way, it could reduce your processor resources depending of your computer.

We did not include this utility software within SD2 versions of our products because this format is rather intended to MAC users, and r8brain does only work on Windows platforms.
Anyway, this software is available for free download on the Voxengo web site.

Features :

- Freeware
- Reads PCM WAV files of bit depths 8, 16, 24, 32 and 64
- 32 and 64 bit files can be in IEEE floating sample format
- Mono and stereo file support
- Virtually any input and output sample rate
- Batch processing
- Writes 8, 16 and 24 bit PCM WAV files and 32 bit IEEE WAV files
- Reusable royalty-free converter DLL with explained API

Requirements

- Windows 98 or any later Windows OS
- About 570 KB of harddisk space
- For best performance a fast processor is required

More information at :
www.voxengo.com/r8brain

There are some other software that can do format and sample rate conversion :
Windows : Adobe **Audition** (Cool Edit), Steinberg **Wavelab**, Sony Media **Soundforge.**
Macintoch : Bias **Peak**, Audio Ease **Barbabatch.**

Folder organization

This DVD is organized as follow :
IRs are gathered in nine main categories within nine folders :

1. **IR-ACOUSTIC MINIVERB :**
   True acoustic IRs of small objects like boxes, buckets and more.
2. **IR-ACOUSTIC MODELING :**
   Computer simulation of various environments and rooms.

3. **IR-ACOUSTIC MODELING CRE :**
   Computer simulation of various fantasy and creative environments and rooms.
4. **IR-ACOUSTIC SPACE :**
   True acoustic IRs recorded in various environments and rooms.
5. **IR-ELECTRO MECHANIC :**
   IRs recorded from various electromechanical devices like spring or plate reverberators.
6. **IR-HIGH END HARDWARE :**
   IRs recorded from high-end electronic hardware reverberation units.
7. **IR-LOW END HARDWARE :**
   IRs recorded from low-end electronic hardware reverberation units.
8. **IR-SOFTWARE :**
   IRs recorded from various reverberation software.
9. **IR-SPECIAL SOUND DESIGN :**
   IR intended for special effects. They are both acoustic and electronics.

File compatibility

Our files are compatible with the following convolution reverb software & hardware :

Manufacturer	Program	Compatible format (type : • bit / freq)
Adobe **www.adobe.com**	Audition (previously Cool Edit Pro)	WAV + AIFF : • 16/44.1 • 24/48 • 24/96 • 32/96
Apple Emagic **www.emagic.de**	Space Designer	AIFF : • 24/48
Audio Ease **www.audioease.com**	Altiverb	SD2 split : • 16/44.1 • 24/48 • 24/96
Bias **www.bias-inc.com**	Peak Impulseverb	SD2 : • 16/44.1 • 24/48 • 24/96
Anders Torger **www.ludd.luth.se/~torger/brutefir.html**	BruteFIR	WAV : • 16/44.1 • 24/48 • 24/96 • 32/96
Catt Acoustic **www.catt.se**	FIReverb suite (Multivolver)	WAV : • 16/44.1 • 24/48 • 24/96 • 32/96
MAGIX Samplitude **www.samplitude.com**	Room Simulator Resp.	WAV : • 16/44.1 • 24/48 • 24/96 • 32/96
Pinacle Steinberg **www.steinberg.de**	Acoustic Stamp	WAV + AIFF : • 16/44.1 • 24/48 • 24/96 • 32/96
Prosoniq **www.prosoniq.com**	Rayverb	AIFF : • 16/44.1 • 24/48 • 24/96 • 32/96
Ressl Engineering **www.ressl.com.ar**	RealReverb	WAV
S.I.R **www.knufinke.de/sir**	Super Impulse Response	WAV : • 16/44.1 • 24/48 • 24/96 • 32/96
Sony **www.sonybiz.net/proaudio**	DRE-S777	WAV : • 24/48 • 24/96
Sony media **http://mediasoftware.sonypictures.com**	Acoustic mirror	WAV : • 16/44.1 • 24/48 • 24/96 • 32/96
Tascam / Giga Studio **www.tascamgiga.com**	Gigapulse	WAV : • 24/48 • 32/96
Trillium lane labs **www.tllabs.com**	TL Space	WAV : • 24/48
Voxengo **www.voxengo.com**	Pristine Space	WAV + AIFF : • 16/44.1 • 24/48 • 24/96 • 32/96
Waves **www.waves.com**	IR-1	WAV : • 16/44.1 • 24/48 • 24/96 • 32/96
Yamaha **www.yamaha.co.jp/english/product/proaudio/index.html**	SREV 1	WAV : • 24/48

All features and specifications are subject to change without notice

Thanks & Credits

Acoustic & Miniverb IRs

Credits :

Production, recording & editing : Spocksone
Final editing : Pierre-Edward Jaquerod (PTR)
Recording assistants : Jean-Baptiste Marceau, Yann Hügli
Diagram editing & photo processing : Patrick de Jesus
Graphics : PTR & Spocksone
Photo : Jean-Baptiste Marceau & Spocksone

Special thanks :

Giant Electronics : Fabrice & Vincent - **PEK AG :** Luca Stefanelli - **Centre Schmidt Musique :** Fabrice - **Swiss Physics :** N&M Del Nobile - **Merging :** Claude & Pierre-André - **SDS Music Factory** - **Baltic Latvian Universal Electronics** - **Yves Meylan** – **DJStrek :** Thomas Lautenbacher **- Tiane Nguyen**

All Electronic IRs

Credits :

Production, recording & editing : Spocksone
Final editing : Pierre-Edward Jaquerod (PTR), Pierre-Frédéric Junod (June), David Ashby
Additional editing : Pierre-Frédéric Junod (June), Richard Meyer
Recording assistants : Jean-Baptiste Marceau, David Ashby
Graphics : PTR & Spocksone

Special thanks :

Red Line Music : Salvator Marzo - **Damp Production :** Pascal & Thierry - **Giant Electronics :** Fabrice & Vincent - **Centre Schmidt Musique :** Fabrice - **DJStrek :** Thomas Lautenbacher **– Tiane Nguyen**

Special thanks & contacts to our partners

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bias sound creative	**BIAS Inc** 1370 Industrial Avenue, Suite A, Petaluma, CA, 94952, USA phone: 1 707 782 1866 fax: 1 707 782 1874 email: support@bias-inc.com website: www.bias-inc.com
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	PEK AG Badenerstrasse 808, 8048 CH-Zürich, Switzerland phone: +41 (0)43 336 40 00 fax: +41 (0)43 336 40 01 website: www.pek.ch
	Redline Music Music Instruments – Sonorisation – Recording studio Quai Philippe Godet 18, 2000 Neuchâtel, Switzerland phone: +41 (0)32 724 74 14 fax: +41 (0)32 724 74 15 email: redlinemusic@bluewin.ch
	SwissPhonics SA website: www.swissphonics.ch
	TASCAM website: www.tascam.com
	Trillium Lane Labs 321 High School Rd NE #253, Bainbridge Island WA 98110, USA phone: +1 888 222 1960 fax: +1 206 855 4658 email: info@tllabs.com website: www.tllabs.com
	VOVOX AG Rotseestrasse 3, CH-6006 Lucerne, Switzerland phone: +41 (0)41 420 89 89 fax: +41 (0)41 420 89 90 **email:** info@vovox.ch **website:** www.vovox.ch
	Voxengo Aleksey Vaneev website: www.voxengo.com
	Weiss Engineering Ltd. Mr. Daniel Weiss, Florastrasse 42, 8610 Uster / Zurich, Switzerland phone: +41 1 940 20 06 fax: +41 1 940 22 14 email: weiss@weiss.ch website: www.weiss.ch

Acoustic Modeling & Creative IRs

Credits :

Production : Spocksone
IR rendering : Pierre-Edward Jaquerod (PTR)
Engineering : PTR & Spocksone
Graphics : PTR & Spocksone

Special thanks :

Genelec : Christophe Anet - **Olivier Constantin** - **Tiane Nguyen**

Special Sound Design & Softverb IRs

Credits :

Production, recording & rendering : Spocksone
Final editing : Pierre-Edward Jaquerod (PTR) & Spocksone
Additional recording & editing : Pierre-Frédéric Junod (June)
Graphics : PTR & Spocksone

Technical support

Thanks to Gilbert Novelli for his technical support (the master of PC computers)

Bill of material

Recording :

Merging :	Sphinx : modular highresolution audio interface
	Mykerinos : computer card
	Pyramix : audio recording software
Digidesign :	I/O 192, 888 ^{24}, 002, 001 & M-Box : audio interface
	24 mix+, HD accel : computer cards
	Pro Tools : audio recording software
Metric Halo :	Mobile I/O 2882 : audio interface
	Steinberg Nuendo : audio recording software

Microphone preamplifier :

GML :	8304
Swiss Physics :	custom prototype
Digidesign :	001, 002 & M_Box
Metric Halo :	Mobile I/O 2882
Weiss :	ADC2
Mackie :	1202-VLZ Pro

Converter :

Weiss :	ADC2
Digidesign :	I/O 192, 888 ^{24}, 002, 001 & M-Box
Merging :	Sphynx
Metric Halo :	Mobile I/O 2882

Amplifier :

Swiss Physics :	Digital D class amplifier
Swiss Physics :	Analog AB class 1200 amplifier
YBA :	Analog AB class amplifier

Loudspeaker :

Swiss Physics :	custom prototype
Mackie :	HR 824
ESS :	AMT 16
Yamaha + sub :	NS10M (Swiss Physics customized)
Yamaha :	MSP 5

Software editors :

Bias :	Peak
Syntrillium :	Cool Edit Pro
Goldwave :	Goldwave 4.26
Voxengo :	Impulse Modeler & Voxengo Deconvolver

Microphones :

AKG :	C3000
Baltic Latvian :	Blueberry, Baby bottle
BPM :	CR4
Bruel & Kjaer :	Falcon series, 4100 & 4900 series
MB :	MBC 600 series
Milab :	VM series
Neumann :	KM 100 series
Shoeps :	Colette series

Cables & connectors :

Ghotam, Mogami, Klotz, Neutrik

Miscellaneous :

Sony :	Digital camera
Leica Disto :	Laser beam distance measurement
Bruel & Kjaer :	Laser vibration measurment analyzer
Apple :	Macintosh G4 Titanium & G4 Quick Silver
Dell :	Portable PC computer
PC :	Custom assembly PC computer

Spocksone, General Manager of CKSDE
www.cksde.com
CKSDE, Rue de l'Hôpital 10, 2000 Neuchâtel, Switzerland
xx41 32 724 75 25
contact@cksde.com

1. IR-ACOUSTIC MINIVERB

1. IR-ACOUSTIC MINIVERB • General content

IR-ACOUSTIC MINIVERB

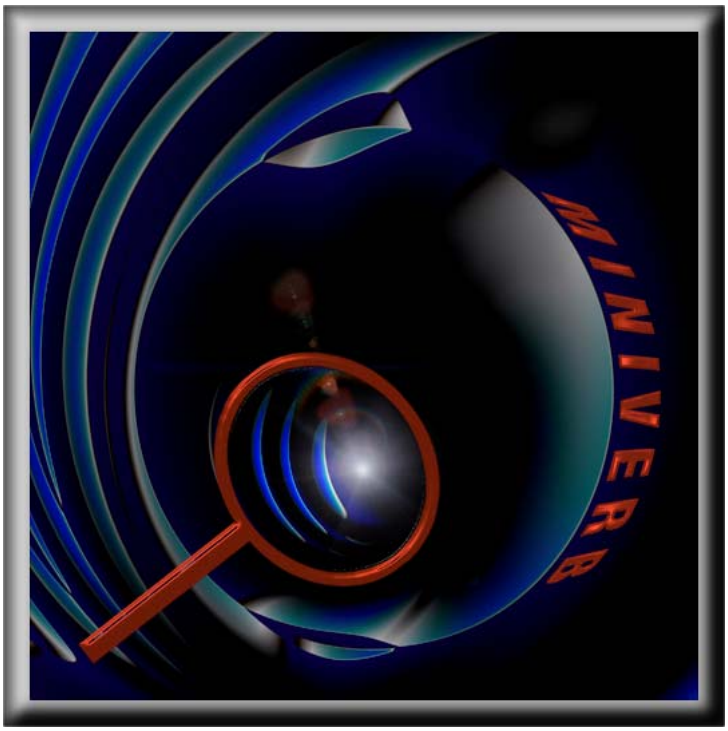
ALUMINIUM STEAMER 1
- 00-mini logo.jpg
- 01-mini aluminium steam.jpg
- 02-mini aluminium steam.jpg
- 03-mini aluminium steam.jpg
- 04-mini file syntax.jpg
- 05-mini credits.jpg
- 06-partners info.jpg
- 07-cksde web info.jpg
- 08-ALUMIN STEAM MS-XS 1.wav
- 09-ALUMIN STEAM MS-M 1.wav
- 10-ALUMIN STEAM MS-XL 1.wav
- 11-ALUMIN STEAM AB-C 1.wav
- 12-ALUMIN STEAM AB-O 1.wav
- 13-ALUMIN STEAM BTBSP-C 1.wav
- 14-ALUMIN STEAM BTBSP-O 1.wav

CARDBOARD BOX 1
- 00-mini logo.jpg
- 01-mini cardboard box pict.jpg
- 02-mini cardboard box pict.jpg
- 03-mini file syntax.jpg
- 04-mini credits.jpg
- 05-partners info.jpg
- 06-cksde web info.jpg
- 07-CARDB BOX MS-XS 1.wav
- 08-CARDB BOX MS-M 1.wav
- 09-CARDB BOX MS-XL 1.wav
- 10-CARDB BOX AB-O-LONG 1.wav
- 11-CARDB BOX BTBSP-C-LONG.wav
- 12-CARDB BOX BTBSP-O-LONG 1.wav
- 13-CARDB BOX 90°-C-WIDE 1.wav
- 14-CARDB BOX ORTF-O-WIDE 1.wav

PLASTIC BUCKET 1
- 00-mini logo.jpg
- 01-mini plastic bucket pict.jpg
- 02-mini plastic bucket pict.jpg
- 03-mini file syntax.jpg
- 04-mini credits.jpg
- 05-partners info.jpg
- 06-cksde web info.jpg
- 07-PLASTIC BUCKET MS-XS 1.wav
- 08-PLASTIC BUCKET MS-M 1.wav
- 09-PLASTIC BUCKET MS-XL 1.wav
- 10-PLASTIC BUCKET AB-C 1.wav
- 11-PLASTIC BUCKET AB-O 1.wav
- 12-PLASTIC BUCKET BTBSP-C 1.wav
- 13-PLASTIC BUCKET BTBSP-O 1.wav
- 14-PLASTIC BUCKET 45°-C 1.wav

STONEWARE 1
- 00-mini logo.jpg
- 01-mini stoneware pict.jpg
- 02-mini stoneware pict.jpg
- 03-mini file syntax.jpg
- 04-mini credits.jpg
- 05-partners info.jpg
- 06-cksde web info.jpg
- 07-STONEWARE MS-XS 1.wav
- 08-STONEWARE MS-M 1.wav
- 09-STONEWARE MS-XL 1.wav
- 10-STONEWARE AB-C 1.wav
- 11-STONEWARE AB-O 1.wav
- 12-STONEWARE BTBSP-SC 1.wav
- 13-STONEWARE BTBSP-C 1.wav
- 14-STONEWARE BTBSP-O 1.wav

1.1. IR-ACOUSTIC MINIVERB • Common pictures



mini logo.jpg

Miniverb IRs File Syntax

Information position within file name

Position 1	Position 2	Position 3	Position 4	Position 5
ALUMINIUM STEAMER CARDBOARD BOX PLASTIC BUCKET STONEWARE	**AB :** AB type recording **BTBSP :** Back To Back SuPerposed **MS :** Mid Side Recording **ORTF :** ORTF type recording **90° :** 90° microphone angle **45° :** 45° microphone angle	**SC :** Supercardioid **C :** Cardioid **O :** Omnidirectional **XS :** Very small stereo image **M :** Medium stereo image **XL :** Very large stereo image	**LONG :** Mic position in length **WIDE :** Mic position in width **"Recording Number"**	**"Recording Number"**

Examples : **CARDBOARD BOX BTBSP-C-LONG 1.aif :** Cardboard box's IR recorded in length with cardioid mics in "back to back superposed" mode
CARDBOARD BOX-ORTF-O-WIDE 1.aif : Cardboard box's IR recorded in width with omnidirectional microphones in ORTF mode
STONEWARE MS-XS 1.aif : Stoneware's IR recorded in Mide Side mode decoded with a very small stereo image

mini file syntax.jpg

Acoustic & Miniverb IRs

Credits :

Production, recording & editing : Spocksone
Final editing : Pierre-Edward Jaquerod (PTR)
Recording assistants : Jean-Baptiste Marceau, Yann Hügli
Diagram editing & photo processing : Patrick de Jesus
Graphics : PTR & Spocksone
Photo : Jean-Baptiste Marceau & Spocksone

Special thanks :

Giant Electronics : Fabrice & Vincent - **PEK AG :** Luca Stefanelli - **Centre Schmidt Musique :** Fabrice - **Swiss Physics :** N&M Del Nobile - **Merging :** Claude & Pierre-André - **SDS Music Factory - Baltic Latvian Universal Electronics - Yves Meylan - Tiane Nguyen**

mini credits.jpg

partners info.jpg

cksde web info.jpg

1.2. IR-ACOUSTIC MINIVERB • ALUMINIUM STEAMER 1 • pictures

01-mini aluminium steam.jpg

02-mini aluminium steam.jpg

03-mini aluminium steam.jpg

1.3. IR-ACOUSTIC MINIVERB • CARDBOARD BOX 1 • pictures

01-mini cardboard box pict.jpg

02-mini cardboard box pict.jpg

1.4. IR-ACOUSTIC MINIVERB • PLASTIC BUCKET 1 • pictures

01-mini plastic bucket pict.jpg

01-mini plastic bucket pict.jpg

1.5. IR-ACOUSTIC MINIVERB • STONEWARE 1 • pictures

01-mini stoneware pict.jpg

02-mini stoneware pict.jpg

2. IR-ACOUSTIC MODELING

- IR-ACOUSTIC MODELING
  - IR-THE BASIC ROOMS
    - IR-CONCRETE BLOCK UNPAINTED
      - CONCRETE BLOCK UNPAINT 2 M3
      - CONCRETE BLOCK UNPAINT 5 M3
      - CONCRETE BLOCK UNPAINT 10 M3
      - CONCRETE BLOCK UNPAINT 20 M3
      - CONCRETE BLOCK UNPAINT 50 M3
      - CONCRETE BLOCK UNPAINT 100 M3
      - CONCRETE BLOCK UNPAINT 200 M3
      - CONCRETE BLOCK UNPAINT 500 M3
      - CONCRETE BLOCK UNPAINT 1000 M3
      - CONCRETE BLOCK UNPAINT 2000 M3
      - CONCRETE BLOCK UNPAINT 5000 M3
      - CONCRETE BLOCK UNPAINT 10000 M3
      - CONCRETE BLOCK UNPAINT 20000 M3
      - CONCRETE BLOCK UNPAINT 50000 M3
    - IR-CONCRETE STONE
      - CONCRETE STONE 2 M3
      - CONCRETE STONE 5 M3
      - CONCRETE STONE 10 M3
      - CONCRETE STONE 20 M3
      - CONCRETE STONE 50 M3
      - CONCRETE STONE 100 M3
      - CONCRETE STONE 200 M3
      - CONCRETE STONE 500 M3
      - CONCRETE STONE 1000 M3
      - CONCRETE STONE 2000 M3
      - CONCRETE STONE 5000 M3
      - CONCRETE STONE 10000 M3
      - CONCRETE STONE 20000 M3
      - CONCRETE STONE 50000 M3
    - IR-ISOVER 25 MM
      - ISOVER 25 MM 2 M3
      - ISOVER 25 MM 5 M3
      - ISOVER 25 MM 10 M3
      - ISOVER 25 MM 20 M3
      - ISOVER 25 MM 50 M3
      - ISOVER 25 MM 100 M3
      - ISOVER 25 MM 200 M3
      - ISOVER 25 MM 500 M3
      - ISOVER 25 MM 1000 M3
      - ISOVER 25 MM 2000 M3
      - ISOVER 25 MM 5000 M3
      - ISOVER 25 MM 10000 M3
      - ISOVER 25 MM 20000 M3
      - ISOVER 25 MM 50000 M3

- IR-LAMINATED GLASS
  - LAMINATED GLASS 2 M3
  - LAMINATED GLASS 5 M3
  - LAMINATED GLASS 10 M3
  - LAMINATED GLASS 20 M3
  - LAMINATED GLASS 50 M3
  - LAMINATED GLASS 100 M3
  - LAMINATED GLASS 200 M3
  - LAMINATED GLASS 500 M3
  - LAMINATED GLASS 1000 M3
  - LAMINATED GLASS 2000 M3
  - LAMINATED GLASS 5000 M3
  - LAMINATED GLASS 10000 M3
  - LAMINATED GLASS 20000 M3
  - LAMINATED GLASS 50000 M3
- IR-PERFORATED PANNEL 25 MM
  - PERFORATED PANNEL 25 MM 2 M3
  - PERFORATED PANNEL 25 MM 5 M3
  - PERFORATED PANNEL 25 MM 10 M3
  - PERFORATED PANNEL 25 MM 20 M3
  - PERFORATED PANNEL 25 MM 50 M3
  - PERFORATED PANNEL 25 MM 100 M3
  - PERFORATED PANNEL 25 MM 200 M3
  - PERFORATED PANNEL 25 MM 500 M3
  - PERFORATED PANNEL 25 MM 1000 M3
  - PERFORATED PANNEL 25 MM 2000 M3
  - PERFORATED PANNEL 25 MM 5000 M3
  - PERFORATED PANNEL 25 MM 10000 M3
  - PERFORATED PANNEL 25 MM 20000 M3
  - PERFORATED PANNEL 25 MM 50000 M3
- IR-ROUGH FINISH PLASTER
  - ROUGH FINISH PLASTER 2 M3
  - ROUGH FINISH PLASTER 5 M3
  - ROUGH FINISH PLASTER 10 M3
  - ROUGH FINISH PLASTER 20 M3
  - ROUGH FINISH PLASTER 50 M3
  - ROUGH FINISH PLASTER 100 M3
  - ROUGH FINISH PLASTER 200 M3
  - ROUGH FINISH PLASTER 500 M3
  - ROUGH FINISH PLASTER 1000 M3
  - ROUGH FINISH PLASTER 2000 M3
  - ROUGH FINISH PLASTER 5000 M3
  - ROUGH FINISH PLASTER 10000 M3
  - ROUGH FINISH PLASTER 20000 M3
  - ROUGH FINISH PLASTER 50000 M3
- IR-RUBBER CARPET
  - RUBBER CARPET 2 M3
  - RUBBER CARPET 5 M3
  - RUBBER CARPET 10 M3
  - RUBBER CARPET 20 M3
  - RUBBER CARPET 50 M3
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  - RUBBER CARPET 50000 M3

- IR-WOOD PANELING
  - WOOD PANELING 2 M3
  - WOOD PANELING 5 M3
  - WOOD PANELING 10 M3
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IR-ACOUSTIC MODELING
IR-THE BASIC ROOMS
IR-CONCRETE BLOCK UNPAINTED

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04-acmod credits.jpg
05-partners info.jpg
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2.1.1. IR-ACOUSTIC MODELING • IR-THE BASIC ROOMS • IR-CONCRETE BLOCK UNPAINTED • Specifications

2 m3

Material	Concrete block unpainted					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.36	0.44	0.31	0.29	0.39	0.25
Averaged reverb time RT60 for 2 m3 (s)	0.078					
Room dimensions (LxWxH) for 2 m3 (m)	1.056		0.880		2.200	

Bad room ratio

www.cksde.com

5 m3

Material	Concrete block unpainted					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.36	0.44	0.31	0.29	0.39	0.25
Averaged reverb time RT60 for 5 m3 (s)	0.110					
Room dimensions (LxWxH) for 5 m3 (m)	1.716		1.320		2.200	

Bad room ratio

www.cksde.com

10 m3

Material	Concrete block unpainted					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.36	0.44	0.31	0.29	0.39	0.25
Averaged reverb time RT60 for 10 m3 (s)	0.142					
Room dimensions (LxWxH) for 10 m3 (m)	2.310		1.980		2.200	

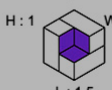
Bad room ratio

www.cksde.com

20 m3

Material	Concrete block unpainted					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.36	0.44	0.31	0.29	0.39	0.25
Averaged reverb time RT60 for 20 m3 (s)	0.176					
Room dimensions (LxWxH) for 20 m3 (m)	3.300		2.750		2.200	

Acceptable room ratio



www.cksde.com

50 m3

Material	Concrete block unpainted					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.36	0.44	0.31	0.29	0.39	0.25
Averaged reverb time RT60 for 50 m3 (s)	0.228					
Room dimensions (LxWxH) for 50 m3 (m)	5.545		3.808		2.380	

Golden room ratio

www.cksde.com

100 m3

Material	Concrete block unpainted					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.36	0.44	0.31	0.29	0.39	0.25
Averaged reverb time RT60 for 100 m3 (s)	0.287					
Room dimensions (LxWxH) for 100 m3 (m)	6.990		4.800		3.000	

Golden room ratio

www.cksde.com

200 m3

Material	Concrete block unpainted					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.36	0.44	0.31	0.29	0.39	0.25
Averaged reverb time RT60 for 200 m3 (s)	0.360					
Room dimensions (LxWxH) for 200 m3 (m)	8.784		6.032		3.770	

Golden room ratio

www.cksde.com

500 m3

Material	Concrete block unpainted					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.36	0.44	0.31	0.29	0.39	0.25
Averaged reverb time RT60 for 500 m3 (s)	0.487					
Room dimensions (LxWxH) for 500 m3 (m)	11.930		8.192		5.120	

Golden room ratio

www.cksde.com

1000 m3

Material	Concrete block unpainted					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.36	0.44	0.31	0.29	0.39	0.25
Averaged reverb time RT60 for 1000 m3 (s)	0.611					
Room dimensions (LxWxH) for 1000 m3 (m)	15.029		10.320		6.450	

Golden room ratio

www.cksde.com

2000 m3

Material	Concrete block unpainted					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.36	0.44	0.31	0.29	0.39	0.25
Averaged reverb time RT60 for 2000 m3 (s)	0.766					
Room dimensions (LxWxH) for 2000 m3 (m)	18.934		13.002		8.126	

Golden room ratio

www.cksde.com

5000 m3

Material	Concrete block unpainted					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.36	0.44	0.31	0.29	0.39	0.25
Averaged reverb time RT60 for 5000 m3 (s)	1.032					
Room dimensions (LxWxH) for 5000 m3 (m)	25.700		17.648		11.030	

Golden room ratio

www.cksde.com

10000 m3

Material	Concrete block unpainted					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.36	0.44	0.31	0.29	0.39	0.25
Averaged reverb time RT60 for 10000 m3 (s)	1.290					
Room dimensions (LxWxH) for 10000 m3 (m)	32.375		22.232		13.895	

Golden room ratio

www.cksde.com

20000 m3

Material	Concrete block unpainted					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.36	0.44	0.31	0.29	0.39	0.25
Averaged reverb time RT60 for 20000 m3 (s)	1.610					
Room dimensions (LxWxH) for 20000 m3 (m)	40.798		28.016		17.510	

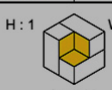
Golden room ratio

www.cksde.com

50000 m3

Material	Concrete block unpainted					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.36	0.44	0.31	0.29	0.39	0.25
Averaged reverb time RT60 for 50000 m3 (s)	2.150					
Room dimensions (LxWxH) for 50000 m3 (m)	55.361		38.016		23.760	

Golden room ratio



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IR-ACOUSTIC MODELING
IR-THE BASIC ROOMS
IR-CONCRETE STONE

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CONCRETE STONE 50000 M3.wav

2.2.1. IR-ACOUSTIC MODELING • IR-THE BASIC ROOMS • IR-CONCRETE STONE • Specifications

2 m3

Material	Concrete Stone					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.02	0.02	0.02	0.03	0.04	0.04
Averaged reverb time RT60 for 2 m3 (s)	1.137					
Room dimensions (LxWxH) for 2 m3 (m)	1.056		0.880		2.200	

Bad room ratio

www.cksde.com

5 m3

Material	Concrete Stone					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.02	0.02	0.02	0.03	0.04	0.04
Averaged reverb time RT60 for 5 m3 (s)	1.586					
Room dimensions (LxWxH) for 5 m3 (m)	1.716		1.320		2.200	

Bad room ratio

www.cksde.com

10 m3

Material	Concrete Stone					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.02	0.02	0.02	0.03	0.04	0.04
Averaged reverb time RT60 for 10 m3 (s)	2.017					
Room dimensions (LxWxH) for 10 m3 (m)	2.310		1.980		2.200	

Bad room ratio

www.cksde.com

20 m3

Material	Concrete Stone					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.02	0.02	0.02	0.03	0.04	0.04
Averaged reverb time RT60 for 20 m3 (s)	2.471					
Room dimensions (LxWxH) for 20 m3 (m)	3.300		2.750		2.200	

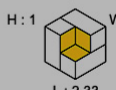
Acceptable room ratio

www.cksde.com

50 m3

Material	Concrete Stone					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.02	0.02	0.02	0.03	0.04	0.04
Averaged reverb time RT60 for 50 m3 (s)	3.144					
Room dimensions (LxWxH) for 50 m3 (m)	5.545		3.808		2.380	

Golden room ratio



www.cksde.com

100 m3

Material	Concrete Stone					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.02	0.02	0.02	0.03	0.04	0.04
Averaged reverb time RT60 for 100 m3 (s)	3.872					
Room dimensions (LxWxH) for 100 m3 (m)	6.990		4.800		3.000	

Golden room ratio

www.cksde.com

200 m3

Material	Concrete Stone					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.02	0.02	0.02	0.03	0.04	0.04
Averaged reverb time RT60 for 200 m3 (s)	4.731					
Room dimensions (LxWxH) for 200 m3 (m)	8.784		6.032		3.770	

Golden room ratio

www.cksde.com

500 m3

Material	Concrete Stone					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.02	0.02	0.02	0.03	0.04	0.04
Averaged reverb time RT60 for 500 m3 (s)	6.128					
Room dimensions (LxWxH) for 500 m3 (m)	11.930		8.192		5.120	

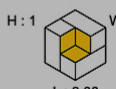
Golden room ratio

www.cksde.com

1000 m3

Material	Concrete Stone					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.02	0.02	0.02	0.03	0.04	0.04
Averaged reverb time RT60 for 1000 m3 (s)	7.383					
Room dimensions (LxWxH) for 1000 m3 (m)	15.029		10.320		6.450	

Golden room ratio



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2000 m3

Material	Concrete Stone					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.02	0.02	0.02	0.03	0.04	0.04
Averaged reverb time RT60 for 2000 m3 (s)	8.818					
Room dimensions (LxWxH) for 2000 m3 (m)	18.934		13.002		8.126	

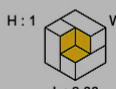
Golden room ratio

www.cksde.com

5000 m3

Material	Concrete Stone					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.02	0.02	0.02	0.03	0.04	0.04
Averaged reverb time RT60 for 5000 m3 (s)	10.978					
Room dimensions (LxWxH) for 5000 m3 (m)	25.700		17.648		11.030	

Golden room ratio



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10000 m3

Material	Concrete Stone					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.02	0.02	0.02	0.03	0.04	0.04
Averaged reverb time RT60 for 10000 m3 (s)	12.786					
Room dimensions (LxWxH) for 10000 m3 (m)	32.375		22.232		13.895	

Golden room ratio

www.cksde.com

20000 m3

Material	Concrete Stone					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.02	0.02	0.02	0.03	0.04	0.04
Averaged reverb time RT60 for 20000 m3 (s)	14.712					
Room dimensions (LxWxH) for 20000 m3 (m)	40.798		28.016		17.510	

Golden room ratio

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50000 m3

Material	Concrete Stone					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.02	0.02	0.02	0.03	0.04	0.04
Averaged reverb time RT60 for 50000 m3 (s)	17.355					
Room dimensions (LxWxH) for 50000 m3 (m)	55.361		38.016		23.760	

Golden room ratio

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IR-ACOUSTIC MODELING
IR-THE BASIC ROOMS
IR-ISOVER 25 MM

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ISOVER 25 MM 50 M3
00-acmod logo.jpg
01-acmod 50 m3 spec.jpg
02-acmod golden room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
ISOVER 25 MM 50 M3.wav

ISOVER 25 MM 100 M3
00-acmod logo.jpg
01-acmod 100 m3 spec.jpg
02-acmod golden room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
ISOVER 25 MM 100 M3.wav

ISOVER 25 MM 200 M3
00-acmod logo.jpg
01-acmod 200 m3 spec.jpg
02-acmod golden room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
ISOVER 25 MM 200 M3.wav

ISOVER 25 MM 500 M3
00-acmod logo.jpg
01-acmod 500 m3 spec.jpg
02-acmod golden room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
ISOVER 25 MM 500 M3.wav

ISOVER 25 MM 1000 M3
00-acmod logo.jpg
01-acmod 1000 m3 spec.jpg
02-acmod golden room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
ISOVER 25 MM 1000 M3.wav

ISOVER 25 MM 2000 M3
00-acmod logo.jpg
01-acmod 2000 m3 spec.jpg
02-acmod golden room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
ISOVER 25 MM 2000 M3.wav

ISOVER 25 MM 5000 M3
00-acmod logo.jpg
01-acmod 5000 m3 spec.jpg
02-acmod golden room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
ISOVER 25 MM 5000 M3.wav

ISOVER 25 MM 10000 M3
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01-acmod 10000 m3 spec.jpg
02-acmod golden room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
ISOVER 25 MM 10000 M3.wav

ISOVER 25 MM 20000 M3
00-acmod logo.jpg
01-acmod 20000 m3 spec.jpg
02-acmod golden room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
ISOVER 25 MM 20000 M3.wav

ISOVER 25 MM 50000 M3
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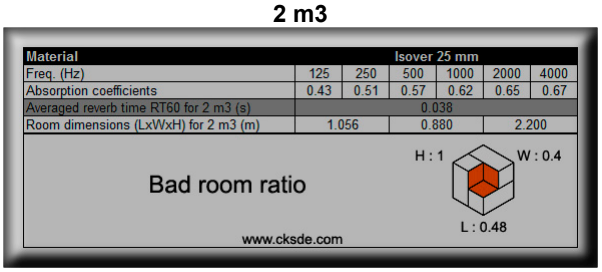
01-acmod 50000 m3 spec.jpg
02-acmod golden room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
ISOVER 25 MM 50000 M3.wav

2.3.1. IR-ACOUSTIC MODELING • IR-THE BASIC ROOMS • IR-ISOVER 25 MM • Specifications

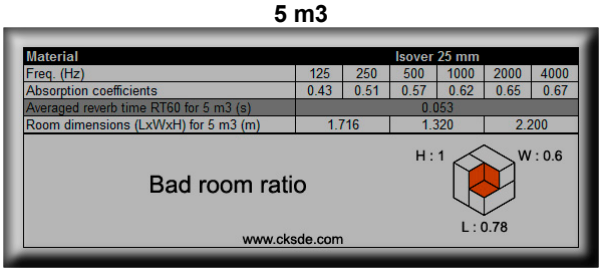
2 m3

Material	Isover 25 mm					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.43	0.51	0.57	0.62	0.65	0.67
Averaged reverb time RT60 for 2 m3 (s)	0.038					
Room dimensions (LxWxH) for 2 m3 (m)	1.056		0.880		2.200	



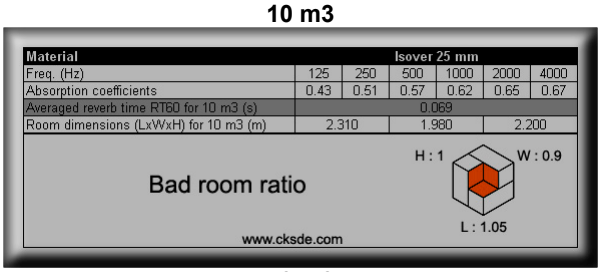
5 m3

Material	Isover 25 mm					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.43	0.51	0.57	0.62	0.65	0.67
Averaged reverb time RT60 for 5 m3 (s)	0.053					
Room dimensions (LxWxH) for 5 m3 (m)	1.716		1.320		2.200	



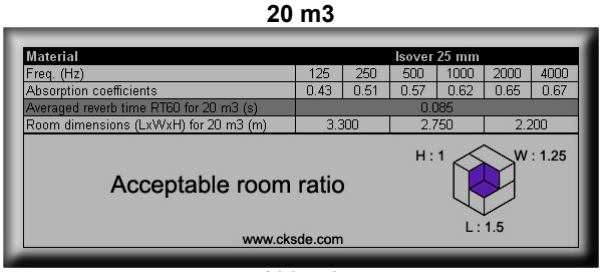
10 m3

Material	Isover 25 mm					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.43	0.51	0.57	0.62	0.65	0.67
Averaged reverb time RT60 for 10 m3 (s)	0.069					
Room dimensions (LxWxH) for 10 m3 (m)	2.310		1.980		2.200	



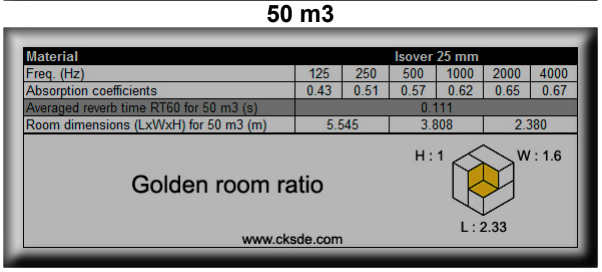
20 m3

Material	Isover 25 mm					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.43	0.51	0.57	0.62	0.65	0.67
Averaged reverb time RT60 for 20 m3 (s)	0.085					
Room dimensions (LxWxH) for 20 m3 (m)	3.300		2.750		2.200	



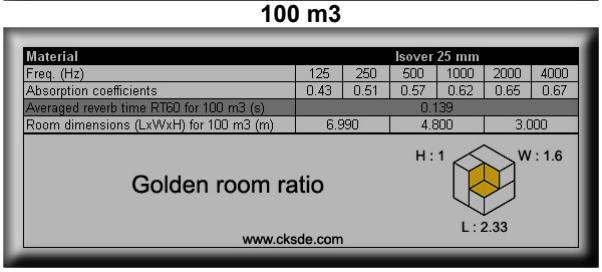
50 m3

Material	Isover 25 mm					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.43	0.51	0.57	0.62	0.65	0.67
Averaged reverb time RT60 for 50 m3 (s)	0.111					
Room dimensions (LxWxH) for 50 m3 (m)	5.545		3.808		2.380	



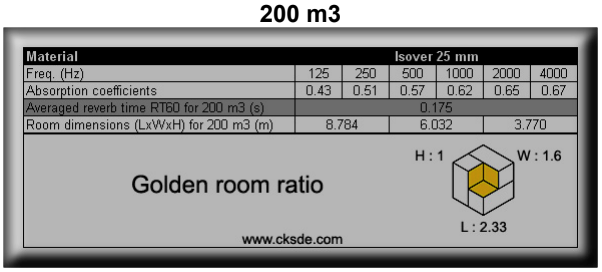
100 m3

Material	Isover 25 mm					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.43	0.51	0.57	0.62	0.65	0.67
Averaged reverb time RT60 for 100 m3 (s)	0.139					
Room dimensions (LxWxH) for 100 m3 (m)	6.990		4.800		3.000	



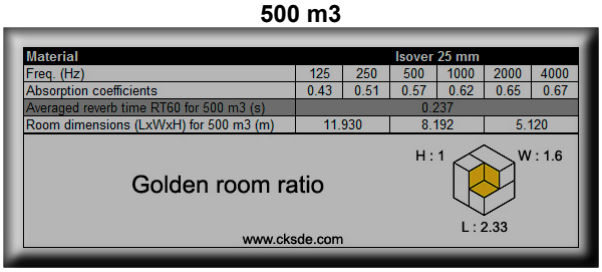
200 m3

Material	Isover 25 mm					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.43	0.51	0.57	0.62	0.65	0.67
Averaged reverb time RT60 for 200 m3 (s)	0.175					
Room dimensions (LxWxH) for 200 m3 (m)	8.784		6.032		3.770	



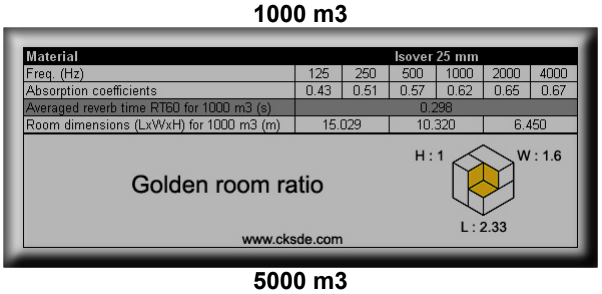
500 m3

Material	Isover 25 mm					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.43	0.51	0.57	0.62	0.65	0.67
Averaged reverb time RT60 for 500 m3 (s)	0.237					
Room dimensions (LxWxH) for 500 m3 (m)	11.930		8.192		5.120	



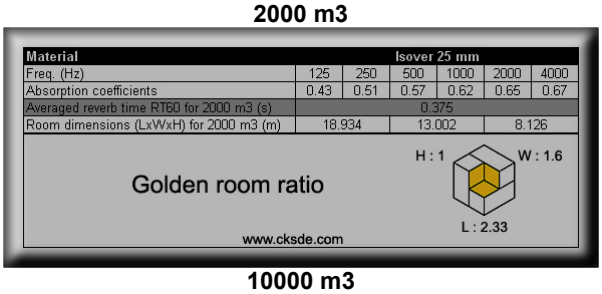
1000 m3

Material	Isover 25 mm					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.43	0.51	0.57	0.62	0.65	0.67
Averaged reverb time RT60 for 1000 m3 (s)	0.298					
Room dimensions (LxWxH) for 1000 m3 (m)	15.029		10.320		6.450	



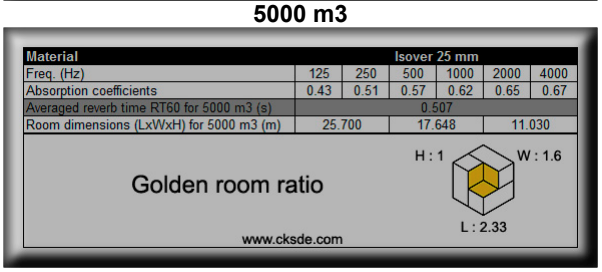
2000 m3

Material	Isover 25 mm					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.43	0.51	0.57	0.62	0.65	0.67
Averaged reverb time RT60 for 2000 m3 (s)	0.375					
Room dimensions (LxWxH) for 2000 m3 (m)	18.934		13.002		8.126	



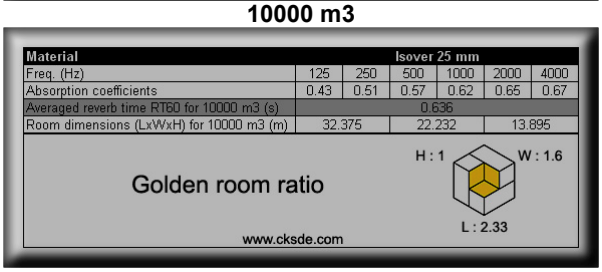
5000 m3

Material	Isover 25 mm					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.43	0.51	0.57	0.62	0.65	0.67
Averaged reverb time RT60 for 5000 m3 (s)	0.507					
Room dimensions (LxWxH) for 5000 m3 (m)	25.700		17.648		11.030	



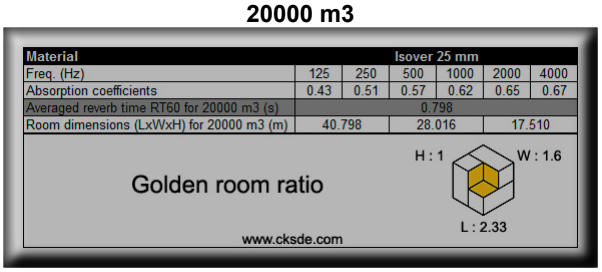
10000 m3

Material	Isover 25 mm					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.43	0.51	0.57	0.62	0.65	0.67
Averaged reverb time RT60 for 10000 m3 (s)	0.636					
Room dimensions (LxWxH) for 10000 m3 (m)	32.375		22.232		13.895	



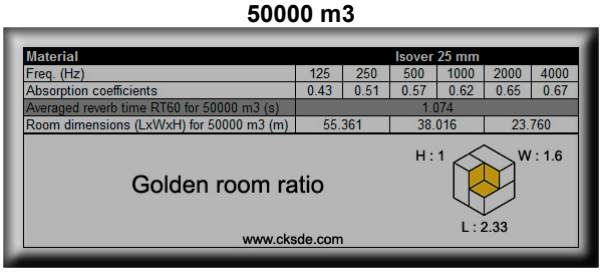
20000 m3

Material	Isover 25 mm					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.43	0.51	0.57	0.62	0.65	0.67
Averaged reverb time RT60 for 20000 m3 (s)	0.798					
Room dimensions (LxWxH) for 20000 m3 (m)	40.798		28.016		17.510	



50000 m3

Material	Isover 25 mm					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.43	0.51	0.57	0.62	0.65	0.67
Averaged reverb time RT60 for 50000 m3 (s)	1.074					
Room dimensions (LxWxH) for 50000 m3 (m)	55.361		38.016		23.760	



IR-ACOUSTIC MODELING
IR-THE BASIC ROOMS
IR-LAMINATED GLASS

LAMINATED GLASS 2 M3
00-acmod logo.jpg
01-acmod 2 m3 spec.jpg
02-acmod bad room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
LAMINATED GLASS 2 M3.wav

LAMINATED GLASS 5 M3
00-acmod logo.jpg
01-acmod 5 m3 spec.jpg
02-acmod bad room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
LAMINATED GLASS 5 M3.wav

LAMINATED GLASS 10 M3
00-acmod logo.jpg
01-acmod 10 m3 spec.jpg
02-acmod bad room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
LAMINATED GLASS 10 M3.wav

LAMINATED GLASS 20 M3
00-acmod logo.jpg
01-acmod 20 m3 spec.jpg
02-acmod accept room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
LAMINATED GLASS 20 M3.wav

LAMINATED GLASS 50 M3
00-acmod logo.jpg
01-acmod 50 m3 spec.jpg
02-acmod golden room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
LAMINATED GLASS 50 M3.wav

LAMINATED GLASS 100 M3
00-acmod logo.jpg
01-acmod 100 m3 spec.jpg
02-acmod golden room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
LAMINATED GLASS 100 M3.wav

LAMINATED GLASS 200 M3
00-acmod logo.jpg
01-acmod 200 m3 spec.jpg
02-acmod golden room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
LAMINATED GLASS 200 M3.wav

LAMINATED GLASS 500 M3
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01-acmod 500 m3 spec.jpg
02-acmod golden room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
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LAMINATED GLASS 500 M3.wav

LAMINATED GLASS 1000 M3
00-acmod logo.jpg
01-acmod 1000 m3 spec.jpg
02-acmod golden room ratio.jpg
03-acmod room ratios table.jpg
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05-partners info.jpg
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LAMINATED GLASS 1000 M3.wav

LAMINATED GLASS 2000 M3
00-acmod logo.jpg
01-acmod 2000 m3 spec.jpg
02-acmod golden room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
LAMINATED GLASS 2000 M3.wav

LAMINATED GLASS 5000 M3
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01-acmod 5000 m3 spec.jpg
02-acmod golden room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
LAMINATED GLASS 5000 M3.wav

LAMINATED GLASS 10000 M3
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01-acmod 10000 m3 spec.jpg
02-acmod golden room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
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06-cksde web info.jpg
LAMINATED GLASS 10000 M3.wav

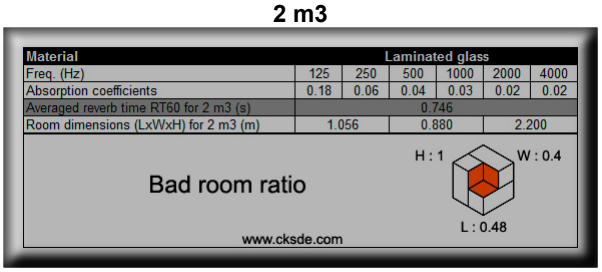
LAMINATED GLASS 20000 M3
00-acmod logo.jpg
01-acmod 20000 m3 spec.jpg
02-acmod golden room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
LAMINATED GLASS 20000 M3.wav

LAMINATED GLASS 50000 M3
00-acmod logo.jpg
01-acmod 50000 m3 spec.jpg
02-acmod golden room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
LAMINATED GLASS 50000 M3.wav

2.4.1. IR-ACOUSTIC MODELING • IR-THE BASIC ROOMS • IR-LAMINATED GLASS • Specifications

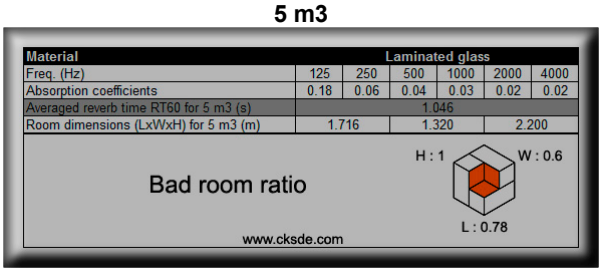
2 m3

Material	Laminated glass					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.18	0.06	0.04	0.03	0.02	0.02
Averaged reverb time RT60 for 2 m3 (s)	0.746					
Room dimensions (LxWxH) for 2 m3 (m)	1.056		0.880		2.200	



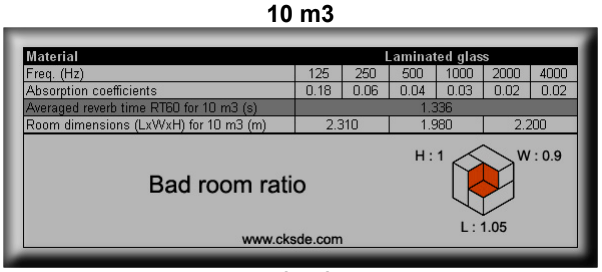
5 m3

Material	Laminated glass					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.18	0.06	0.04	0.03	0.02	0.02
Averaged reverb time RT60 for 5 m3 (s)	1.046					
Room dimensions (LxWxH) for 5 m3 (m)	1.716		1.320		2.200	



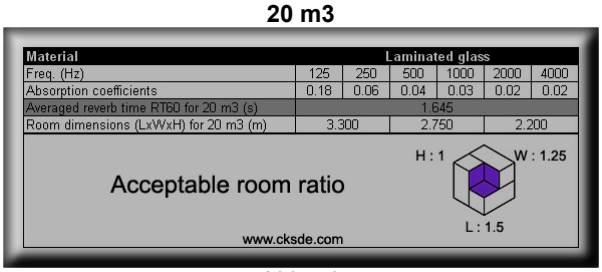
10 m3

Material	Laminated glass					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.18	0.06	0.04	0.03	0.02	0.02
Averaged reverb time RT60 for 10 m3 (s)	1.336					
Room dimensions (LxWxH) for 10 m3 (m)	2.310		1.980		2.200	



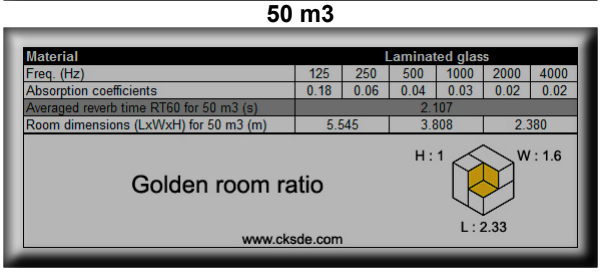
20 m3

Material	Laminated glass					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.18	0.06	0.04	0.03	0.02	0.02
Averaged reverb time RT60 for 20 m3 (s)	1.645					
Room dimensions (LxWxH) for 20 m3 (m)	3.300		2.750		2.200	



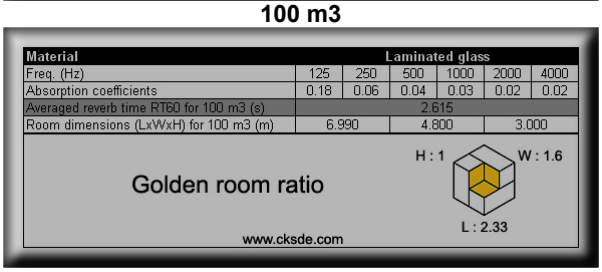
50 m3

Material	Laminated glass					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.18	0.06	0.04	0.03	0.02	0.02
Averaged reverb time RT60 for 50 m3 (s)	2.107					
Room dimensions (LxWxH) for 50 m3 (m)	5.545		3.808		2.380	



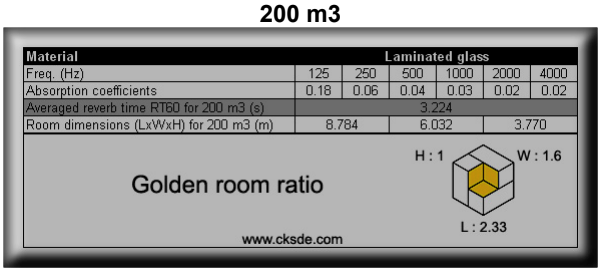
100 m3

Material	Laminated glass					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.18	0.06	0.04	0.03	0.02	0.02
Averaged reverb time RT60 for 100 m3 (s)	2.615					
Room dimensions (LxWxH) for 100 m3 (m)	6.990		4.800		3.000	



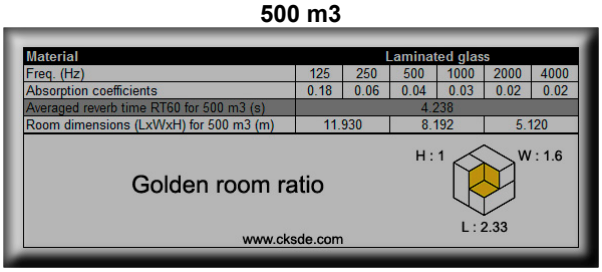
200 m3

Material	Laminated glass					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.18	0.06	0.04	0.03	0.02	0.02
Averaged reverb time RT60 for 200 m3 (s)	3.224					
Room dimensions (LxWxH) for 200 m3 (m)	8.784		6.032		3.770	



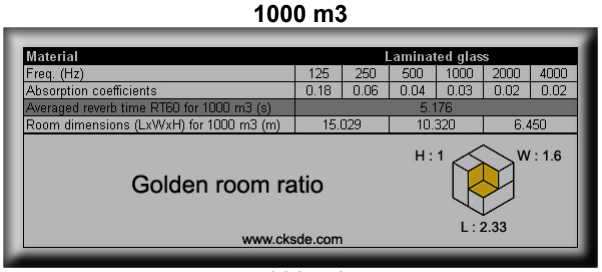
500 m3

Material	Laminated glass					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.18	0.06	0.04	0.03	0.02	0.02
Averaged reverb time RT60 for 500 m3 (s)	4.238					
Room dimensions (LxWxH) for 500 m3 (m)	11.930		8.192		5.120	



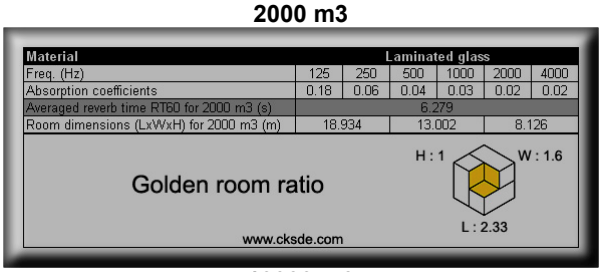
1000 m3

Material	Laminated glass					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.18	0.06	0.04	0.03	0.02	0.02
Averaged reverb time RT60 for 1000 m3 (s)	5.176					
Room dimensions (LxWxH) for 1000 m3 (m)	15.029		10.320		6.450	



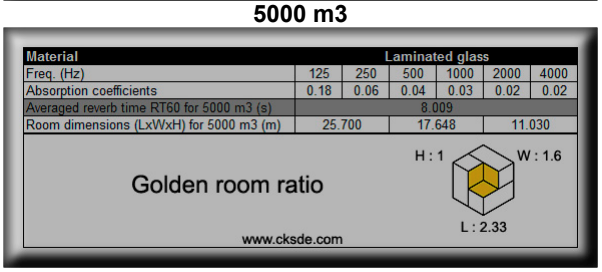
2000 m3

Material	Laminated glass					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.18	0.06	0.04	0.03	0.02	0.02
Averaged reverb time RT60 for 2000 m3 (s)	6.279					
Room dimensions (LxWxH) for 2000 m3 (m)	18.934		13.002		8.126	



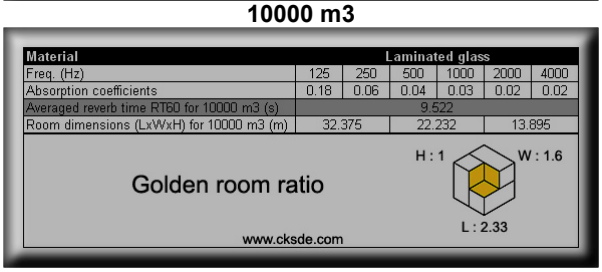
5000 m3

Material	Laminated glass					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.18	0.06	0.04	0.03	0.02	0.02
Averaged reverb time RT60 for 5000 m3 (s)	8.009					
Room dimensions (LxWxH) for 5000 m3 (m)	25.700		17.648		11.030	



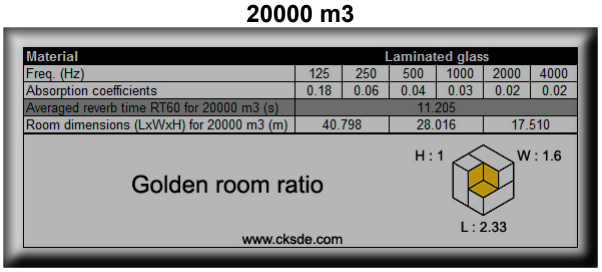
10000 m3

Material	Laminated glass					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.18	0.06	0.04	0.03	0.02	0.02
Averaged reverb time RT60 for 10000 m3 (s)	9.522					
Room dimensions (LxWxH) for 10000 m3 (m)	32.375		22.232		13.895	



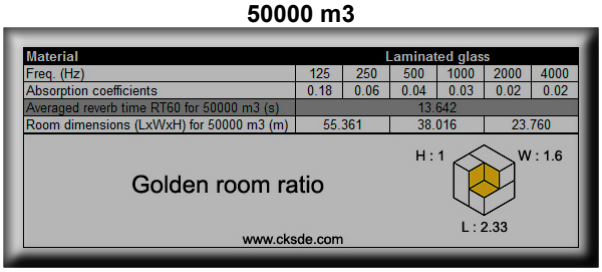
20000 m3

Material	Laminated glass					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.18	0.06	0.04	0.03	0.02	0.02
Averaged reverb time RT60 for 20000 m3 (s)	11.205					
Room dimensions (LxWxH) for 20000 m3 (m)	40.798		28.016		17.510	



50000 m3

Material	Laminated glass					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.18	0.06	0.04	0.03	0.02	0.02
Averaged reverb time RT60 for 50000 m3 (s)	13.642					
Room dimensions (LxWxH) for 50000 m3 (m)	55.361		38.016		23.760	



IR-ACOUSTIC MODELING
IR-THE BASIC ROOMS
IR-PERFORATED PANNEL 25 MM

PERFORATED PANEL 25 MM 2 M3
00-acmod logo.jpg
01-acmod 2 m3 spec.jpg
02-acmod bad room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
PERFORAT PAN 25 MM 2 M3.wav

PERFORATED PANEL 25 MM 5 M3
00-acmod logo.jpg
01-acmod 5 m3 spec.jpg
02-acmod bad room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
PERFORAT PAN 25 MM 5 M3.wav

PERFORATED PANEL 25 MM 10 M3
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06-cksde web info.jpg
PERFORAT PAN 25 MM 10 M3.wav

PERFORATED PANEL 25 MM 20 M3
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04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
PERFORAT PAN 25 MM 20 M3.wav

PERFORATED PANEL 25 MM 50 M3
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01-acmod 50 m3 spec.jpg
02-acmod golden room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
PERFORAT PAN 25 MM 50 M3.wav

PERFORATED PANEL 25 MM 100 M3
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01-acmod 100 m3 spec.jpg
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04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
PERFORAT PAN 25 MM 100 M3.wav

PERFORATED PANEL 25 MM 200 M3
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01-acmod 200 m3 spec.jpg
02-acmod golden room ratio.jpg
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04-acmod credits.jpg
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06-cksde web info.jpg
PERFORAT PAN 25 MM 200 M3.wav

PERFORATED PANEL 25 MM 500 M3
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03-acmod room ratios table.jpg
04-acmod credits.jpg
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PERFORAT PAN 25 MM 500 M3.wav

PERFORATED PANEL 25 MM 1000 M3
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01-acmod 1000 m3 spec.jpg
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03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
PERFORAT PAN 25 MM 1000 M3.wav

PERFORATED PANEL 25 MM 2000 M3
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03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
PERFORAT PAN 25 MM 2000 M3.wav

PERFORATED PANEL 25 MM 5000 M3
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03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
PERFORAT PAN 25 MM 5000 M3.wav

PERFORATED PANEL 25 MM 10000 M3
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01-acmod 10000 m3 spec.jpg
02-acmod golden room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
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PERFORAT PAN 25 MM 10000 M3.wav

PERFORATED PANEL 25 MM 20000 M3
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01-acmod 20000 m3 spec.jpg
02-acmod golden room ratio.jpg
03-acmod room ratios table.jpg
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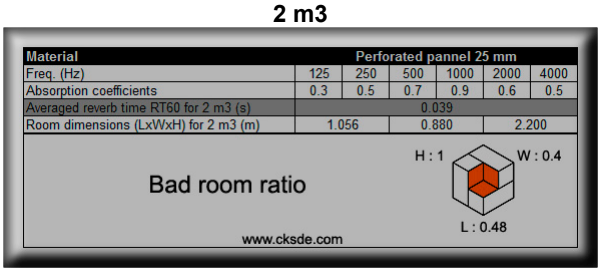
06-cksde web info.jpg
PERFORAT PAN 25 MM 20000 M3.wav

PERFORATED PANEL 25 MM 50000 M3
00-acmod logo.jpg
01-acmod 50000 m3 spec.jpg
02-acmod golden room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
PERFORAT PAN 25 MM 50000 M3.wav

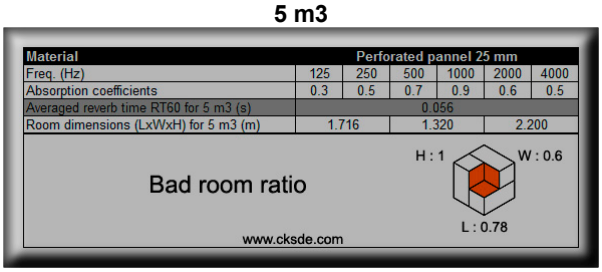
2 m3

Material	Perforated pannel 25 mm					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.3	0.5	0.7	0.9	0.6	0.5
Averaged reverb time RT60 for 2 m3 (s)	0.039					
Room dimensions (LxWxH) for 2 m3 (m)	1.056		0.880		2.200	



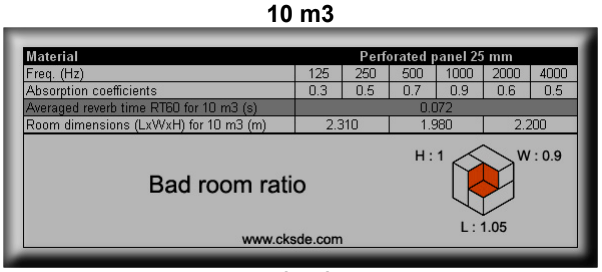
5 m3

Material	Perforated pannel 25 mm					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.3	0.5	0.7	0.9	0.6	0.5
Averaged reverb time RT60 for 5 m3 (s)	0.056					
Room dimensions (LxWxH) for 5 m3 (m)	1.716		1.320		2.200	



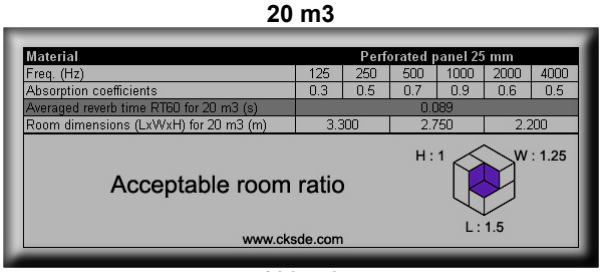
10 m3

Material	Perforated panel 25 mm					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.3	0.5	0.7	0.9	0.6	0.5
Averaged reverb time RT60 for 10 m3 (s)	0.072					
Room dimensions (LxWxH) for 10 m3 (m)	2.310		1.980		2.200	



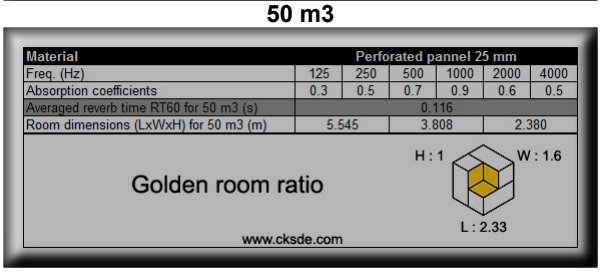
20 m3

Material	Perforated panel 25 mm					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.3	0.5	0.7	0.9	0.6	0.5
Averaged reverb time RT60 for 20 m3 (s)	0.089					
Room dimensions (LxWxH) for 20 m3 (m)	3.300		2.750		2.200	



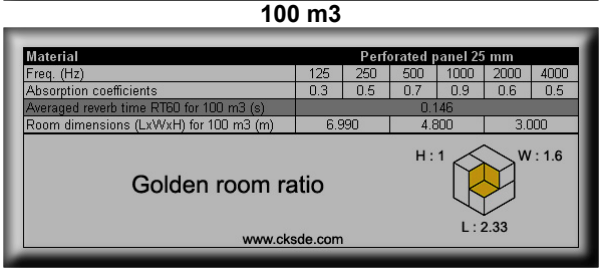
50 m3

Material	Perforated pannel 25 mm					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.3	0.5	0.7	0.9	0.6	0.5
Averaged reverb time RT60 for 50 m3 (s)	0.116					
Room dimensions (LxWxH) for 50 m3 (m)	5.545		3.808		2.380	



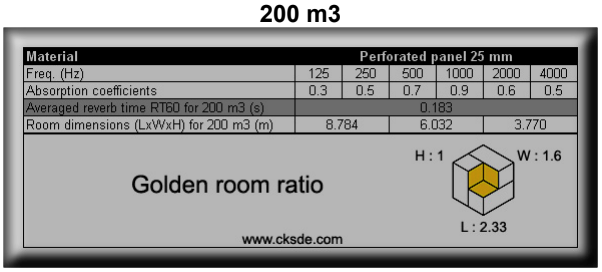
100 m3

Material	Perforated panel 25 mm					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.3	0.5	0.7	0.9	0.6	0.5
Averaged reverb time RT60 for 100 m3 (s)	0.146					
Room dimensions (LxWxH) for 100 m3 (m)	6.990		4.800		3.000	



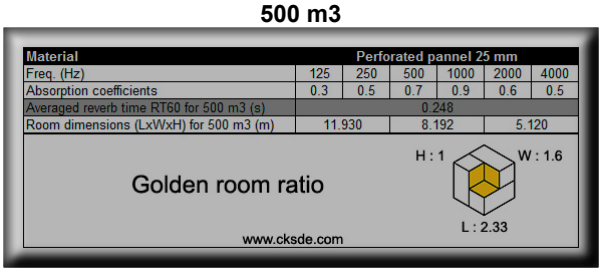
200 m3

Material	Perforated panel 25 mm					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.3	0.5	0.7	0.9	0.6	0.5
Averaged reverb time RT60 for 200 m3 (s)	0.183					
Room dimensions (LxWxH) for 200 m3 (m)	8.784		6.032		3.770	



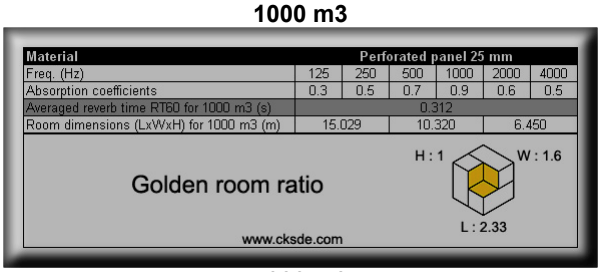
500 m3

Material	Perforated panel 25 mm					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.3	0.5	0.7	0.9	0.6	0.5
Averaged reverb time RT60 for 500 m3 (s)	0.248					
Room dimensions (LxWxH) for 500 m3 (m)	11.930		8.192		5.120	



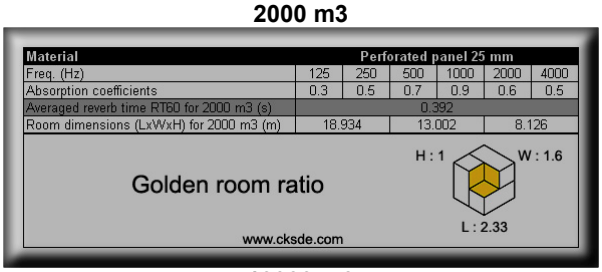
1000 m3

Material	Perforated panel 25 mm					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.3	0.5	0.7	0.9	0.6	0.5
Averaged reverb time RT60 for 1000 m3 (s)	0.312					
Room dimensions (LxWxH) for 1000 m3 (m)	15.029		10.320		6.450	



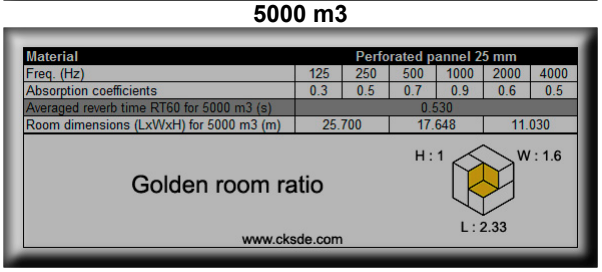
2000 m3

Material	Perforated panel 25 mm					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.3	0.5	0.7	0.9	0.6	0.5
Averaged reverb time RT60 for 2000 m3 (s)	0.392					
Room dimensions (LxWxH) for 2000 m3 (m)	18.934		13.002		8.126	



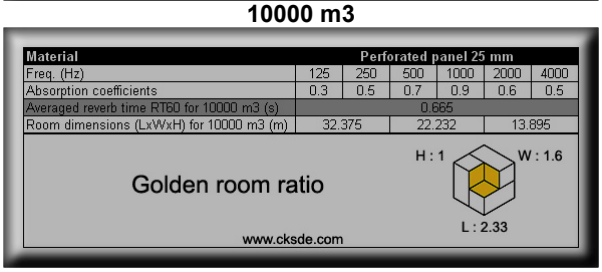
5000 m3

Material	Perforated pannel 25 mm					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.3	0.5	0.7	0.9	0.6	0.5
Averaged reverb time RT60 for 5000 m3 (s)	0.530					
Room dimensions (LxWxH) for 5000 m3 (m)	25.700		17.648		11.030	



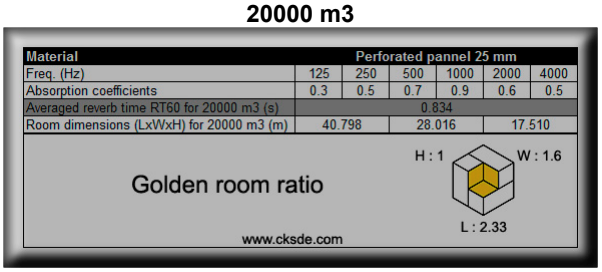
10000 m3

Material	Perforated pannel 25 mm					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.3	0.5	0.7	0.9	0.6	0.5
Averaged reverb time RT60 for 10000 m3 (s)	0.665					
Room dimensions (LxWxH) for 10000 m3 (m)	32.375		22.232		13.895	



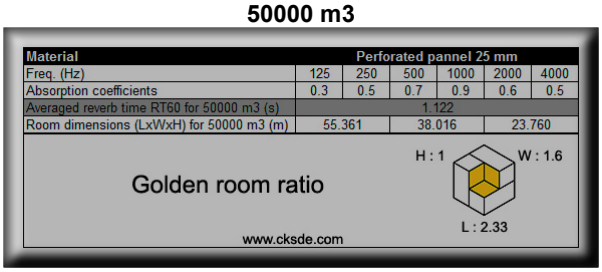
20000 m3

Material	Perforated pannel 25 mm					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.3	0.5	0.7	0.9	0.6	0.5
Averaged reverb time RT60 for 20000 m3 (s)	0.834					
Room dimensions (LxWxH) for 20000 m3 (m)	40.798		28.016		17.510	



50000 m3

Material	Perforated pannel 25 mm					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.3	0.5	0.7	0.9	0.6	0.5
Averaged reverb time RT60 for 50000 m3 (s)	1.122					
Room dimensions (LxWxH) for 50000 m3 (m)	55.361		38.016		23.760	



IR-ACOUSTIC MODELING
IR-THE BASIC ROOMS
IR-ROUGH FINISH PLASTER

ROUGH FINISH PLASTER 2 M3
00-acmod logo.jpg
01-acmod 2 m3 spec.jpg
02-acmod bad room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
ROUGH FINISH PLAST 2 M3.wav

ROUGH FINISH PLASTER 5 M3
00-acmod logo.jpg
01-acmod 5 m3 spec.jpg
02-acmod bad room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
ROUGH FINISH PLAST 5 M3.wav

ROUGH FINISH PLASTER 10 M3
00-acmod logo.jpg
01-acmod 10 m3 spec.jpg
02-acmod bad room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
ROUGH FINISH PLAST 10 M3.wav

ROUGH FINISH PLASTER 20 M3
00-acmod logo.jpg
01-acmod 20 m3 spec.jpg
02-acmod accept room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
ROUGH FINISH PLAST 20 M3.wav

ROUGH FINISH PLASTER 50 M3
00-acmod logo.jpg
01-acmod 50 m3 spec.jpg
02-acmod golden room ratio.jpg
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05-partners info.jpg
06-cksde web info.jpg
ROUGH FINISH PLAST 50 M3.wav

ROUGH FINISH PLASTER 100 M3
00-acmod logo.jpg
01-acmod 100 m3 spec.jpg
02-acmod golden room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
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ROUGH FINISH PLAST 100 M3.wav

ROUGH FINISH PLASTER 200 M3
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01-acmod 200 m3 spec.jpg
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04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
ROUGH FINISH PLAST 200 M3.wav

ROUGH FINISH PLASTER 500 M3
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03-acmod room ratios table.jpg
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05-partners info.jpg
06-cksde web info.jpg
ROUGH FINISH PLAST 500 M3.wav

ROUGH FINISH PLASTER 1000 M3
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01-acmod 1000 m3 spec.jpg
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03-acmod room ratios table.jpg
04-acmod credits.jpg
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06-cksde web info.jpg
ROUGH FINISH PLAST 1000 M3.wav

ROUGH FINISH PLASTER 2000 M3
00-acmod logo.jpg
01-acmod 2000 m3 spec.jpg
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04-acmod credits.jpg
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ROUGH FINISH PLAST 2000 M3.wav

ROUGH FINISH PLASTER 5000 M3
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ROUGH FINISH PLAST 5000 M3.wav

ROUGH FINISH PLASTER 10000 M3
00-acmod logo.jpg
01-acmod 10000 m3 spec.jpg
02-acmod golden room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
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ROUGH FINISH PLAST 10000 M3.wav

ROUGH FINISH PLASTER 20000 M3
00-acmod logo.jpg
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04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
ROUGH FINISH PLAST 20000 M3.wav

ROUGH FINISH PLASTER 50000 M3
00-acmod logo.jpg
01-acmod 50000 m3 spec.jpg
02-acmod golden room ratio.jpg
03-acmod room ratios table.jpg
04-acmod credits.jpg
05-partners info.jpg
06-cksde web info.jpg
ROUGH FINISH PLAST 50000 M3.wav

2.6.1. IR-ACOUSTIC MODELING • IR-THE BASIC ROOMS • IR-ROUGH FINISH PLASTER • Specifications

2 m3

Material	Rough finish plaster					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.02	0.03	0.04	0.05	0.04	0.03
Averaged reverb time RT60 for 2 m3 (s)	0.919					
Room dimensions (LxWxH) for 2 m3 (m)	1.056		0.880		2.200	

Bad room ratio

www.cksde.com

5 m3

Material	Rough finish plaster					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.02	0.03	0.04	0.05	0.04	0.03
Averaged reverb time RT60 for 5 m3 (s)	1.286					
Room dimensions (LxWxH) for 5 m3 (m)	1.716		1.320		2.200	

Bad room ratio

www.cksde.com

10 m3

Material	Rough finish plaster					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.02	0.03	0.04	0.05	0.04	0.03
Averaged reverb time RT60 for 10 m3 (s)	1.640					
Room dimensions (LxWxH) for 10 m3 (m)	2.310		1.980		2.200	

Bad room ratio

www.cksde.com

20 m3

Material	Rough finish plaster					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.02	0.03	0.04	0.05	0.04	0.03
Averaged reverb time RT60 for 20 m3 (s)	2.014					
Room dimensions (LxWxH) for 20 m3 (m)	3.300		2.750		2.200	

Acceptable room ratio

www.cksde.com

50 m3

Material	Rough finish plaster					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.02	0.03	0.04	0.05	0.04	0.03
Averaged reverb time RT60 for 50 m3 (s)	2.572					
Room dimensions (LxWxH) for 50 m3 (m)	5.545		3.808		2.380	

Golden room ratio

www.cksde.com

100 m3

Material	Rough finish plaster					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.02	0.03	0.04	0.05	0.04	0.03
Averaged reverb time RT60 for 100 m3 (s)	3.180					
Room dimensions (LxWxH) for 100 m3 (m)	6.990		4.800		3.000	

Golden room ratio

www.cksde.com

200 m3

Material	Rough finish plaster					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.02	0.03	0.04	0.05	0.04	0.03
Averaged reverb time RT60 for 200 m3 (s)	3.905					
Room dimensions (LxWxH) for 200 m3 (m)	8.784		6.032		3.770	

Golden room ratio

www.cksde.com

500 m3

Material	Rough finish plaster					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.02	0.03	0.04	0.05	0.04	0.03
Averaged reverb time RT60 for 500 m3 (s)	5.100					
Room dimensions (LxWxH) for 500 m3 (m)	11.930		8.192		5.120	

Golden room ratio

www.cksde.com

1000 m3

Material	Rough finish plaster					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.02	0.03	0.04	0.05	0.04	0.03
Averaged reverb time RT60 for 1000 m3 (s)	6.190					
Room dimensions (LxWxH) for 1000 m3 (m)	15.029		10.320		6.450	

Golden room ratio

www.cksde.com

2000 m3

Material	Rough finish plaster					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.02	0.03	0.04	0.05	0.04	0.03
Averaged reverb time RT60 for 2000 m3 (s)	7.455					
Room dimensions (LxWxH) for 2000 m3 (m)	18.934		13.002		8.126	

Golden room ratio

www.cksde.com

5000 m3

Material	Rough finish plaster					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.02	0.03	0.04	0.05	0.04	0.03
Averaged reverb time RT60 for 5000 m3 (s)	9.402					
Room dimensions (LxWxH) for 5000 m3 (m)	25.700		17.648		11.030	

Golden room ratio

www.cksde.com

10000 m3

Material	Rough finish plaster					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.02	0.03	0.04	0.05	0.04	0.03
Averaged reverb time RT60 for 10000 m3 (s)	11.071					
Room dimensions (LxWxH) for 10000 m3 (m)	32.375		22.232		13.895	

Golden room ratio

www.cksde.com

20000 m3

Material	Rough finish plaster					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.02	0.03	0.04	0.05	0.04	0.03
Averaged reverb time RT60 for 20000 m3 (s)	12.888					
Room dimensions (LxWxH) for 20000 m3 (m)	40.798		28.016		17.510	

Golden room ratio

www.cksde.com

50000 m3

Material	Rough finish plaster					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.02	0.03	0.04	0.05	0.04	0.03
Averaged reverb time RT60 for 50000 m3 (s)	15.454					
Room dimensions (LxWxH) for 50000 m3 (m)	55.361		38.016		23.760	

Golden room ratio

www.cksde.com

IR-ACOUSTIC MODELING
IR-THE BASIC ROOMS
IR-RUBBER CARPET

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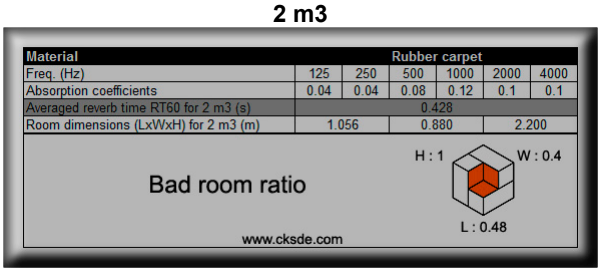
2.7.1. IR-ACOUSTIC MODELING • IR-THE BASIC ROOMS • IR-RUBBER CARPET • Specifications

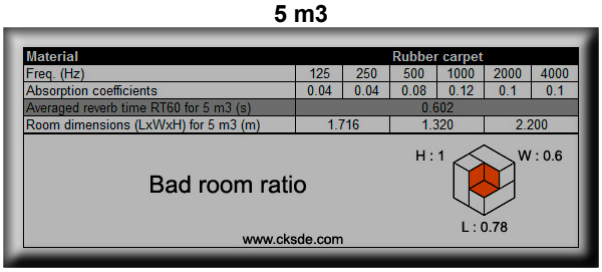
2 m3

Material	Rubber carpet					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.04	0.04	0.08	0.12	0.1	0.1
Averaged reverb time RT60 for 2 m3 (s)	0.428					
Room dimensions (LxWxH) for 2 m3 (m)	1.056		0.880		2.200	



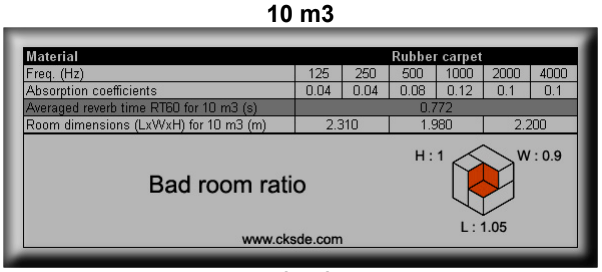
5 m3

Material	Rubber carpet					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.04	0.04	0.08	0.12	0.1	0.1
Averaged reverb time RT60 for 5 m3 (s)	0.602					
Room dimensions (LxWxH) for 5 m3 (m)	1.716		1.320		2.200	



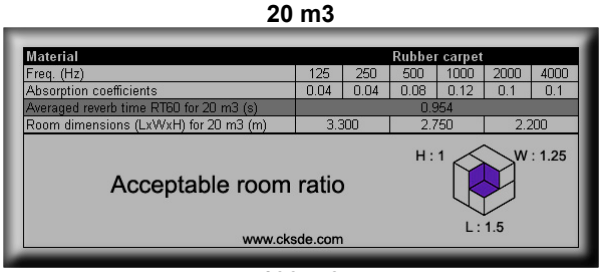
10 m3

Material	Rubber carpet					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.04	0.04	0.08	0.12	0.1	0.1
Averaged reverb time RT60 for 10 m3 (s)	0.772					
Room dimensions (LxWxH) for 10 m3 (m)	2.310		1.980		2.200	



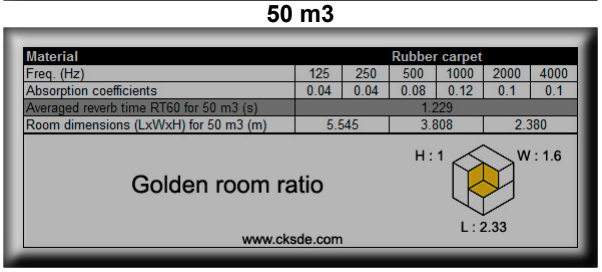
20 m3

Material	Rubber carpet					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.04	0.04	0.08	0.12	0.1	0.1
Averaged reverb time RT60 for 20 m3 (s)	0.954					
Room dimensions (LxWxH) for 20 m3 (m)	3.300		2.750		2.200	



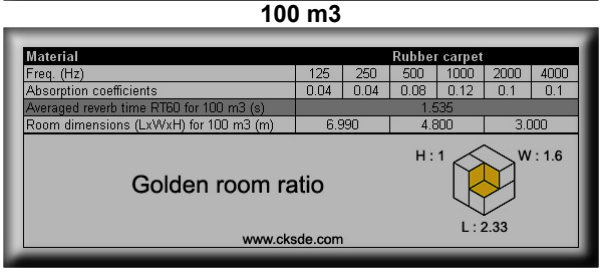
50 m3

Material	Rubber carpet					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.04	0.04	0.08	0.12	0.1	0.1
Averaged reverb time RT60 for 50 m3 (s)	1.229					
Room dimensions (LxWxH) for 50 m3 (m)	5.545		3.808		2.380	



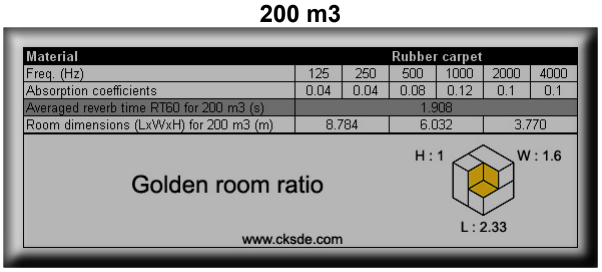
100 m3

Material	Rubber carpet					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.04	0.04	0.08	0.12	0.1	0.1
Averaged reverb time RT60 for 100 m3 (s)	1.535					
Room dimensions (LxWxH) for 100 m3 (m)	6.990		4.800		3.000	



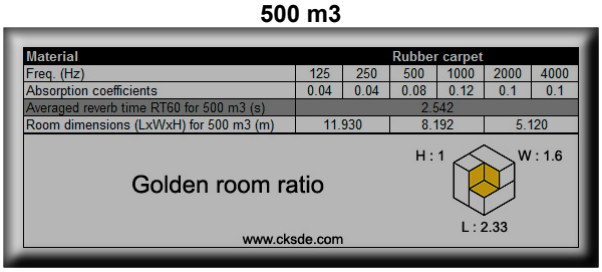
200 m3

Material	Rubber carpet					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.04	0.04	0.08	0.12	0.1	0.1
Averaged reverb time RT60 for 200 m3 (s)	1.908					
Room dimensions (LxWxH) for 200 m3 (m)	8.784		6.032		3.770	



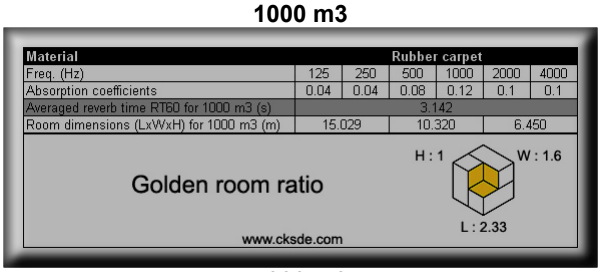
500 m3

Material	Rubber carpet					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.04	0.04	0.08	0.12	0.1	0.1
Averaged reverb time RT60 for 500 m3 (s)	2.542					
Room dimensions (LxWxH) for 500 m3 (m)	11.930		8.192		5.120	



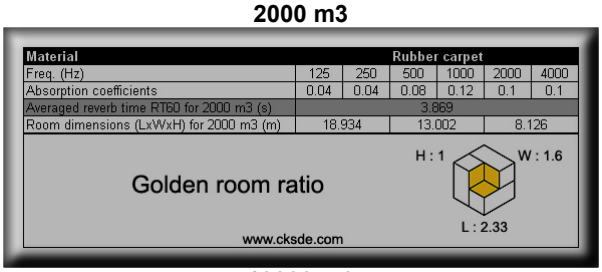
1000 m3

Material	Rubber carpet					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.04	0.04	0.08	0.12	0.1	0.1
Averaged reverb time RT60 for 1000 m3 (s)	3.142					
Room dimensions (LxWxH) for 1000 m3 (m)	15.029		10.320		6.450	



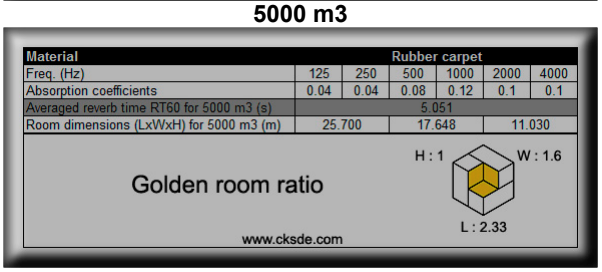
2000 m3

Material	Rubber carpet					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.04	0.04	0.08	0.12	0.1	0.1
Averaged reverb time RT60 for 2000 m3 (s)	3.869					
Room dimensions (LxWxH) for 2000 m3 (m)	18.934		13.002		8.126	



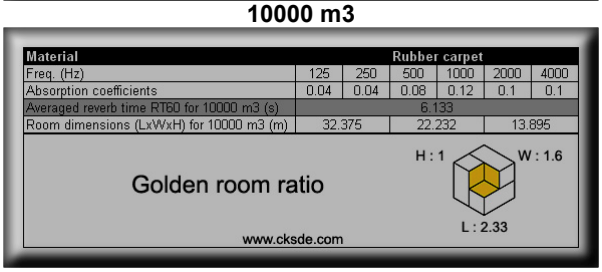
5000 m3

Material	Rubber carpet					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.04	0.04	0.08	0.12	0.1	0.1
Averaged reverb time RT60 for 5000 m3 (s)	5.051					
Room dimensions (LxWxH) for 5000 m3 (m)	25.700		17.648		11.030	



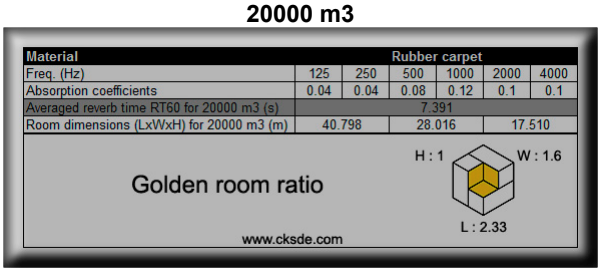
10000 m3

Material	Rubber carpet					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.04	0.04	0.08	0.12	0.1	0.1
Averaged reverb time RT60 for 10000 m3 (s)	6.133					
Room dimensions (LxWxH) for 10000 m3 (m)	32.375		22.232		13.895	



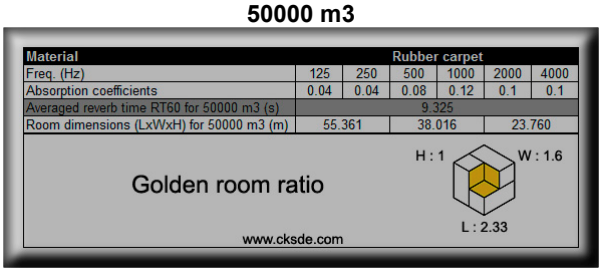
20000 m3

Material	Rubber carpet					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.04	0.04	0.08	0.12	0.1	0.1
Averaged reverb time RT60 for 20000 m3 (s)	7.391					
Room dimensions (LxWxH) for 20000 m3 (m)	40.798		28.016		17.510	



50000 m3

Material	Rubber carpet					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.04	0.04	0.08	0.12	0.1	0.1
Averaged reverb time RT60 for 50000 m3 (s)	9.325					
Room dimensions (LxWxH) for 50000 m3 (m)	55.361		38.016		23.760	



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IR-THE BASIC ROOMS
IR-WOOD PANELING

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WOOD PANELING 50000 M3.wav

2.8.1. IR-ACOUSTIC MODELING • IR-THE BASIC ROOMS • IR-WOOD PANELING • Specifications

2 m3

Material	Wood paneling					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.24	0.19	0.14	0.08	0.13	0.1
Averaged reverb time RT60 for 2 m3 (s)	0.230					
Room dimensions (LxWxH) for 2 m3 (m)	1.056		0.880		2.200	

Bad room ratio

www.cksde.com

5 m3

Material	Wood paneling					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.24	0.19	0.14	0.08	0.13	0.1
Averaged reverb time RT60 for 5 m3 (s)	0.324					
Room dimensions (LxWxH) for 5 m3 (m)	1.716		1.320		2.200	

Bad room ratio

www.cksde.com

10 m3

Material	Wood paneling					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.24	0.19	0.14	0.08	0.13	0.1
Averaged reverb time RT60 for 10 m3 (s)	0.417					
Room dimensions (LxWxH) for 10 m3 (m)	2.310		1.980		2.200	

Bad room ratio

www.cksde.com

20 m3

Material	Wood paneling					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.24	0.19	0.14	0.08	0.13	0.1
Averaged reverb time RT60 for 20 m3 (s)	0.516					
Room dimensions (LxWxH) for 20 m3 (m)	3.300		2.750		2.200	

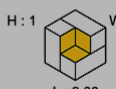
Acceptable room ratio

www.cksde.com

50 m3

Material	Wood paneling					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.24	0.19	0.14	0.08	0.13	0.1
Averaged reverb time RT60 for 50 m3 (s)	0.667					
Room dimensions (LxWxH) for 50 m3 (m)	5.545		3.808		2.380	

Golden room ratio



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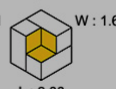
100 m3

Material	Wood paneling					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.24	0.19	0.14	0.08	0.13	0.1
Averaged reverb time RT60 for 100 m3 (s)	0.837					
Room dimensions (LxWxH) for 100 m3 (m)	6.990		4.800		3.000	

Golden room ratio



www.cksde.com

200 m3

Material	Wood paneling					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.24	0.19	0.14	0.08	0.13	0.1
Averaged reverb time RT60 for 200 m3 (s)	1.045					
Room dimensions (LxWxH) for 200 m3 (m)	8.784		6.032		3.770	

Golden room ratio

www.cksde.com

500 m3

Material	Wood paneling					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.24	0.19	0.14	0.08	0.13	0.1
Averaged reverb time RT60 for 500 m3 (s)	1.405					
Room dimensions (LxWxH) for 500 m3 (m)	11.930		8.192		5.120	

Golden room ratio

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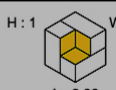
1000 m3

Material	Wood paneling					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.24	0.19	0.14	0.08	0.13	0.1
Averaged reverb time RT60 for 1000 m3 (s)	1.751					
Room dimensions (LxWxH) for 1000 m3 (m)	15.029		10.320		6.450	

Golden room ratio

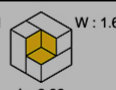


www.cksde.com

2000 m3

Material	Wood paneling					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.24	0.19	0.14	0.08	0.13	0.1
Averaged reverb time RT60 for 2000 m3 (s)	2.178					
Room dimensions (LxWxH) for 2000 m3 (m)	18.934		13.002		8.126	

Golden room ratio



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5000 m3

Material	Wood paneling					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.24	0.19	0.14	0.08	0.13	0.1
Averaged reverb time RT60 for 5000 m3 (s)	2.892					
Room dimensions (LxWxH) for 5000 m3 (m)	25.700		17.648		11.030	

Golden room ratio

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10000 m3

Material	Wood paneling					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.24	0.19	0.14	0.08	0.13	0.1
Averaged reverb time RT60 for 10000 m3 (s)	3.566					
Room dimensions (LxWxH) for 10000 m3 (m)	32.375		22.232		13.895	

Golden room ratio

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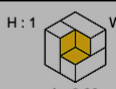
20000 m3

Material	Wood paneling					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.24	0.19	0.14	0.08	0.13	0.1
Averaged reverb time RT60 for 20000 m3 (s)	4.378					
Room dimensions (LxWxH) for 20000 m3 (m)	40.798		28.016		17.510	

Golden room ratio



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50000 m3

Material	Wood paneling					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.24	0.19	0.14	0.08	0.13	0.1
Averaged reverb time RT60 for 50000 m3 (s)	5.686					
Room dimensions (LxWxH) for 50000 m3 (m)	55.361		38.016		23.760	

Golden room ratio

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02-acmod bad room ratio.jpg
03-acmod room ratios table.jpg
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WOOD CARPET VELOUR 50 M3
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2.9.1. IR-ACOUSTIC MODELING • IR-THE BASIC ROOMS • IR-WOOD CARPET VELOUR • Specifications

2 m3

Material	Wood paneling					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.24	0.19	0.14	0.08	0.13	0.1
Averaged reverb time RT60 for 2 m3 (s)	0.230					
Room dimensions (LxWxH) for 2 m3 (m)	1.056		0.880		2.200	
Material	**Carpet 3/4" pile**					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.15	0.17	0.12	0.32	0.52	0.57
Averaged reverb time RT60 for 2 m3 (s)	0.106					
Room dimensions (LxWxH) for 2 m3 (m)	1.056		0.880		2.200	
Material	**Medium velour curtains**					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.1	0.15	0.2	0.25	0.3	0.35
Averaged reverb time RT60 for 2 m3 (s)	0.136					
Room dimensions (LxWxH) for 2 m3 (m)	1.056		0.880		2.200	

Bad room ratio

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5 m3

Material	Wood paneling					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.24	0.19	0.14	0.08	0.13	0.1
Averaged reverb time RT60 for 5 m3 (s)	0.324					
Room dimensions (LxWxH) for 5 m3 (m)	1.716		1.320		2.200	
Material	**Carpet 3/4" pile**					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.15	0.17	0.12	0.32	0.52	0.57
Averaged reverb time RT60 for 5 m3 (s)	0.150					
Room dimensions (LxWxH) for 5 m3 (m)	1.716		1.320		2.200	
Material	**Medium velour curtains**					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.1	0.15	0.2	0.25	0.3	0.35
Averaged reverb time RT60 for 5 m3 (s)	0.192					
Room dimensions (LxWxH) for 5 m3 (m)	1.716		1.320		2.200	

Bad room ratio

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10 m3

Material	Wood paneling					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.24	0.19	0.14	0.08	0.13	0.1
Averaged reverb time RT60 for 10 m3 (s)	0.417					
Room dimensions (LxWxH) for 10 m3 (m)	2.310		1.980		2.200	
Material	**Carpet 3/4" pile**					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.15	0.17	0.12	0.32	0.52	0.57
Averaged reverb time RT60 for 10 m3 (s)	0.193					
Room dimensions (LxWxH) for 10 m3 (m)	2.310		1.980		2.200	
Material	**Medium velour curtains**					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.1	0.15	0.2	0.25	0.3	0.35
Averaged reverb time RT60 for 10 m3 (s)	0.247					
Room dimensions (LxWxH) for 10 m3 (m)	2.310		1.980		2.200	

Bad room ratio

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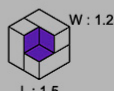
20 m3

Material	Wood paneling					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.24	0.19	0.14	0.08	0.13	0.1
Averaged reverb time RT60 for 20 m3 (s)	0.516					
Room dimensions (LxWxH) for 20 m3 (m)	3.300		2.750		2.200	
Material	**Carpet 3/4" pile**					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.15	0.17	0.12	0.32	0.52	0.57
Averaged reverb time RT60 for 20 m3 (s)	0.240					
Room dimensions (LxWxH) for 20 m3 (m)	3.300		2.750		2.200	
Material	**Medium velour curtains**					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.1	0.15	0.2	0.25	0.3	0.35
Averaged reverb time RT60 for 20 m3 (s)	0.307					
Room dimensions (LxWxH) for 20 m3 (m)	3.300		2.750		2.200	

Acceptable room ratio



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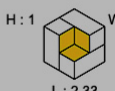
50 m3

Material	Wood paneling					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.24	0.19	0.14	0.08	0.13	0.1
Averaged reverb time RT60 for 50 m3 (s)	0.667					
Room dimensions (LxWxH) for 50 m3 (m)	5.545		3.808		2.380	
Material	**Carpet 3/4" pile**					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.15	0.17	0.12	0.32	0.52	0.57
Averaged reverb time RT60 for 50 m3 (s)	0.311					
Room dimensions (LxWxH) for 50 m3 (m)	5.545		3.808		2.380	
Material	**Medium velour curtains**					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.1	0.15	0.2	0.25	0.3	0.35
Averaged reverb time RT60 for 50 m3 (s)	0.398					
Room dimensions (LxWxH) for 50 m3 (m)	5.545		3.808		2.380	

Golden room ratio



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100 m3

Material	Wood paneling					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.24	0.19	0.14	0.08	0.13	0.1
Averaged reverb time RT60 for 100 m3 (s)	0.837					
Room dimensions (LxWxH) for 100 m3 (m)	6.990		4.800		3.000	
Material	**Carpet 3/4" pile**					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.15	0.17	0.12	0.32	0.52	0.57
Averaged reverb time RT60 for 100 m3 (s)	0.391					
Room dimensions (LxWxH) for 100 m3 (m)	6.990		4.800		3.000	
Material	**Medium velour curtains**					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.1	0.15	0.2	0.25	0.3	0.35
Averaged reverb time RT60 for 100 m3 (s)	0.500					
Room dimensions (LxWxH) for 100 m3 (m)	6.990		4.800		3.000	

Golden room ratio

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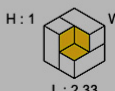
200 m3

Material	Wood paneling					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.24	0.19	0.14	0.08	0.13	0.1
Averaged reverb time RT60 for 200 m3 (s)	1.045					
Room dimensions (LxWxH) for 200 m3 (m)	8.784		6.032		3.770	
Material	**Carpet 3/4" pile**					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.15	0.17	0.12	0.32	0.52	0.57
Averaged reverb time RT60 for 200 m3 (s)	0.490					
Room dimensions (LxWxH) for 200 m3 (m)	8.784		6.032		3.770	
Material	**Medium velour curtains**					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.1	0.15	0.2	0.25	0.3	0.35
Averaged reverb time RT60 for 200 m3 (s)	0.626					
Room dimensions (LxWxH) for 200 m3 (m)	8.784		6.032		3.770	

Golden room ratio



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500 m3

Material	Wood paneling					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.24	0.19	0.14	0.08	0.13	0.1
Averaged reverb time RT60 for 500 m3 (s)	1.405					
Room dimensions (LxWxH) for 500 m3 (m)	11.930		8.192		5.120	
Material	**Carpet 3/4" pile**					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.15	0.17	0.12	0.32	0.52	0.57
Averaged reverb time RT60 for 500 m3 (s)	0.662					
Room dimensions (LxWxH) for 500 m3 (m)	11.930		8.192		5.120	
Material	**Medium velour curtains**					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.1	0.15	0.2	0.25	0.3	0.35
Averaged reverb time RT60 for 500 m3 (s)	0.844					
Room dimensions (LxWxH) for 500 m3 (m)	11.930		8.192		5.120	

Golden room ratio

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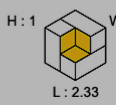
1000 m3

Material	Wood paneling					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.24	0.19	0.14	0.08	0.13	0.1
Averaged reverb time RT60 for 1000 m3 (s)	1.751					
Room dimensions (LxWxH) for 1000 m3 (m)	15.029		10.320		6.450	
Material	**Carpet 3/4" pile**					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.15	0.17	0.12	0.32	0.52	0.57
Averaged reverb time RT60 for 1000 m3 (s)	0.830					
Room dimensions (LxWxH) for 1000 m3 (m)	15.029		10.320		6.450	
Material	**Medium velour curtains**					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.1	0.15	0.2	0.25	0.3	0.35
Averaged reverb time RT60 for 1000 m3 (s)	1.057					
Room dimensions (LxWxH) for 1000 m3 (m)	15.029		10.320		6.450	

Golden room ratio



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2000 m3

Material	Wood paneling					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.24	0.19	0.14	0.08	0.13	0.1
Averaged reverb time RT60 for 2000 m3 (s)	2.178					
Room dimensions (LxWxH) for 2000 m3 (m)	18.934		13.002		8.126	
Material	**Carpet 3/4" pile**					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.15	0.17	0.12	0.32	0.52	0.57
Averaged reverb time RT60 for 2000 m3 (s)	1.039					
Room dimensions (LxWxH) for 2000 m3 (m)	18.934		13.002		8.126	
Material	**Medium velour curtains**					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.1	0.15	0.2	0.25	0.3	0.35
Averaged reverb time RT60 for 2000 m3 (s)	1.321					
Room dimensions (LxWxH) for 2000 m3 (m)	18.934		13.002		8.126	

Golden room ratio

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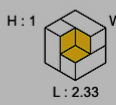
5000 m3

Material	Wood paneling					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.24	0.19	0.14	0.08	0.13	0.1
Averaged reverb time RT60 for 5000 m3 (s)	2.892					
Room dimensions (LxWxH) for 5000 m3 (m)	25.700		17.648		11.030	
Material	**Carpet 3/4" pile**					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.15	0.17	0.12	0.32	0.52	0.57
Averaged reverb time RT60 for 5000 m3 (s)	1.395					
Room dimensions (LxWxH) for 5000 m3 (m)	25.700		17.648		11.030	
Material	**Medium velour curtains**					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.1	0.15	0.2	0.25	0.3	0.35
Averaged reverb time RT60 for 5000 m3 (s)	1.769					
Room dimensions (LxWxH) for 5000 m3 (m)	25.700		17.648		11.030	

Golden room ratio



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10000 m3

Material	Wood paneling					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.24	0.19	0.14	0.08	0.13	0.1
Averaged reverb time RT60 for 10000 m3 (s)	3.566					
Room dimensions (LxWxH) for 10000 m3 (m)	32.375		22.232		13.895	
Material	**Carpet 3/4" pile**					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.15	0.17	0.12	0.32	0.52	0.57
Averaged reverb time RT60 for 10000 m3 (s)	1.739					
Room dimensions (LxWxH) for 10000 m3 (m)	32.375		22.232		13.895	
Material	**Medium velour curtains**					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.1	0.15	0.2	0.25	0.3	0.35
Averaged reverb time RT60 for 10000 m3 (s)	2.200					
Room dimensions (LxWxH) for 10000 m3 (m)	32.375		22.232		13.895	

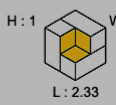
Golden room ratio

www.cksde.com

20000 m3

Material	Wood paneling					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.24	0.19	0.14	0.08	0.13	0.1
Averaged reverb time RT60 for 20000 m3 (s)	4.378					
Room dimensions (LxWxH) for 20000 m3 (m)	40.798		28.016		17.510	
Material	**Carpet 3/4" pile**					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.15	0.17	0.12	0.32	0.52	0.57
Averaged reverb time RT60 for 20000 m3 (s)	2.164					
Room dimensions (LxWxH) for 20000 m3 (m)	40.798		28.016		17.510	
Material	**Medium velour curtains**					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.1	0.15	0.2	0.25	0.3	0.35
Averaged reverb time RT60 for 20000 m3 (s)	2.728					
Room dimensions (LxWxH) for 20000 m3 (m)	40.798		28.016		17.510	

Golden room ratio



www.cksde.com

50000 m3

Material	Wood paneling					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.24	0.19	0.14	0.08	0.13	0.1
Averaged reverb time RT60 for 50000 m3 (s)	5.686					
Room dimensions (LxWxH) for 50000 m3 (m)	55.361		38.016		23.760	
Material	**Carpet 3/4" pile**					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.15	0.17	0.12	0.32	0.52	0.57
Averaged reverb time RT60 for 50000 m3 (s)	2.873					
Room dimensions (LxWxH) for 50000 m3 (m)	55.361		38.016		23.760	
Material	**Medium velour curtains**					
Freq. (Hz)	125	250	500	1000	2000	4000
Absorption coefficients	0.1	0.15	0.2	0.25	0.3	0.35
Averaged reverb time RT60 for 50000 m3 (s)	3.601					
Room dimensions (LxWxH) for 50000 m3 (m)	55.361		38.016		23.760	

Golden room ratio

www.cksde.com

3. IR-ACOUSTIC MODELING CREATIVE

IR-ACOUSTIC MODELINGCRE

IR-CIRCULAR GLASS ROOM
00-amc logo.jpg
01-amc circ glass room.jpg
02-amc credits.jpg
03-partners info.jpg
04-cksde web info.jpg
CIRCULAR GLASS ROOM 1.wav

IR-CORRIDOR FLUTTER ECHO
00-amc logo.jpg
01-amc corridor flutter ech.jpg
02-amc credits.jpg
03-partners info.jpg
04-cksde web info.jpg
CORRIDOR FLUTTER ECHO 1.wav
CORRIDOR FLUTTER ECHO 2.wav

IR-HALL
00-amc logo.jpg
01-amc big hall.jpg
02-amc credits.jpg
03-partners info.jpg
04-cksde web info.jpg
BIG HALL ECHOED 1.wav

IR-ROOM
00-amc logo.jpg
01-amc med room damped.jpg
02-amc credits.jpg
03-partners info.jpg
04-cksde web info.jpg
MEDIUM ROOM DAMPED 1.wav

IR-THE RUSSIAN DOLLS HALL
00-amc logo.jpg
01-amc russian dools hall.jpg
02-amc credits.jpg
03-partners info.jpg
04-cksde web info.jpg
THE RUSSIAN DOLLS HALL 1.wav
THE RUSSIAN DOLLS HALL+12DB.wav
THE RUSSIAN DOLLS HALL+20DB.wav
THE RUSSIAN DOLLS HALL+6DB.wav

IR-ACOUSTIC MODELINGCRE

IR-CAVES

DEEP CAVE
00-amc logo.jpg
01-amc deep cave 1.jpg
02-amc credits.jpg
03-partners info.jpg
04-cksde web info.jpg
DEEP CAVE 1.wav

DEEP DAMPED CAVE
00-amc logo.jpg
01-amc damped cave.jpg
02-amc credits.jpg
03-partners info.jpg
04-cksde web info.jpg
DEEP DAMPED CAVE 1.wav
DEEP DAMPED CAVE 2.wav
DEEP DAMPED CAVE 3.wav
DEEP DAMPED CAVE 4.wav
DEEP DAMPED CAVE 5.wav

LARGE DAMPING CAVE
00-amc logo.jpg
01-amc large damping cave1.jpg
02-amc credits.jpg
03-partners info.jpg
04-cksde web info.jpg
LARGE DAMPING CAVE 1.wav

MEDIUM DAMPING CAVE
00-amc logo.jpg
01-amc med damping cave1.jpg
02-amc credits.jpg
03-partners info.jpg
04-cksde web info.jpg
MEDIUM DAMPING CAVE 1.wav

R-TO-L DAMPING CAVE
00-amc logo.jpg
01-amc r to l damping cave1.jpg
02-amc credits.jpg
03-partners info.jpg
04-cksde web info.jpg
R-TO-L DAMPING CAVE 1.wav

SMALL DAMPING CAVE
00-amc logo.jpg
01-amc small damping cave1.jpg
02-amc credits.jpg
03-partners info.jpg
04-cksde web info.jpg
SMALL DAMPING CAVE 1.wav

IR-ACOUSTIC MODELINGCRE

IR-TWO WALLS

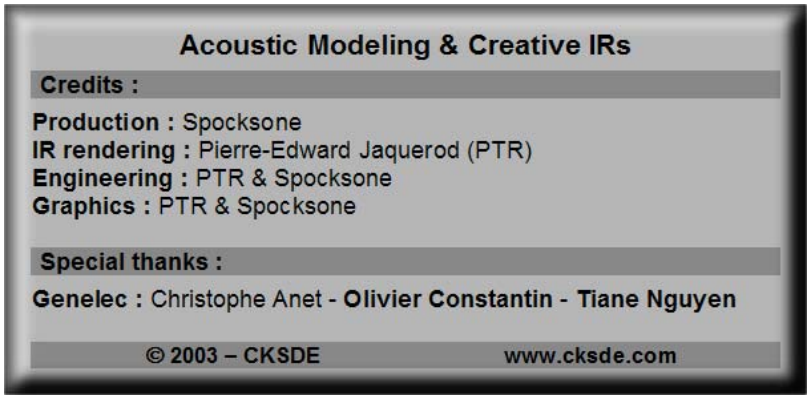
TWO WALLS IN V
- 00-amc logo.jpg
- 01-amc two walls in V.jpg
- 02-amc credits.jpg
- 03-partners info.jpg
- 04-cksde web info.jpg
- **TWO WALLS IN V.wav**

TWO WALLS SPACE OUT 75M
- 00-amc logo.jpg
- 01-amc two walls 75 m.jpg
- 02-amc credits.jpg
- 03-partners info.jpg
- 04-cksde web info.jpg
- **TWO WALLS SPACE OUT 75M.wav**

TWO WALLS SPACE OUT 5M
- 00-amc logo.jpg
- 01-amc two walls 5 m.jpg
- 02-amc credits.jpg
- 03-partners info.jpg
- 04-cksde web info.jpg
- **TWO WALLS SPACE OUT 5M.wav**

3.1. IR-ACOUSTIC MODELINGCRE • Common pictures

amc logo.jpg

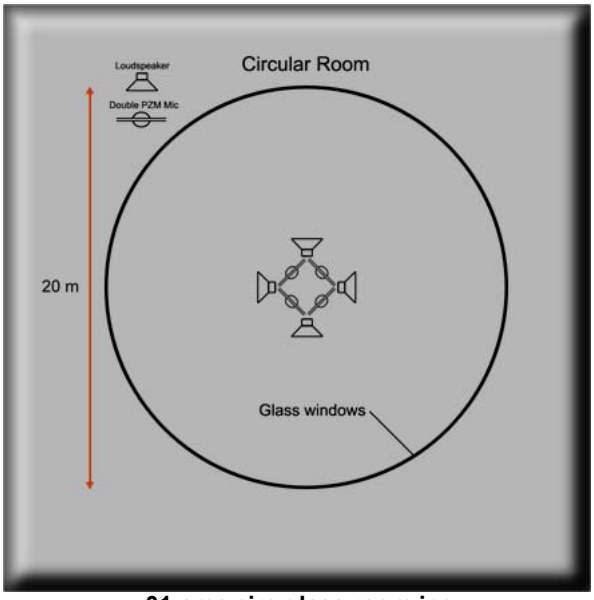


amc credits.jpg

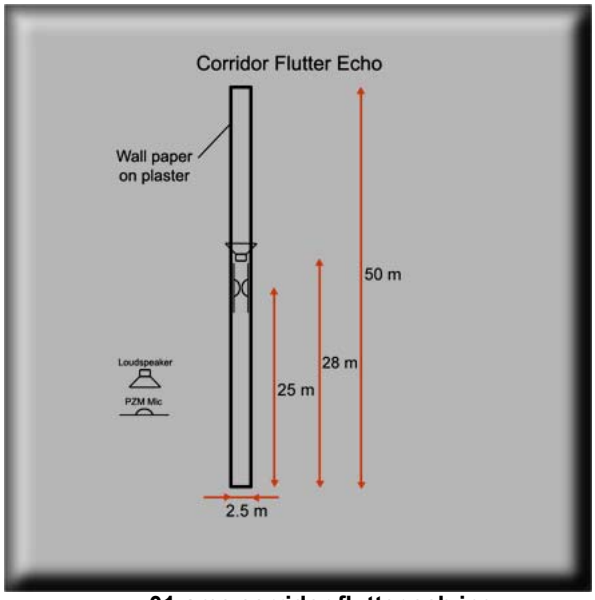
partners info.jpg

cksde web info.jpg

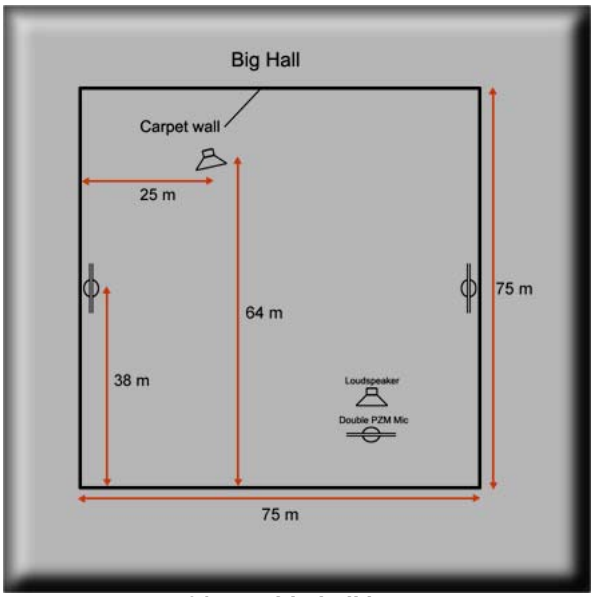
3.2. IR-ACOUSTIC MODELINGCRE • Rooms & Halls • pictures



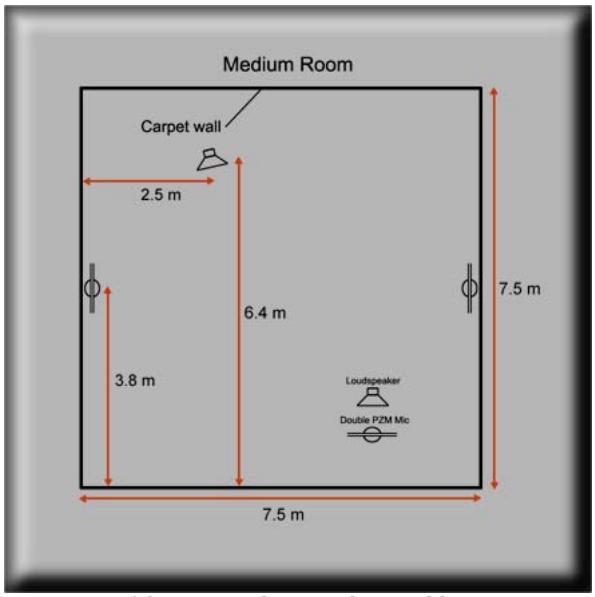
01-amc circ glass room.jpg



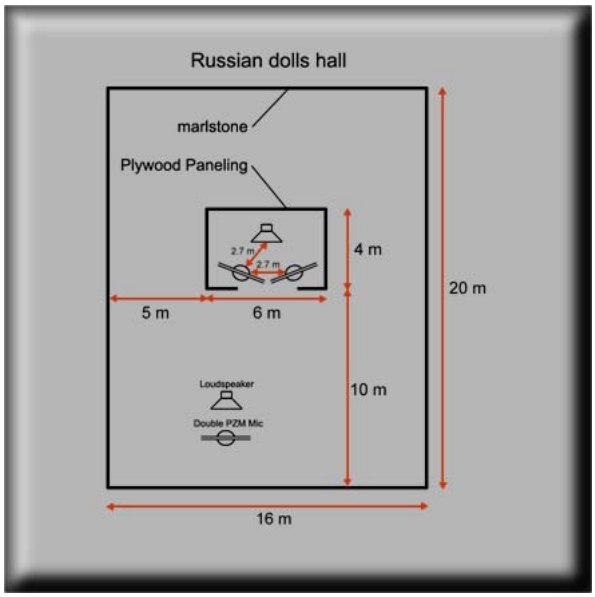
01-amc corridor flutter ech.jpg



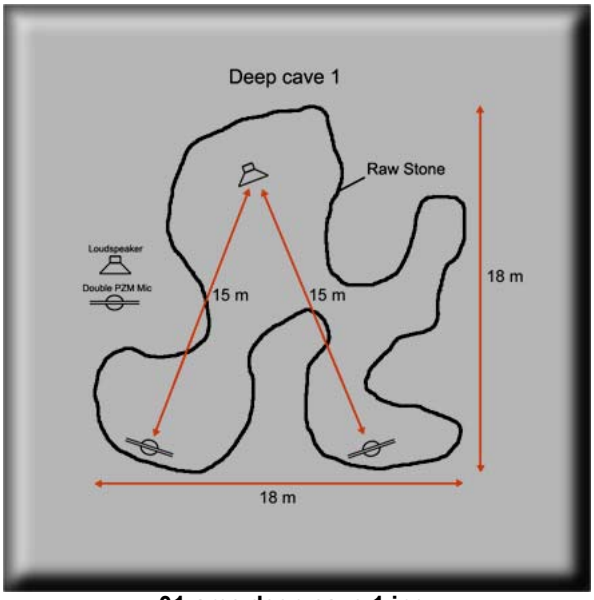
01-amc big hall.jpg



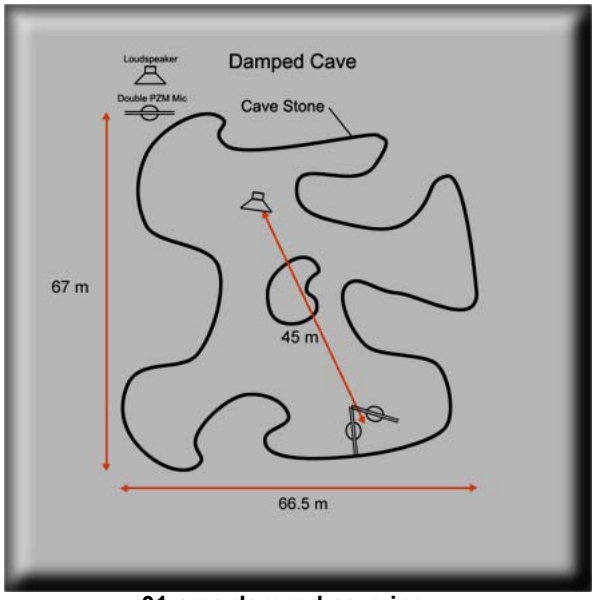
01-amc med room damped.jpg



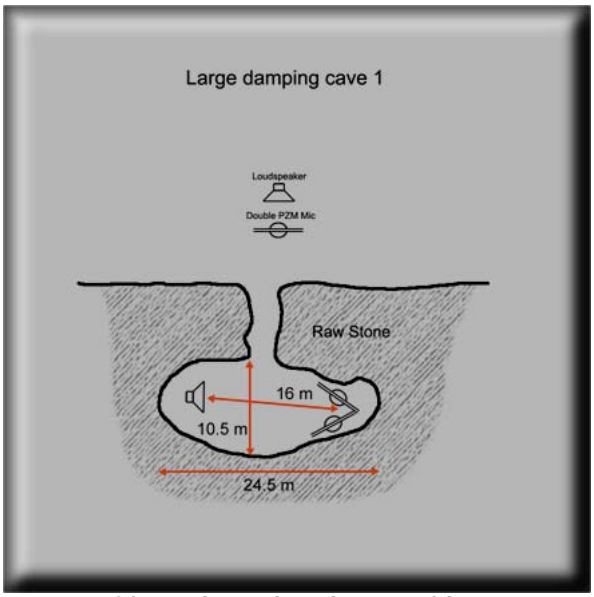
01-amc russian dools hall.jpg



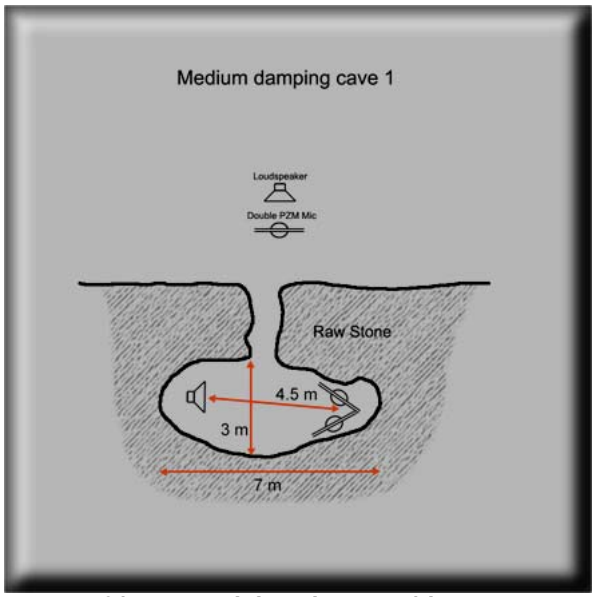
01-amc deep cave 1.jpg



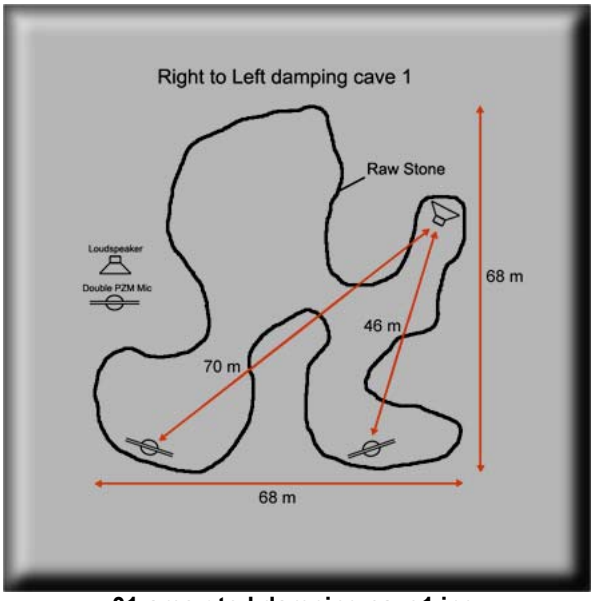
01-amc damped cave.jpg



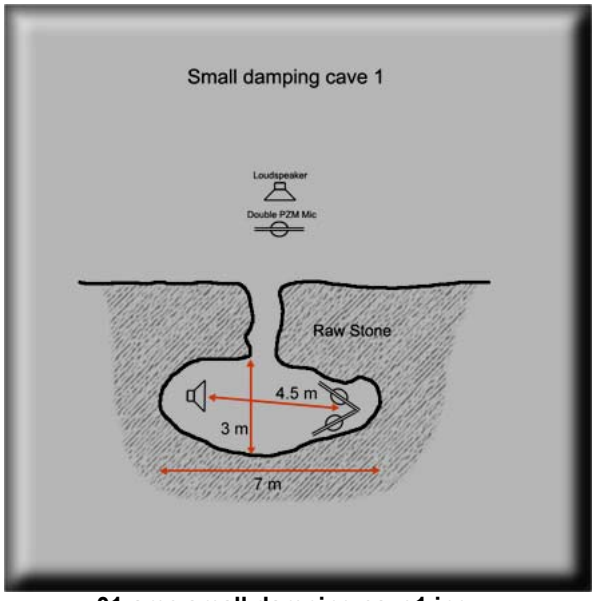
01-amc large damping cave1.jpg



01-amc med damping cave1.jpg

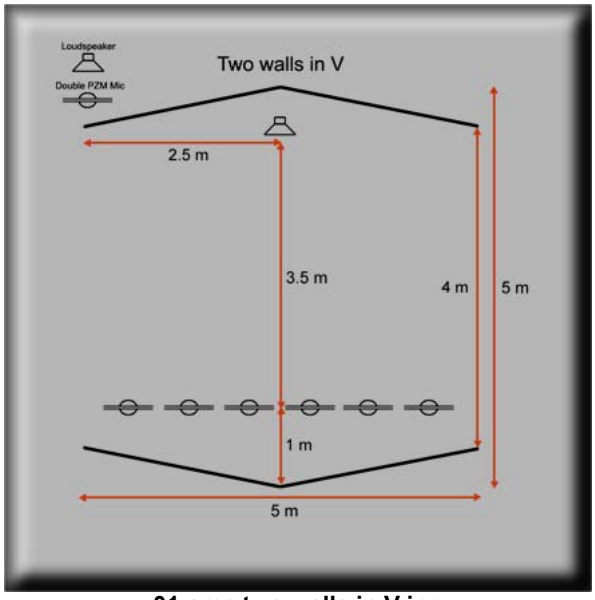


01-amc r to l damping cave1.jpg

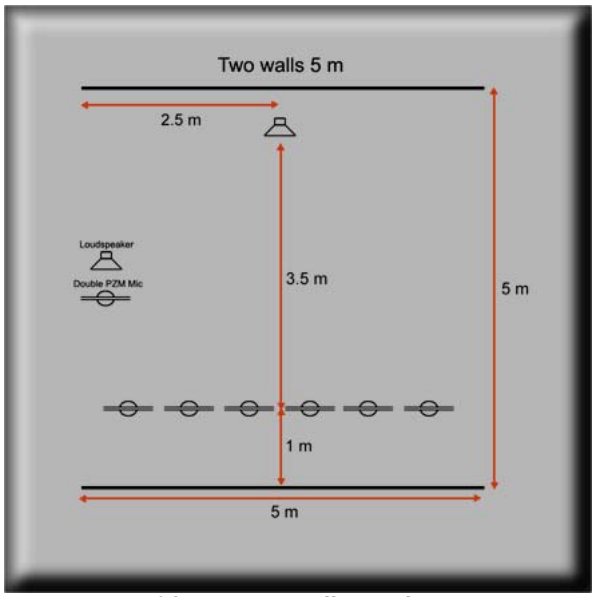


01-amc small damping cave1.jpg

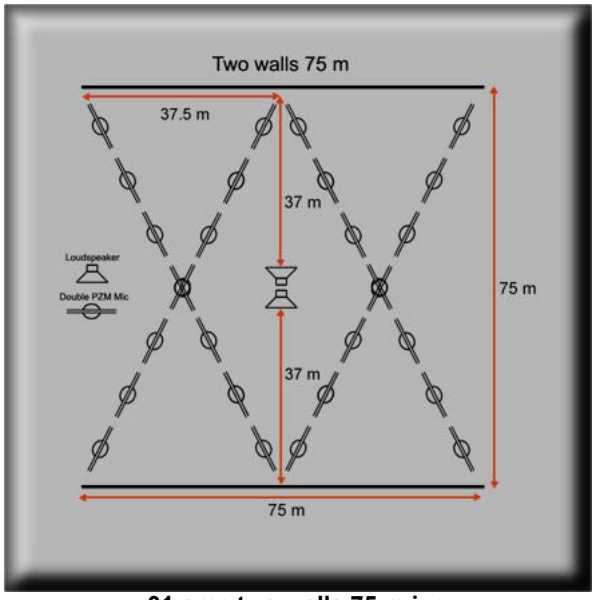
3.4. IR-ACOUSTIC MODELINGCRE • IR-TWO WALLS • pictures



01-amc two walls in V.jpg



01-amc two walls 5 m.jpg



01-amc two walls 75 m.jpg

4. IR-ACOUSTIC SPACE

4.0. IR-ACOUSTIC SPACE • General content

- IR-ACOUSTIC SPACE
  - IR-ASIAN BEDROOM
    - ASIAN BEDROOM QUAD POD. DOWN
    - ASIAN BEDROOM QUAD POD. UP
    - ASIAN BEDROOM QUAD WARD. DOWN
    - ASIAN BEDROOM QUAD WARD. UP
    - ASIAN BEDROOM ST POD. DOWN
    - ASIAN BEDROOM ST POD. UP
    - ASIAN BEDROOM ST WARD. DOWN
    - ASIAN BEDROOM ST WARD. UP
  - IR-BATHROOM
    - BATHROOM 10 POINTS-A
    - BATHROOM 10 POINTS-B
    - BATHROOM AB FROM CORNER-BATH
    - BATHROOM AB FROM CORNER-DOOR
    - BATHROOM BND AB ON DOOR
    - BATHROOM BND AB ON FLOOR
    - BATHROOM BND AB-INSIDE BATHTUB
    - BATHROOM ST IN WIDTH
    - BATHROOM ST INSIDE BATHTUB
    - BATHROOM ST MIRROR + WALL
    - BATHROOM ST ON BATHTUB
    - BATHROOM ST ROOM EMPTY A
    - BATHROOM ST ROOM EMPTY B
    - BATHROOM ST ROOM EMPTY C
    - BATHROOM ST WALL BATHTUB
  - IR-CLASSROOM
    - CLASSROOM BND AB WIDE ON FLOOR
    - CLASSROOM STEREO
  - IR-CORRIDOR
  - IR-ENTRY HALL
    - ENTRY HALL QUAD IN LENGHT
    - ENTRY HALL QUAD IN WIDTH
  - IR-PARISH HALL
    - PARISH HALL 10 POINTS-A
    - PARISH HALL 10 POINTS-B
    - PARISH HALL BND.AB WIDE ON FLOOR
    - PARISH HALL BND.ST JECK.ON FLOOR
    - PARISH HALL MS A
    - PARISH HALL MS B
    - PARISH HALL MS C
    - PARISH HALL MS D
    - PARISH HALL MS E
    - PARISH HALL QUAD A
    - PARISH HALL QUAD B
    - PARISH HALL QUAD C
    - PARISH HALL QUAD D
    - PARISH HALL STEREO AB WIDE
    - PARISH HALL STEREO TO STEREO
  - IR-SMALL LIFT
    - PARISH HALL 10 POINTS-A
    - PARISH HALL STEREO TO STEREO

4.0.1. IR-ACOUSTIC SPACE • Common pictures

acoustic logo.jpg

Acoustic IRs File Syntax

Information position within file name

Position 1	Position 2	Position 3	Position 4	Position 5
ASIANBED : Asian Bedroom **BATH :** Bathroom **CLASS :** Classroom **CORRIDOR :** Corridor **ENTRY HALL :** Entry Hall **PAR :** Parish Hall **SMALL LIFT :** Small Lift	**0° :** 0° microphone angle **110° :** 110° microphone angle **180° :** 180° microphone angle **250° :** 250° microphone angle **360° :** 360° microphone angle **Q :** Quad (4 microphones) **ST :** Stereo Recording **ST to ST :** Stereo to stereo recording **AB :** AB type recording **MS :** Mid Side Recording **BND :** Boundary = Pressure Zone Microphone (flat omni) "*Microphone position description*"	**10P :** 10 points recording **B L_R :** Back Quad L/R file **F L_R :** Front Quad L/R file **L_R :** L/R part of a 10p recording **JECK :** Jecklin separator **AB :** AB type recording **Wide :** wide mic position " *Microphone position description* "	**A :** Recording number A **B :** Recording number B **C :** Recording number C **D :** Recording number D **E :** Recording number E **XS :** Very small stereo image **S :** Small stereo image **M :** Medium stereo image **L :** Large stereo image **XL :** Very large stereo image " *Microphone position description* "	**B L_R :** Back Quad L/R file **F L_R :** Front Quad L/R file **L_R :** L/R part of a 10p recording " *Microphone position description* "

Examples :
BATH-110°_10P_A-L_R.aif : Bathroom's IR with a 110° microphone angle which is part of the 10 points recording number A
BATH-ST- MIRROR+WALL.aif : Bathroom's IR stereo recording with microphones oriented to the wall and the mirror
PAR-Q_A-F L_R.aif : Parish room's IR which is the Front Left / Right part of the 4 microphones recording number A

acoustic file syntax.jpg

partners info.jpg

cksde web info.jpg

acoustic credits.jpg

Remark :

Diagrams ratios are approximate. They give a general overview of the room environment, but are not intended to be like architectural diagram sheets.

IR use tips :

Asian Bedroom & Bathroom
Good for : talking voice, sound FX, TV, broadcast, movie, brass, solo woodwinds, solo horns, acoustic guitar, R & B vocals, ethnic flute, etc.

Corridor & Entry Hall
Good for : Pop lead vocals, backing vocals, sound FX, TV, broadcast, movie, brass, solo woodwinds, solo horns, acoustic guitar, etc.

Parish Hall
Good for : latino & jazz drums, talking voices, backing vocals, piano solo, strings, horns & brass solo, acoustic guitar, etc.

Classroom & Small lift
Good for : Talking voices, electric guitar, sound FX, snare, kick, percussion, drum machine, etc.

4.1. IR-ACOUSTIC SPACE • IR-ASIAN BEDROOM • General content

IR-ACOUSTIC SPACE

IR-ASIAN BEDROOM

ASIAN BEDROOM QUAD POD. DOWN
00-acoustic logo.jpg
01-asian bedroom pict.jpg
02-asian bedroom pict.jpg
03-acoustic file syntax.jpg
04-asian bed gen overview.jpg
05-asian bed gen podium.jpg
06-asian bed gen wardrobe.jpg
07-asian bed quad pod down1.jpg
08-asian bed quad pod down2.jpg
09-acoustic credits.jpg
10-partners info.jpg
11-cksde web info.jpg
12-ASIABED-Q-POD DOW-F-L_R.wav
13-ASIABED-Q-POD DOW-B-L_R.wav

ASIAN BEDROOM QUAD POD. UP
00-acoustic logo.jpg
01-asian bedroom pict.jpg
02-asian bedroom pict.jpg
03-acoustic file syntax.jpg
04-asian bed gen overview.jpg
05-asian bed gen podium.jpg
06-asian bed gen wardrobe.jpg
07-asian bed quad pod up1.jpg
08-asian bed quad pod up2.jpg
09-acoustic credits.jpg
10-partners info.jpg
11-cksde web info.jpg
12-ASIABED-Q-POD UP-F-L_R.wav
13-ASIABED-Q-POD UP-B-L_R.wav

ASIAN BEDROOM QUAD WARD. DOWN

00-acoustic logo.jpg
01-asian bedroom pict.jpg
02-asian bedroom pict.jpg
03-acoustic file syntax.jpg
04-asian bed gen overview.jpg
05-asian bed gen podium.jpg
06-asian bed gen wardrobe.jpg
07-asian bed quad ward down1.jpg
08-asian bed quad ward down2.jpg
09-acoustic credits.jpg
10-partners info.jpg
11-cksde web info.jpg
12-ASIABED-Q-WARD DOW-F-L_R.wav
13-ASIABED-Q-WARD DOW-B-L_R.wav

ASIAN BEDROOM QUAD WARD. UP

00-acoustic logo.jpg
01-asian bedroom pict.jpg
02-asian bedroom pict.jpg
03-acoustic file syntax.jpg
04-asian bed gen overview.jpg
05-asian bed gen podium.jpg
06-asian bed gen wardrobe.jpg
07-asian bed quad ward up1.jpg
08-asian bed quad ward up2.jpg
09-acoustic credits.jpg
10-partners info.jpg
11-cksde web info.jpg
12-ASIABED-Q-WARD UP-F-L_R.wav
13-ASIABED-Q-WARD UP-B-L_R.wav

ASIAN BEDROOM ST POD. DOWN

00-acoustic logo.jpg
01-asian bedroom pict.jpg
02-asian bedroom pict.jpg
03-acoustic file syntax.jpg
04-asian bed gen overview.jpg
05-asian bed gen podium.jpg
06-asian bed gen wardrobe.jpg
07-asian bed st pod down1.jpg
08-Asian bed st pod down2.jpg
09-acoustic credits.jpg
10-partners info.jpg
11-cksde web info.jpg
12-ASIABED-ST-PODIUM DOWN.wav

ASIAN BEDROOM ST POD. UP

00-acoustic logo.jpg
01-asian bedroom pict.jpg
02-asian bedroom pict.jpg
03-acoustic file syntax.jpg
04-asian bed gen overview.jpg
05-asian bed gen podium.jpg
06-asian bed gen wardrobe.jpg
07-asian bed st pod up1.jpg
08-asian bed st pod up2.jpg
09-acoustic credits.jpg
10-partners info.jpg
11-cksde web info.jpg
12-ASIABED-ST-PODIUM UP.wav

ASIAN BEDROOM ST WARD. DOWN

00-acoustic logo.jpg
01-asian bedroom pict.jpg
02-asian bedroom pict.jpg
03-acoustic file syntax.jpg
04-asian bed gen overview.jpg
05-asian bed gen podium.jpg
06-asian bed gen wardrobe.jpg
07-asian bed st ward down1.jpg
08-asian bed st ward down2.jpg
09-acoustic credits.jpg
10-partners info.jpg
11-cksde web info.jpg
12-ASIABED-ST-WARD DOWN.wav

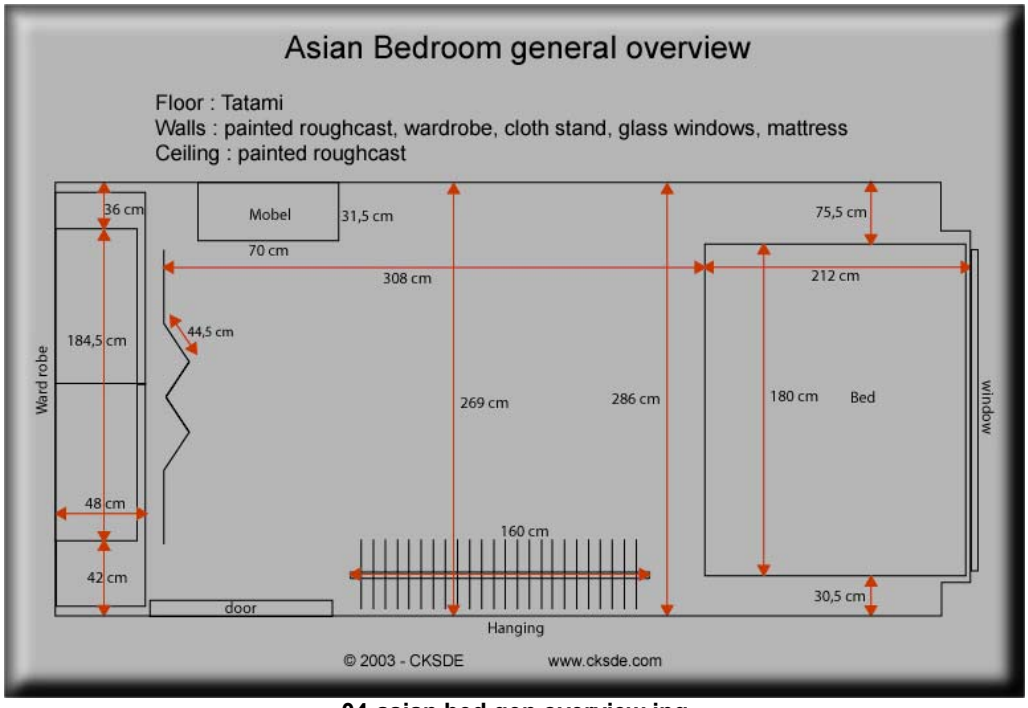
ASIAN BEDROOM ST WARD. UP

00-acoustic logo.jpg
01-asian bedroom pict.jpg
02-asian bedroom pict.jpg
03-acoustic file syntax.jpg
04-asian bed gen overview.jpg
05-asian bed gen podium.jpg
06-asian bed gen wardrobe.jpg
07-asian bed st ward up1.jpg
08-asian bed st ward up2.jpg
09-acoustic credits.jpg
10-partners info.jpg
11-cksde web info.jpg
12-ASIABED-ST-WARD UP.wav

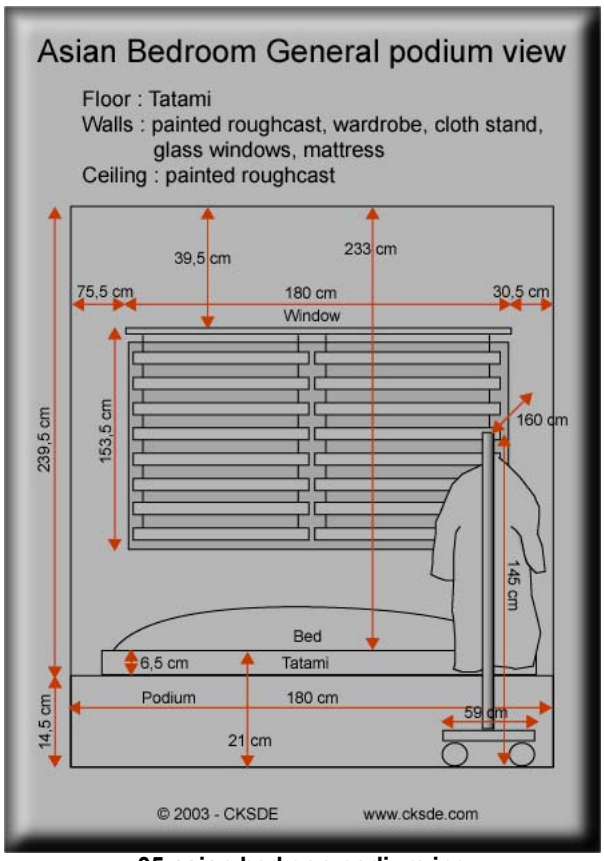
4.1.1. IR-ACOUSTIC SPACE • IR-ASIAN BEDROOM • Common pictures

01-asian bedroom pict.jpg

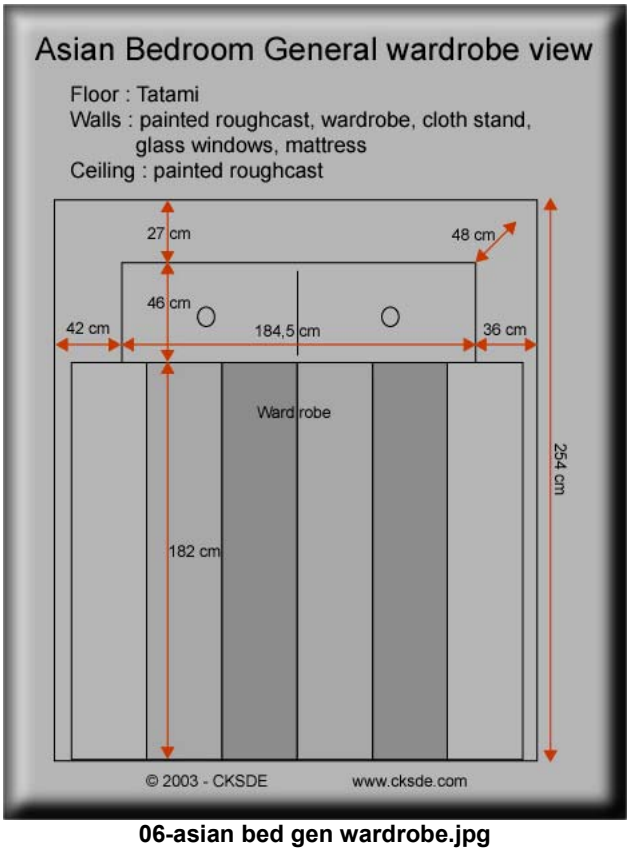
02-asian bedroom pict.jpg



04-asian bed gen overview.jpg

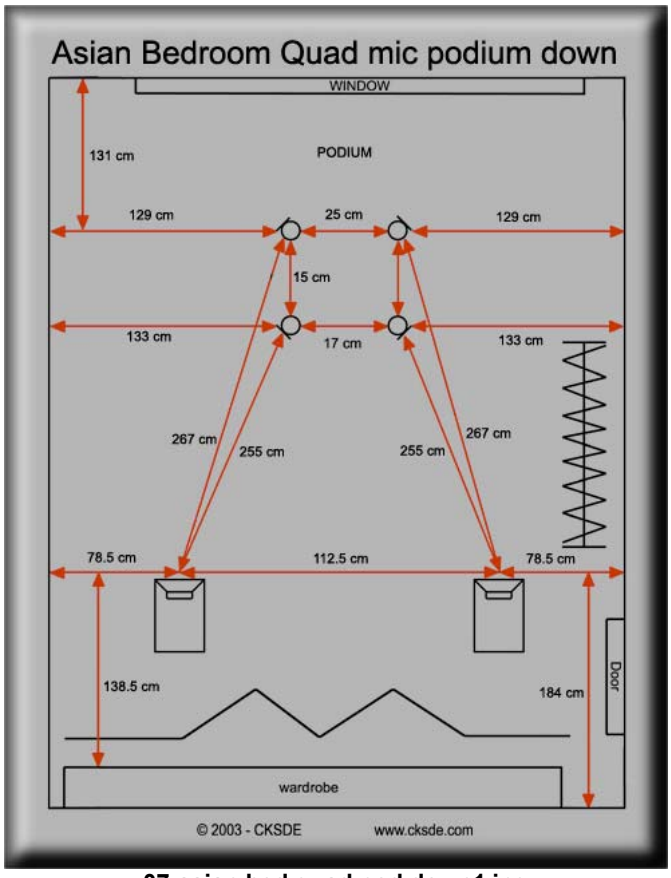


05-asian bed gen podium.jpg

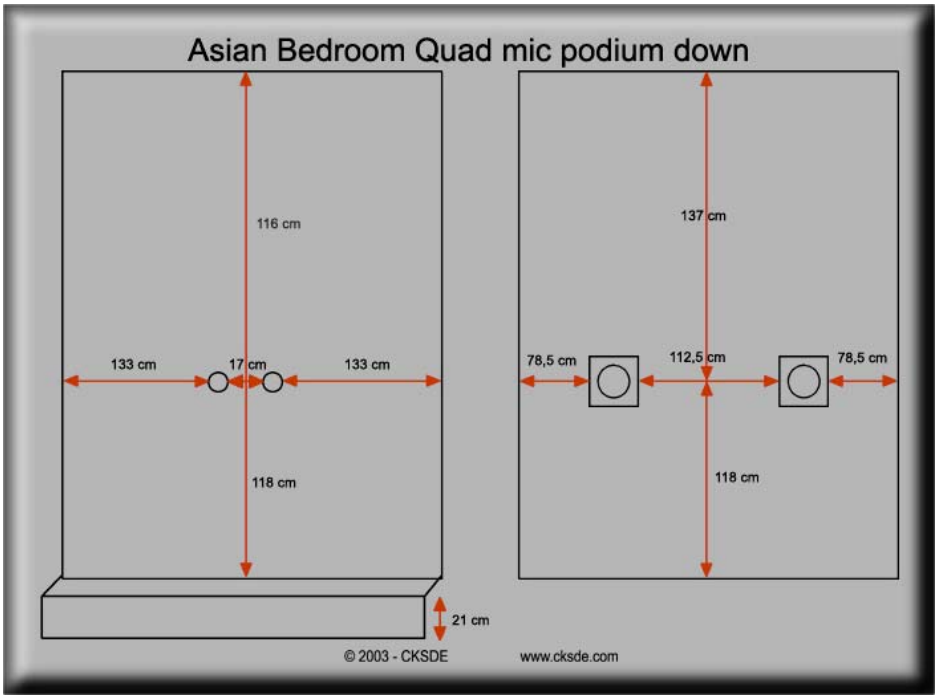


06-asian bed gen wardrobe.jpg

4.1.2. IR-ACOUSTIC SPACE • IR-ASIAN BEDROOM• ASIAN BEDROOM QUAD POD. DOWN • pictures

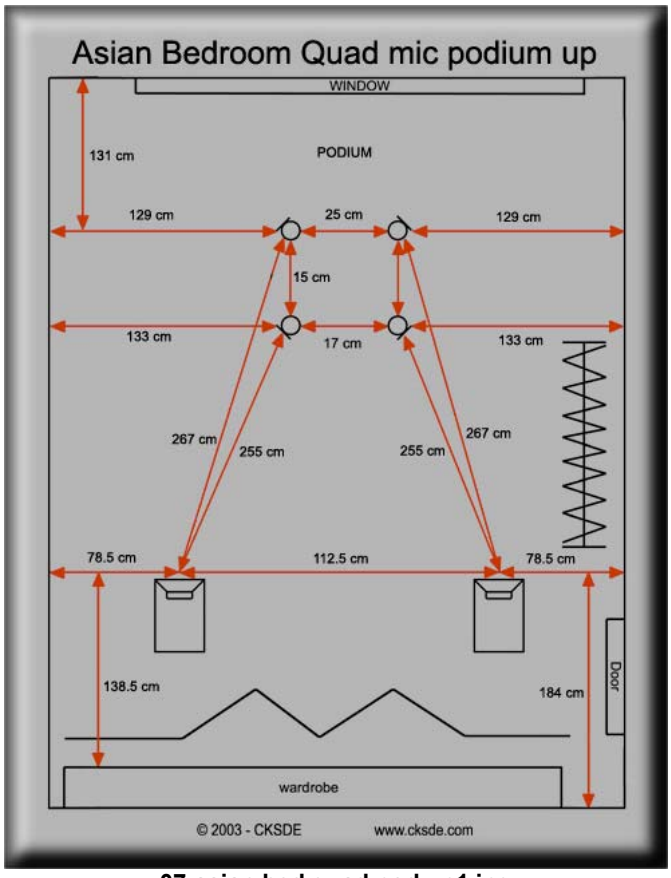


07-asian bed quad pod down1.jpg

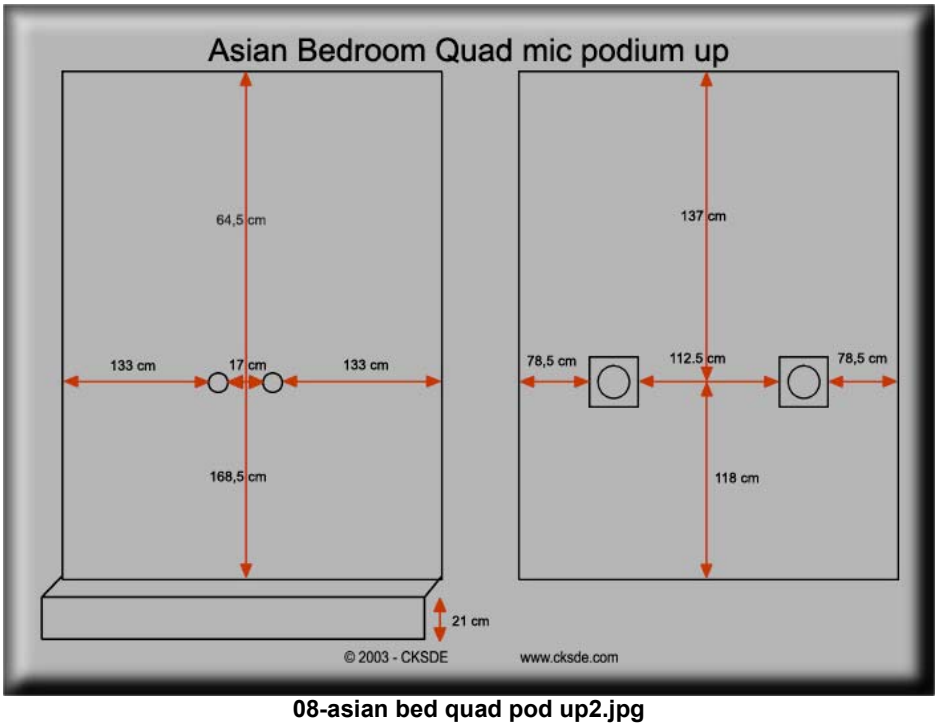


08-asian bed quad pod down2.jpg

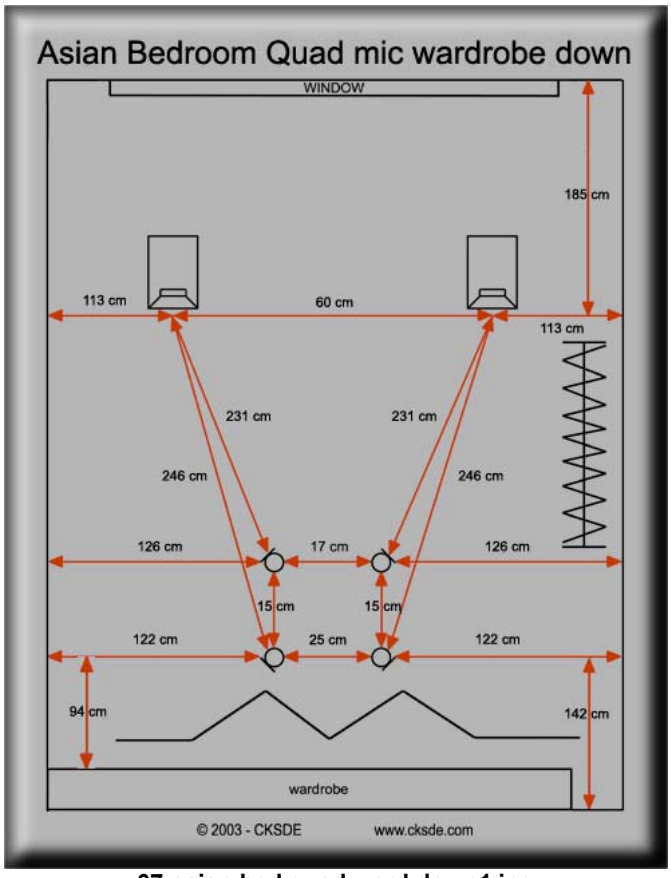
4.1.3. IR-ACOUSTIC SPACE • IR-ASIAN BEDROOM• ASIAN BEDROOM QUAD POD. UP • pictures



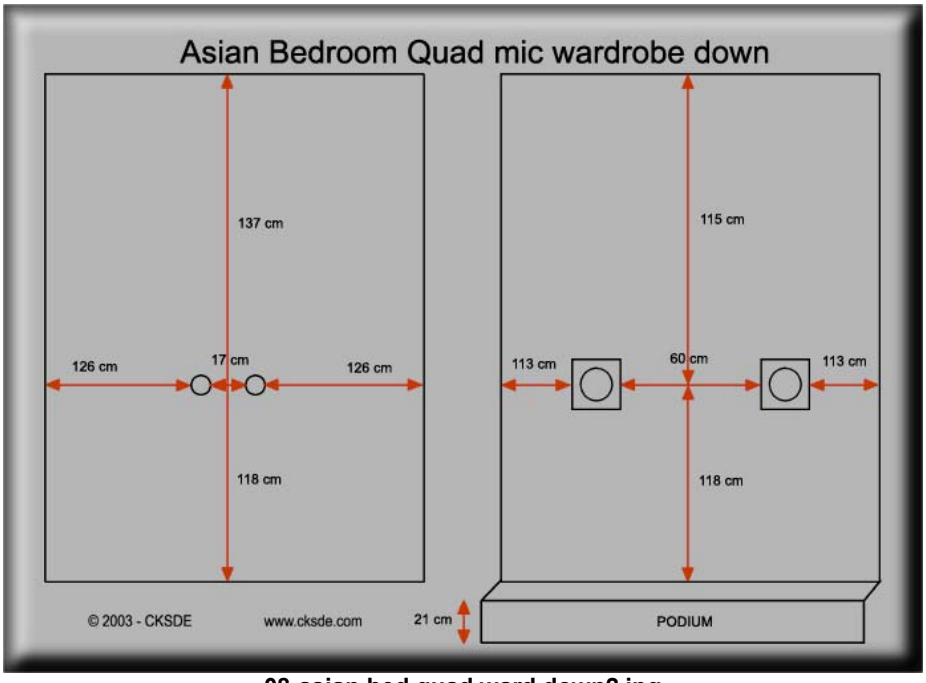
07-asian bed quad pod up1.jpg



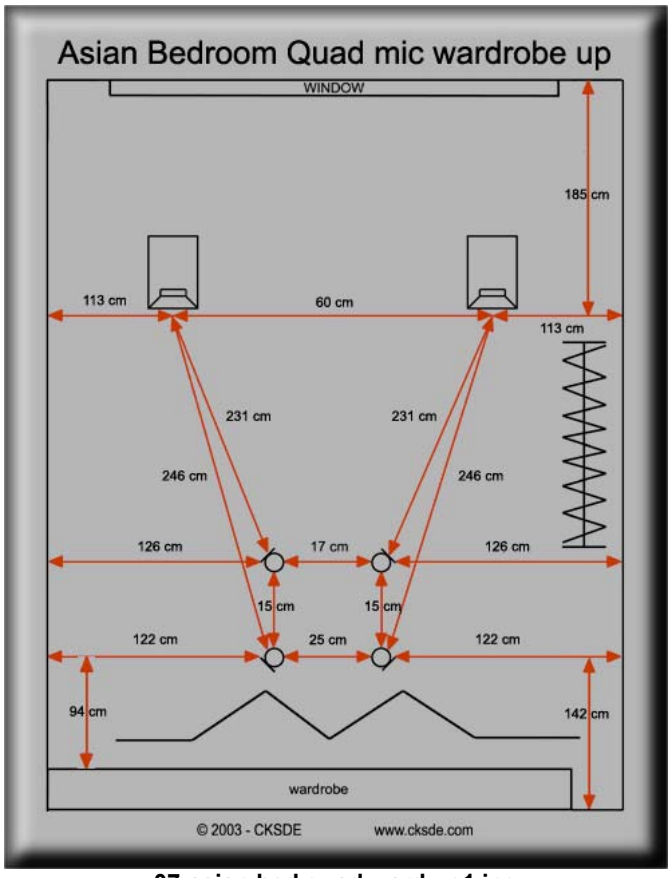
08-asian bed quad pod up2.jpg



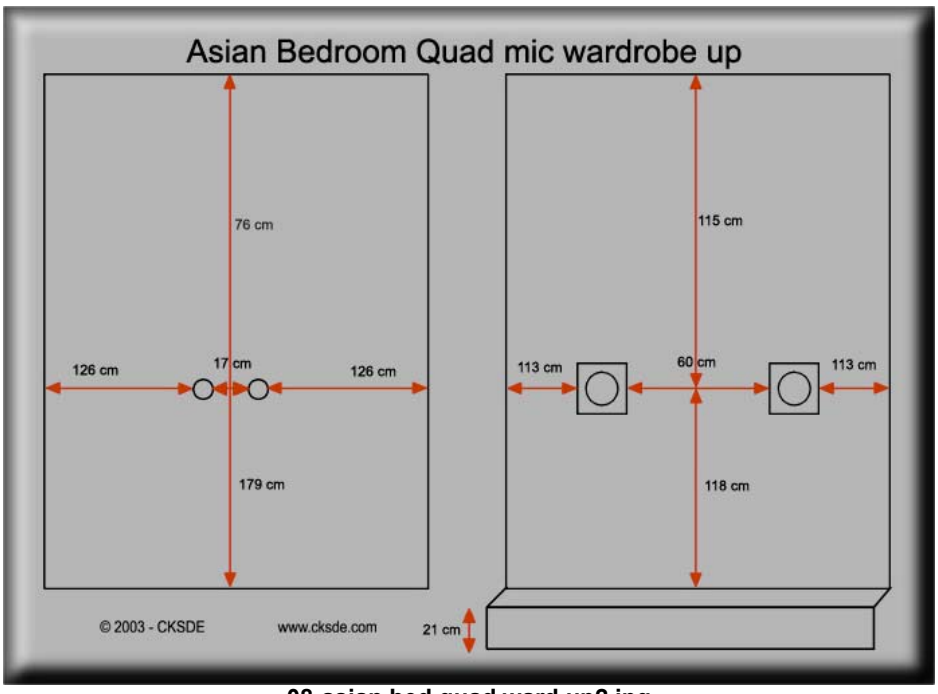
07-asian bed quad ward down1.jpg



08-asian bed quad ward down2.jpg

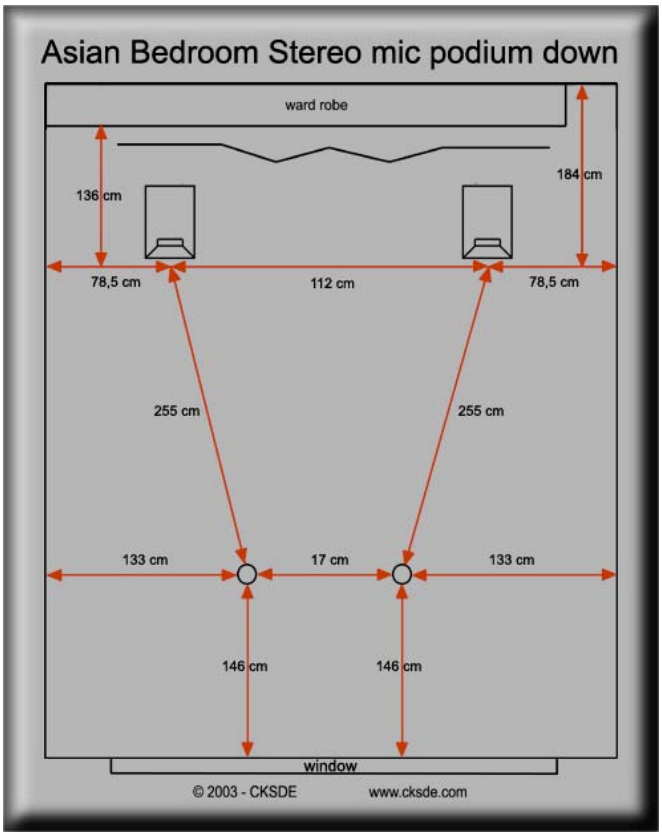


07-asian bed quad ward up1.jpg

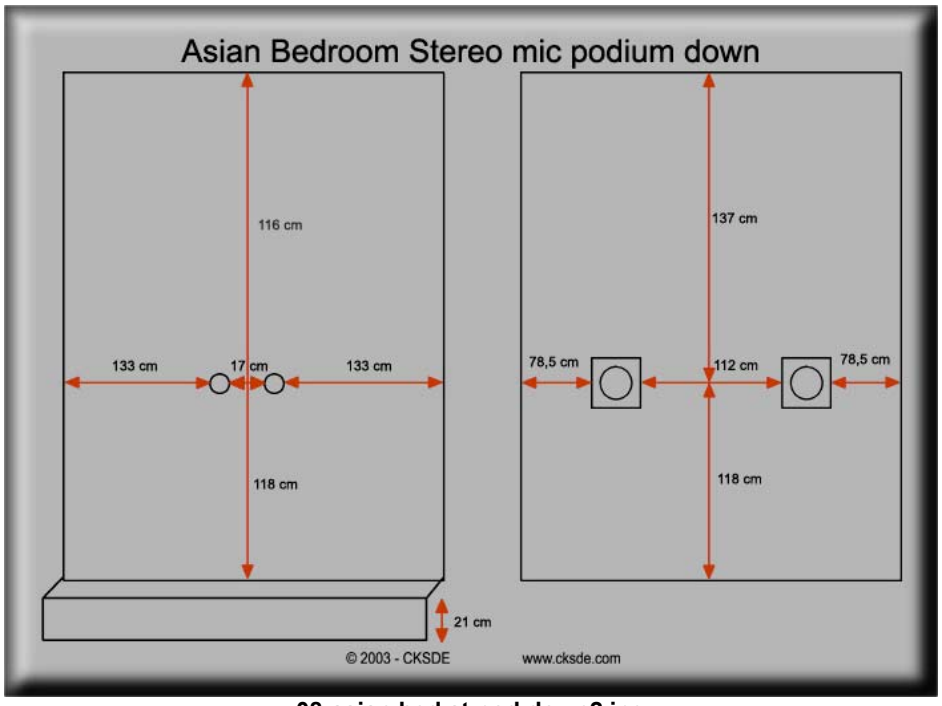


08-asian bed quad ward up2.jpg

4.1.6. IR-ACOUSTIC SPACE • IR-ASIAN BEDROOM• ASIAN BEDROOM ST POD. DOWN• pictures

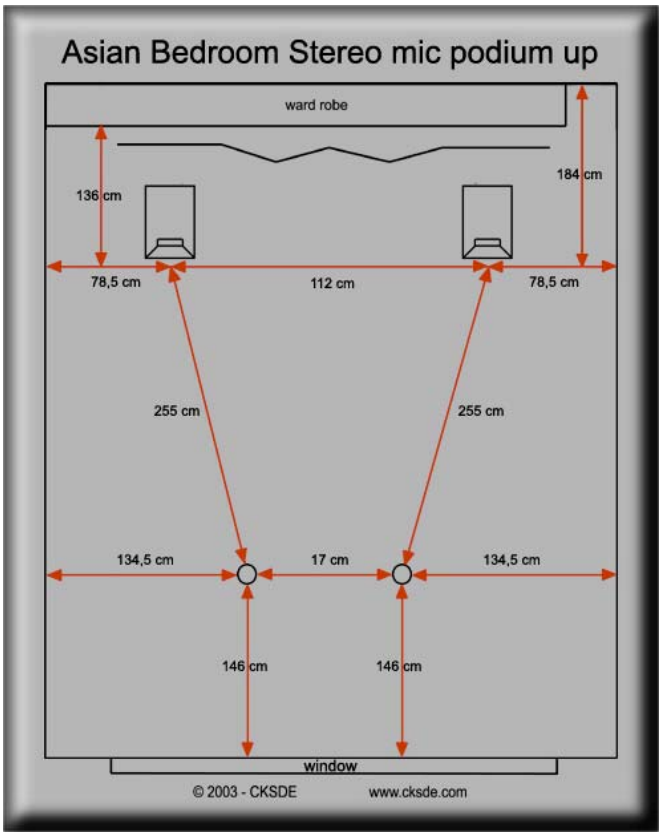


07-asian bed st pod down1.jpg

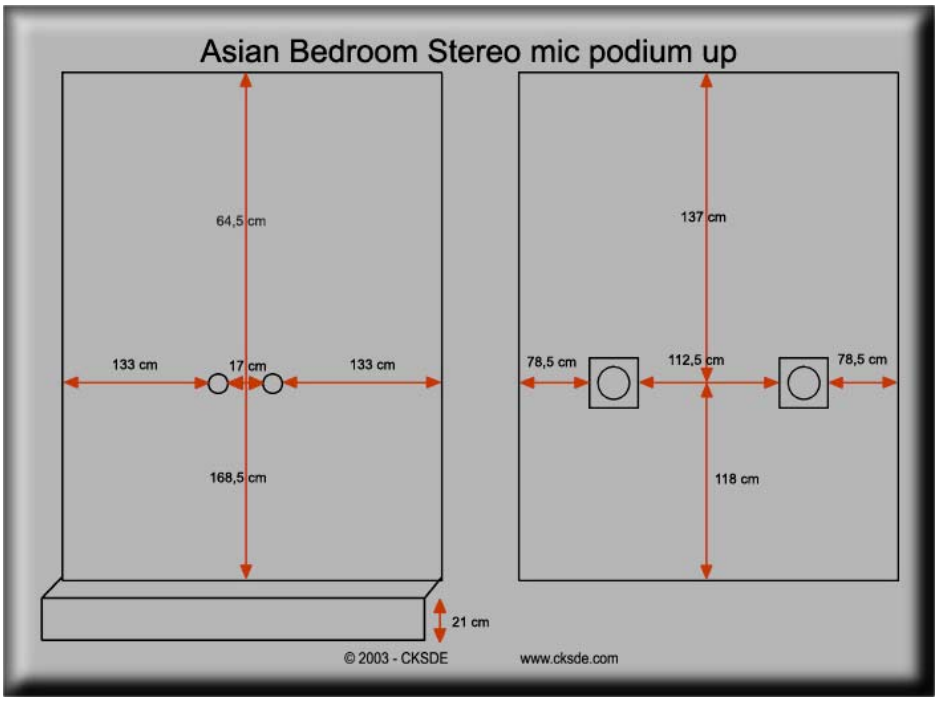


08-asian bed st pod down2.jpg

4.1.7. IR-ACOUSTIC SPACE • IR-ASIAN BEDROOM• ASIAN BEDROOM ST POD. UP• pictures

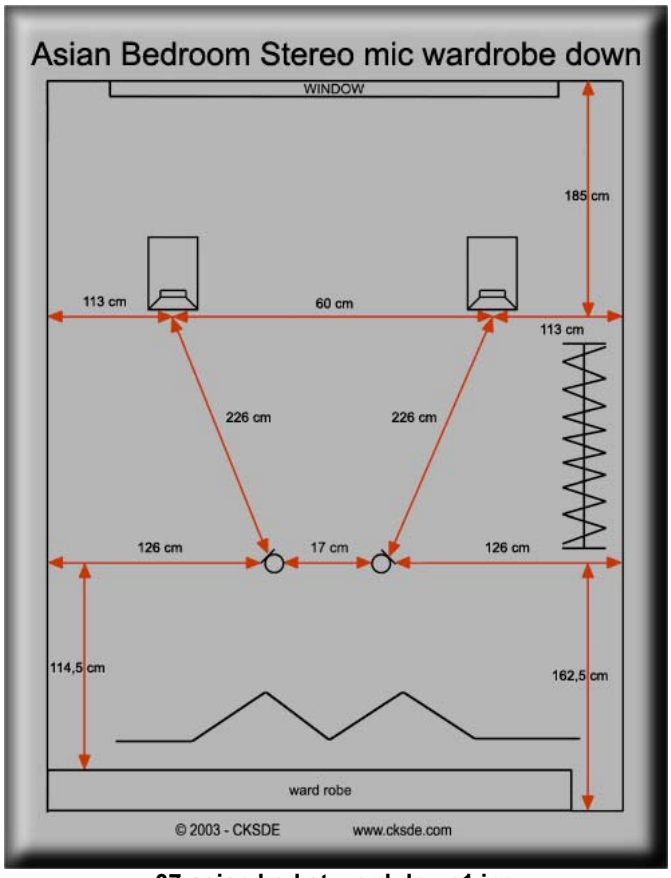


07-asian bed st pod up1.jpg

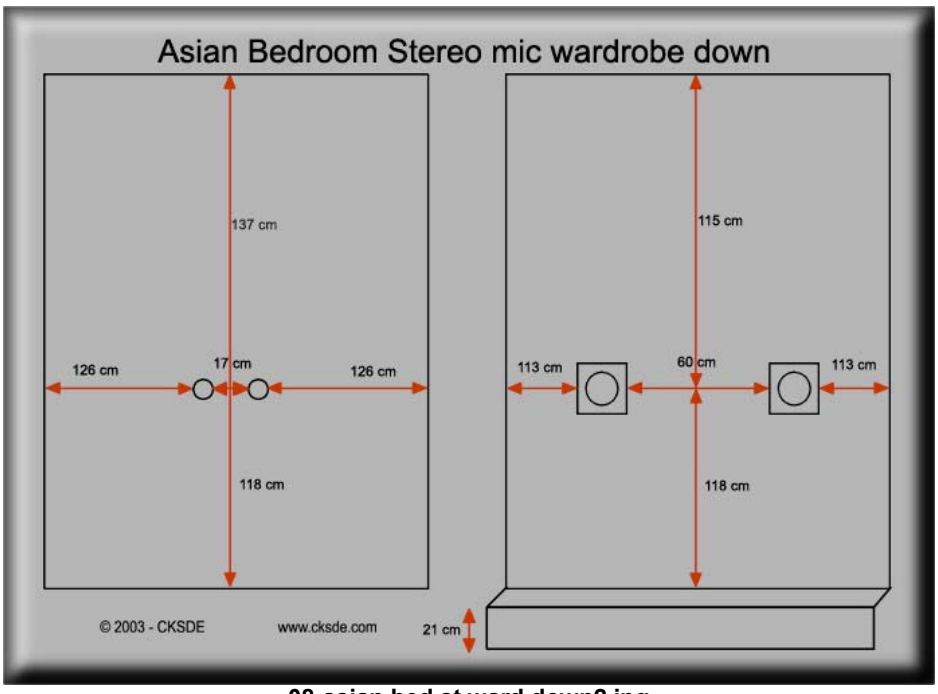


08-asian bed st pod up2.jpg

4.1.8. IR-ACOUSTIC SPACE • IR-ASIAN BEDROOM• ASIAN BEDROOM ST WARD. DOWN• pictures

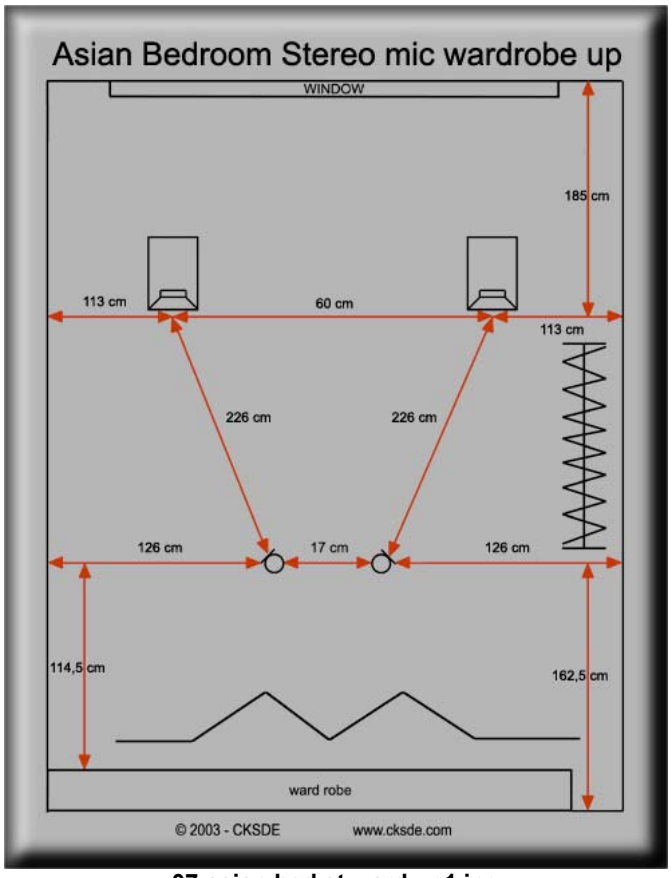


07-asian bed st ward down1.jpg

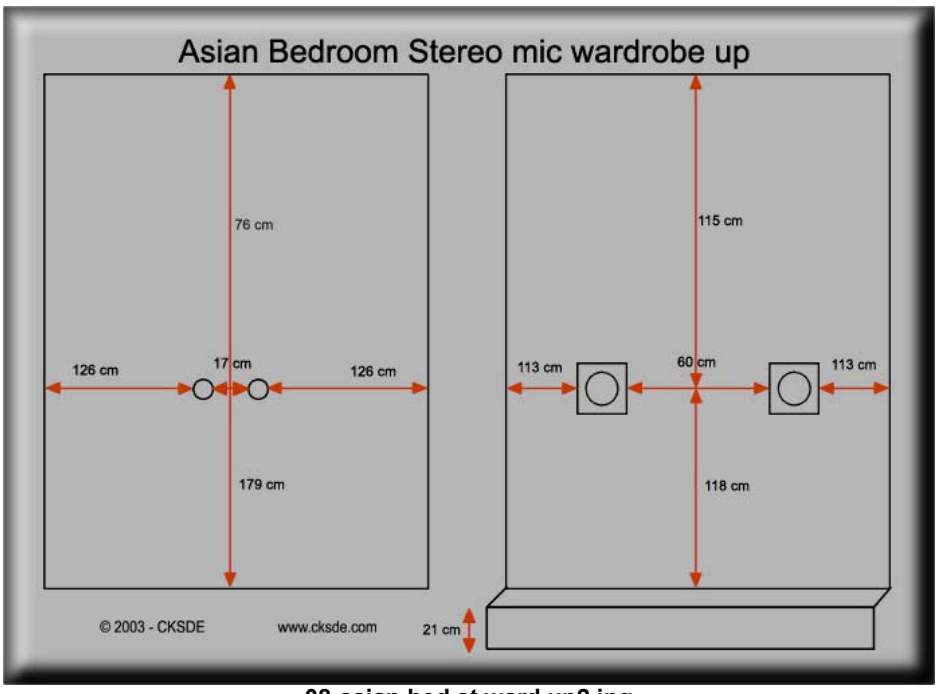


08-asian bed st ward down2.jpg

4.1.9. IR-ACOUSTIC SPACE • IR-ASIAN BEDROOM• ASIAN BEDROOM ST WARD. UP• pictures



07-asian bed st ward up1.jpg



08-asian bed st ward up2.jpg

4.2. IR-ACOUSTIC SPACE • IR-BATHROOM • General content

IR-ACOUSTIC SPACE

IR-BATHROOM

BATHROOM 10 POINTS-A
- 00-acoustic logo.jpg
- 01-bathroom pict.jpg
- 02-bathroom pict.jpg
- 03-acoustic file syntax.jpg
- 04-bath gen overview.jpg
- 05-bath gen door+bath view.jpg
- 06-bath gen in width view1.jpg
- 07-bath gen in width view2.jpg
- 08-bath ten points a1.jpg
- 09-bath ten points a2.jpg
- 10-acoustic credits.jpg
- 11-partners info.jpg
- 12-cksde web info.jpg
- **13-BATH---0°_10P_A-L_R.wav**
- **14-BATH-110°_10P_A-L_R.wav**
- **15-BATH-180°_10P_A-L_R.wav**
- **16-BATH-250°_10P_A-L_R.wav**
- **17-BATH-360°_10P_A-L_R.wav**

BATHROOM 10 POINTS-B
- 00-acoustic logo.jpg
- 01-bathroom pict.jpg
- 02-bathroom pict.jpg
- 03-acoustic file syntax.jpg
- 04-bath gen overview.jpg
- 05-bath gen door+bath view.jpg
- 06-bath gen in width view1.jpg
- 07-bath gen in width view2.jpg
- 08-bath ten points b1.jpg
- 09-bath ten points b2.jpg
- 10-acoustic credits.jpg
- 11-partners info.jpg
- 12-cksde web info.jpg
- **13-BATH---0°_10P_B-L_R.wav**
- **14-BATH-110°_10P_B-L_R.wav**
- **15-BATH-180°_10P_B-L_R.wav**
- **16-BATH-250°_10P_B-L_R.wav**
- **17-BATH-360°_10P_B-L_R.wav**

BATHROOM AB FROM CORNER-BATH
- 00-acoustic logo.jpg
- 01-bathroom pict.jpg
- 02-bathroom pict.jpg
- 03-acoustic file syntax.jpg
- 04-bath gen overview.jpg
- 05-bath gen door+bath view.jpg
- 06-bath gen in width view1.jpg
- 07-bath gen in width view2.jpg
- 08-bath ab from corn bath1.jpg
- 09-bath ab from corn bath2.jpg
- 10-acoustic credits.jpg
- 11-partners info.jpg
- 12-cksde web info.jpg
- **13-BATH-AB FROM CORNER-BATH.wav**

BATHROOM AB FROM CORNER-DOOR
- 00-acoustic logo.jpg
- 01-bathroom pict.jpg
- 02-bathroom pict.jpg
- 03-acoustic file syntax.jpg
- 04-bath gen overview.jpg
- 05-bath gen door+bath view.jpg
- 06-bath gen in width view1.jpg
- 07-bath gen in width view2.jpg
- 08-bath ab from corn door1.jpg
- 09-bath ab from corn door2.jpg
- 10-acoustic credits.jpg
- 11-partners info.jpg
- 12-cksde web info.jpg
- **13-BATH-AB FROM CORNER-DOOR.wav**

BATHROOM BND AB ON DOOR
- 00-acoustic logo.jpg
- 01-bathroom pict.jpg
- 02-bathroom pict.jpg
- 03-acoustic file syntax.jpg
- 04-bath gen overview.jpg
- 05-bath gen door+bath view.jpg
- 06-bath gen in width view1.jpg
- 07-bath gen in width view2.jpg
- 08-bath bnd ab on door1.jpg
- 09-bath bnd ab on door2.jpg
- 10-acoustic credits.jpg
- 11-partners info.jpg
- 12-cksde web info.jpg
- **13-BATH-BND AB ON DOOR.wav**

BATHROOM BND AB ON FLOOR
- 00-acoustic logo.jpg
- 01-bathroom pict.jpg
- 02-bathroom pict.jpg
- 03-acoustic file syntax.jpg
- 04-bath gen overview.jpg
- 05-bath gen door+bath view.jpg
- 06-bath gen in width view1.jpg
- 07-bath gen in width view2.jpg
- 08-bath bnd ab on floor1.jpg
- 09-bath bnd ab on floor2.jpg
- 10-acoustic credits.jpg
- 11-partners info.jpg
- 12-cksde web info.jpg
- **13-BATH-BND AB ON FLOOR.wav**

BATHROOM BND AB-INSIDE BATHTUB

00-acoustic logo.jpg
01-bathroom pict.jpg
02-bathroom pict.jpg
03-acoustic file syntax.jpg
04-bath gen overview.jpg
05-bath gen door+bath view.jpg
06-bath gen in width view1.jpg
07-bath gen in width view2.jpg
08-bath bnd ab in bathub1.jpg
09-bath bnd ab in bathub2.jpg
10-acoustic credits.jpg
11-partners info.jpg
12-cksde web info.jpg
13-BATH-BND AB-IN BATHTUB.wav

BATHROOM ST IN WIDTH

00-acoustic logo.jpg
01-bathroom pict.jpg
02-bathroom pict.jpg
03-acoustic file syntax.jpg
04-bath gen overview.jpg
05-bath gen door+bath view.jpg
06-bath gen in width view1.jpg
07-bath gen in width view2.jpg
08-bath st in width1.jpg
09-bath st in width2.jpg
10-acoustic credits.jpg
11-partners info.jpg
12-cksde web info.jpg
13-BATH-ST-IN WIDTH.wav

BATHROOM ST INSIDE BATHTUB

00-acoustic logo.jpg
01-bathroom pict.jpg
02-bathroom pict.jpg
03-acoustic file syntax.jpg
04-bath gen overview.jpg
05-bath gen door+bath view.jpg
06-bath gen in width view1.jpg
07-bath gen in width view2.jpg
08-bath st inside bathtub1.jpg
09-bath st inside bathtub2.jpg
10-acoustic credits.jpg
11-partners info.jpg
12-cksde web info.jpg
13-BATH-ST-INSIDE BATHTUB.wav

BATHROOM ST MIRROR + WALL

00-acoustic logo.jpg
01-bathroom pict.jpg
02-bathroom pict.jpg
03-acoustic file syntax.jpg
04-bath gen overview.jpg
05-bath gen door+bath view.jpg
06-bath gen in width view1.jpg
07-bath gen in width view2.jpg
08-bath st mirror+ wall1.jpg
09-bath st mirror+ wall2.jpg
10-acoustic credits.jpg
11-partners info.jpg
12-cksde web info.jpg
13-BATH-ST MIRROR + WALL.wav

BATHROOM ST ON BATHTUB

00-acoustic logo.jpg
01-bathroom pict.jpg
02-bathroom pict.jpg
03-acoustic file syntax.jpg
04-bath gen overview.jpg
05-bath gen door+bath view.jpg
06-bath gen in width view1.jpg
07-bath gen in width view2.jpg
08-bath st on bathtub1.jpg
09-bath st on bathtub2.jpg
10-acoustic credits.jpg
11-partners info.jpg
12-cksde web info.jpg
13-BATH-ST-ON BATHTUB.wav

BATHROOM ST ROOM EMPTY A

00-acoustic logo.jpg
01-bathroom pict.jpg
02-bathroom pict.jpg
03-acoustic file syntax.jpg
04-bath gen overview.jpg
05-bath gen door+bath view.jpg
06-bath gen in width view1.jpg
07-bath gen in width view2.jpg
08-bath st room empty a1.jpg
09-bath st room empty a2.jpg
10-acoustic credits.jpg
11-partners info.jpg
12-cksde web info.jpg
13-BATH-ST ROOM EMPTY-A.wav

BATHROOM ST ROOM EMPTY B

00-acoustic logo.jpg
01-bathroom pict.jpg
02-bathroom pict.jpg
03-acoustic file syntax.jpg
04-bath gen overview.jpg
05-bath gen door+bath view.jpg
06-bath gen in width view1.jpg
07-bath gen in width view2.jpg
08-bath st room empty b1.jpg
09-bath st room empty b2.jpg
10-acoustic credits.jpg
11-partners info.jpg
12-cksde web info.jpg
13-BATH-ST ROOM EMPTY-B.wav

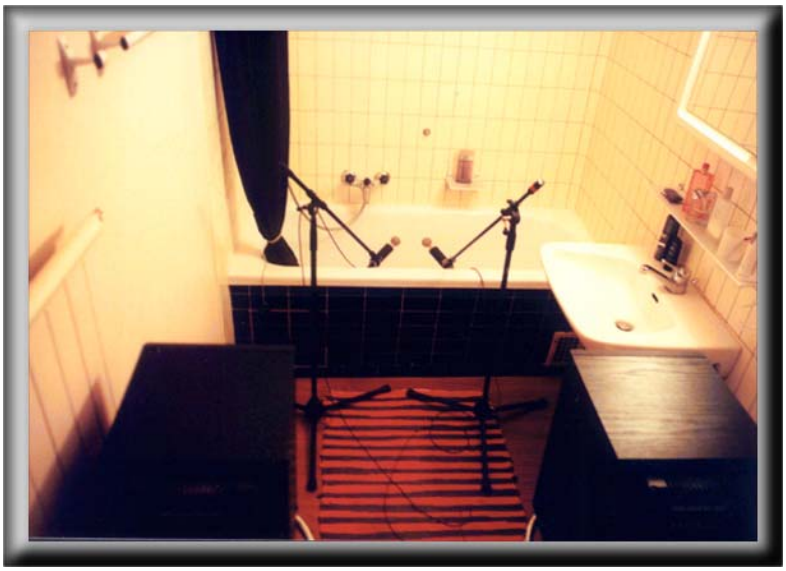
BATHROOM ST ROOM EMPTY C

00-acoustic logo.jpg
01-bathroom pict.jpg
02-bathroom pict.jpg
03-acoustic file syntax.jpg
04-bath gen overview.jpg
05-bath gen door+bath view.jpg
06-bath gen in width view1.jpg
07-bath gen in width view2.jpg
08-bath st room empty c1.jpg
09-bath st room empty c2.jpg
10-acoustic credits.jpg
11-partners info.jpg
12-cksde web info.jpg
13-BATH-ST ROOM EMPTY-C.wav

BATHROOM ST WALL BATHTUB

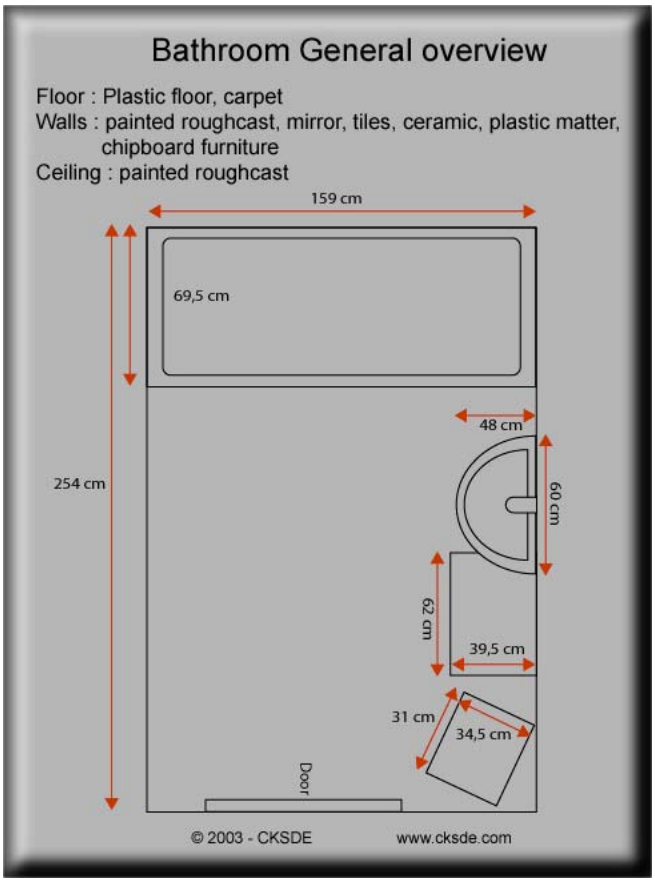
00-acoustic logo.jpg
01-bathroom pict.jpg
02-bathroom pict.jpg
03-acoustic file syntax.jpg
04-bath gen overview.jpg
05-bath gen door+bath view.jpg
06-bath gen in width view1.jpg
07-bath gen in width view2.jpg
08-bath st wall bathtub1.jpg
09-bath st wall bathtub2.jpg
10-acoustic credits.jpg
11-partners info.jpg
12-cksde web info.jpg
13-BATH-ST WALL BATHTUB.wav

4.2.1. IR-ACOUSTIC SPACE • IR-BATHROOM • Common pictures

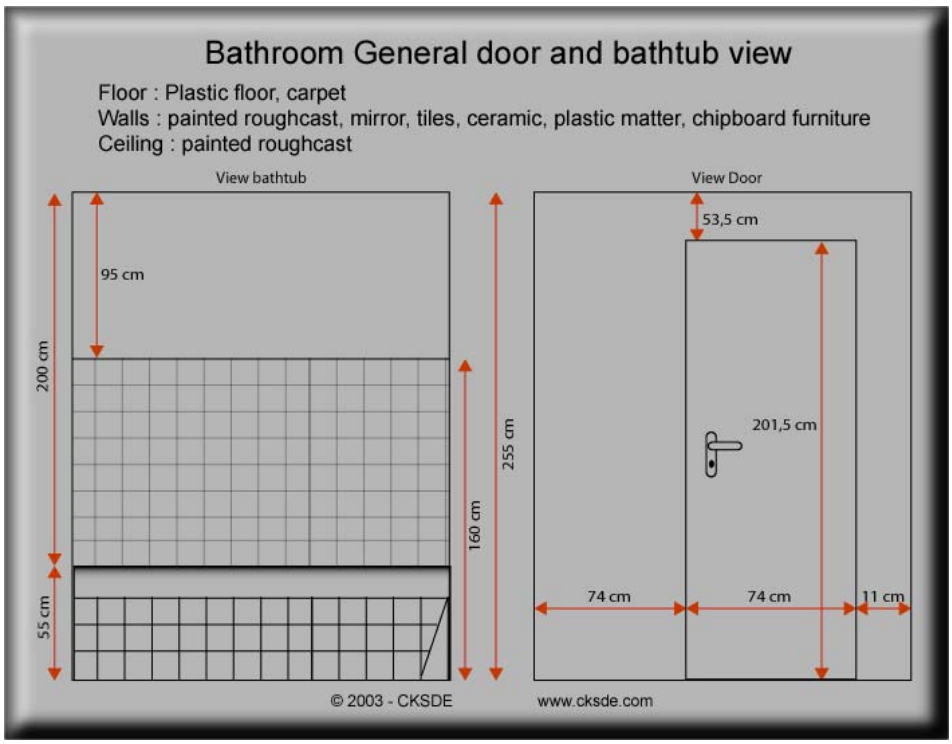


01-bathroom pict.jpg

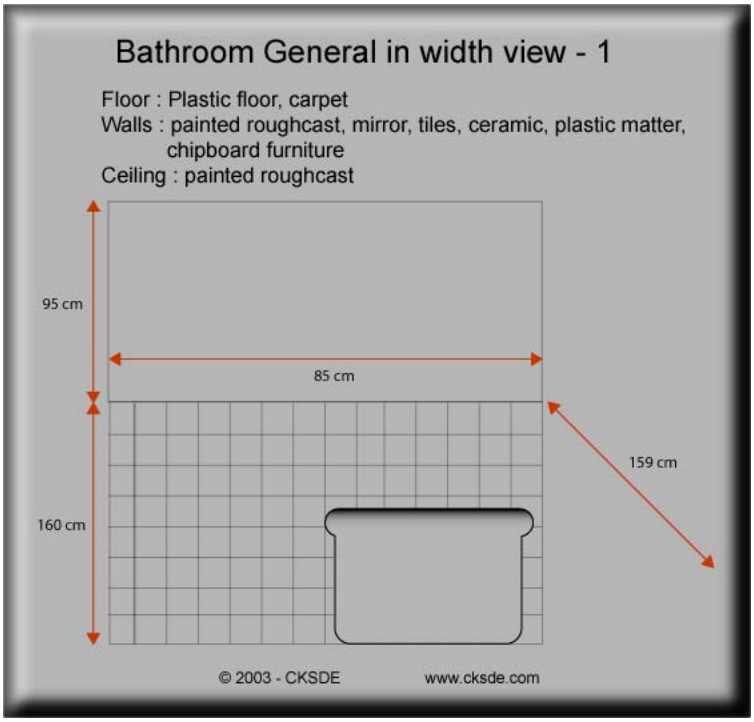
02-bathroom pict.jpg



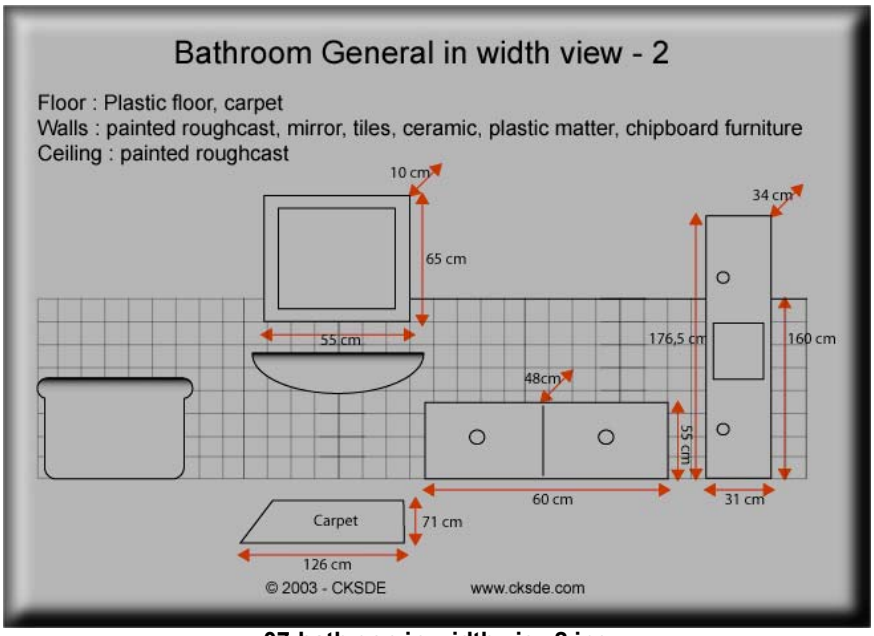
04-bath gen overview.jpg



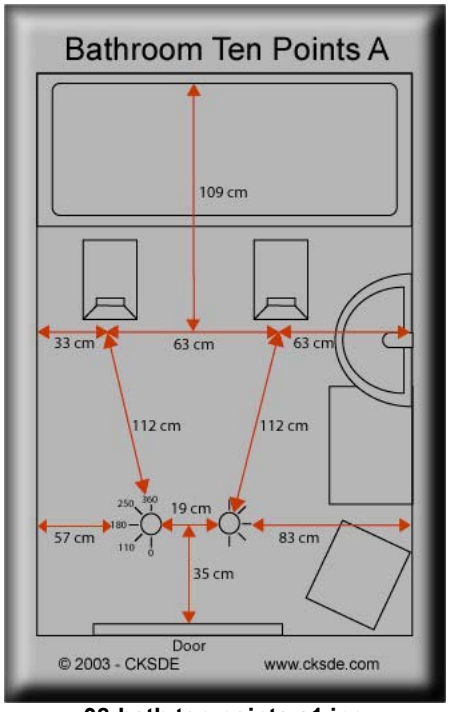
05-bath gen door+bath view.jpg



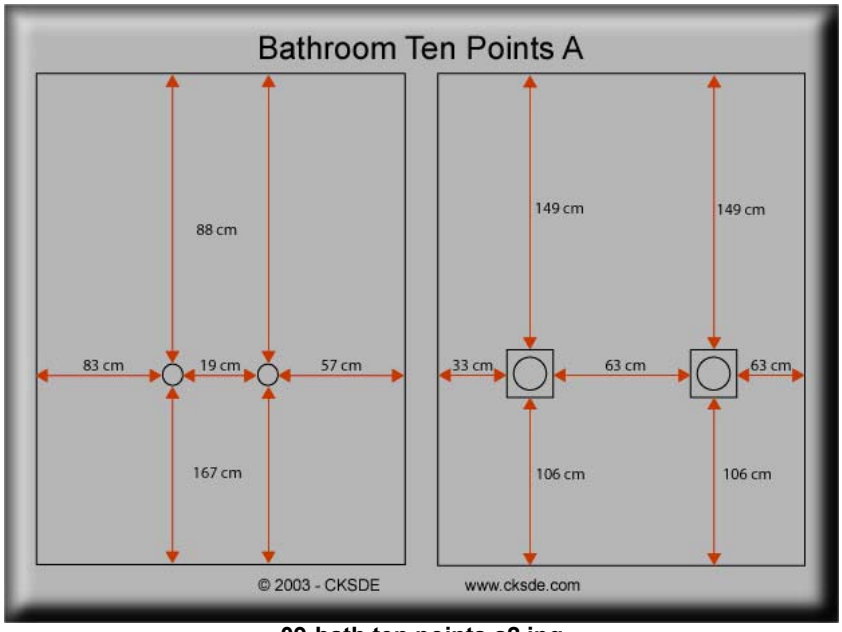
06-bath gen in width view1.jpg



07-bath gen in width view2.jpg

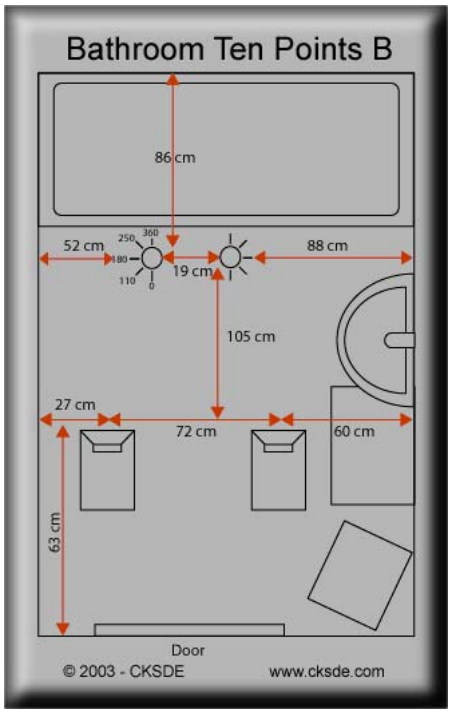


08-bath ten points a1.jpg

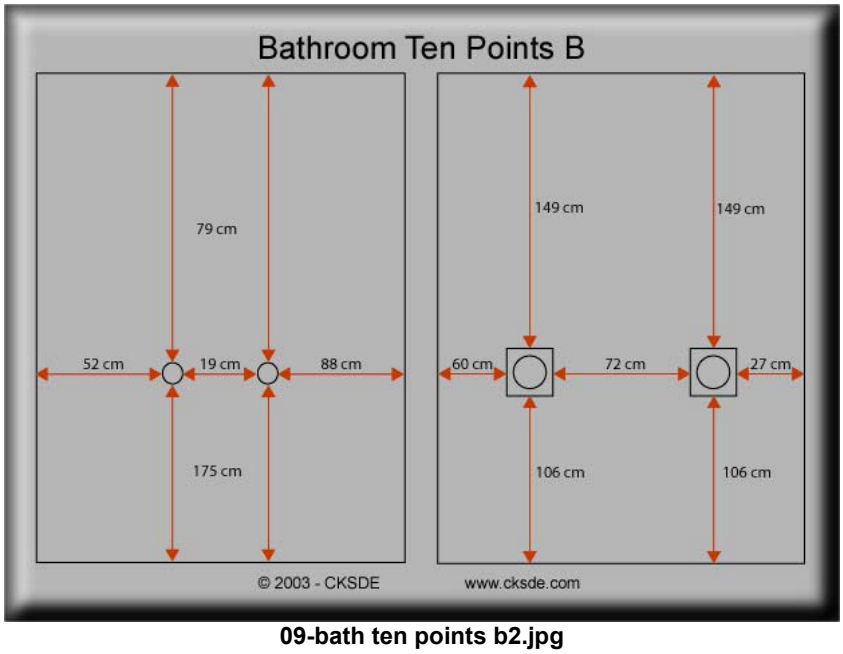


09-bath ten points a2.jpg

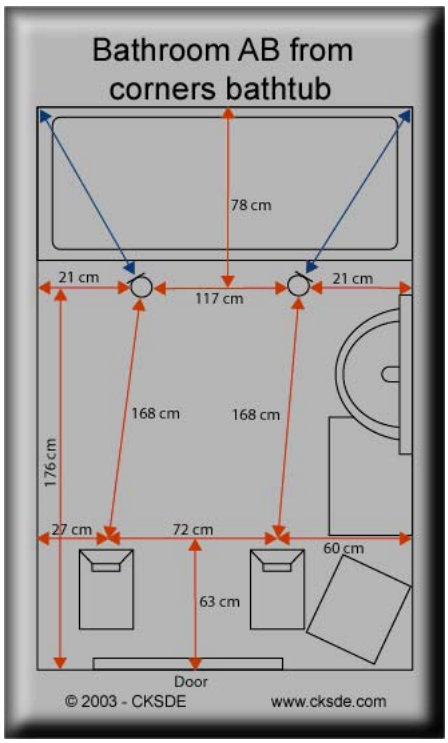
4.2.3. IR-ACOUSTIC SPACE • IR-BATHROOM • BATHROOM 10 POINTS-B • pictures



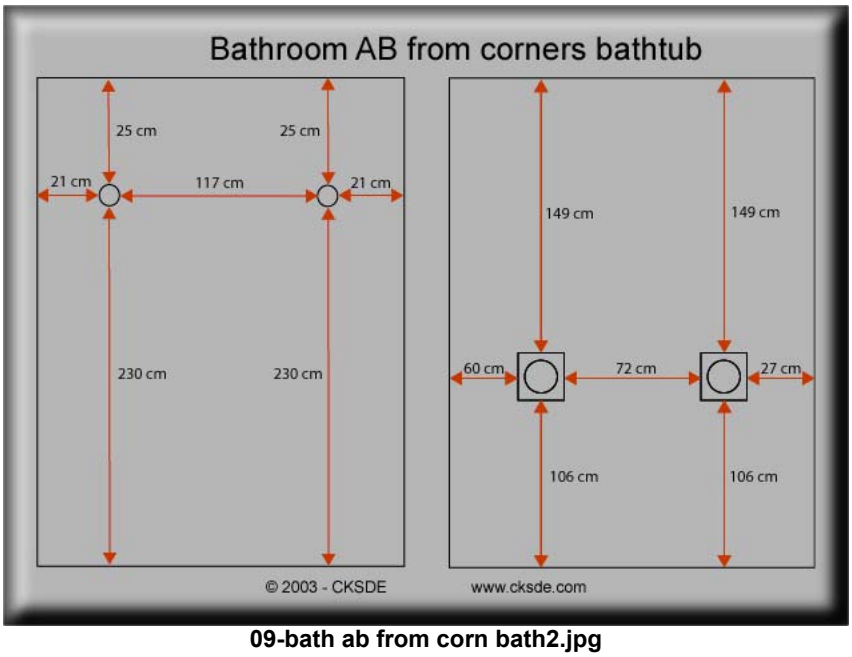
08-bath ten points b1.jpg



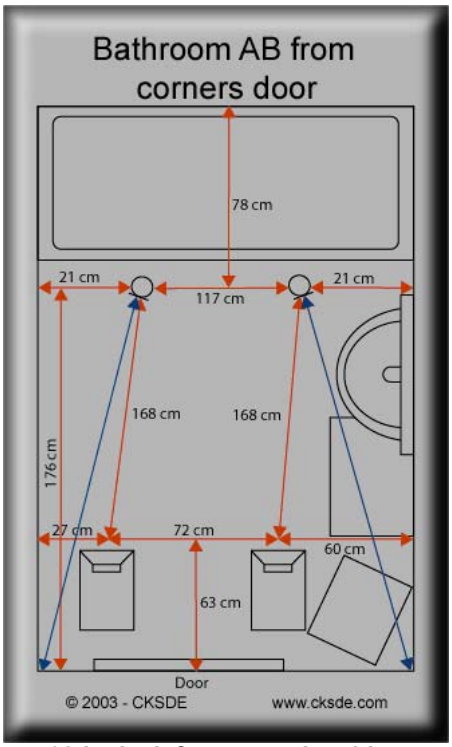
09-bath ten points b2.jpg



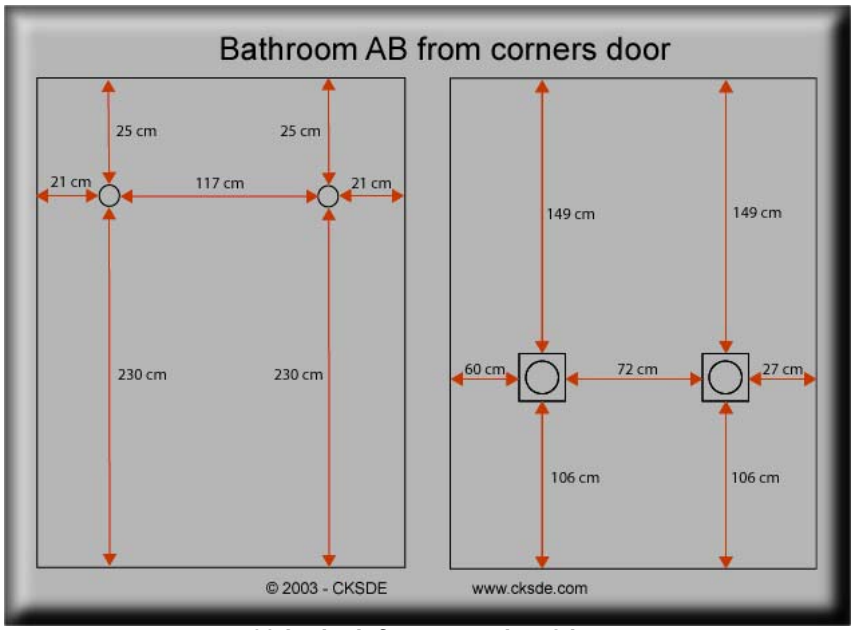
08-bath ab from corn bath1.jpg



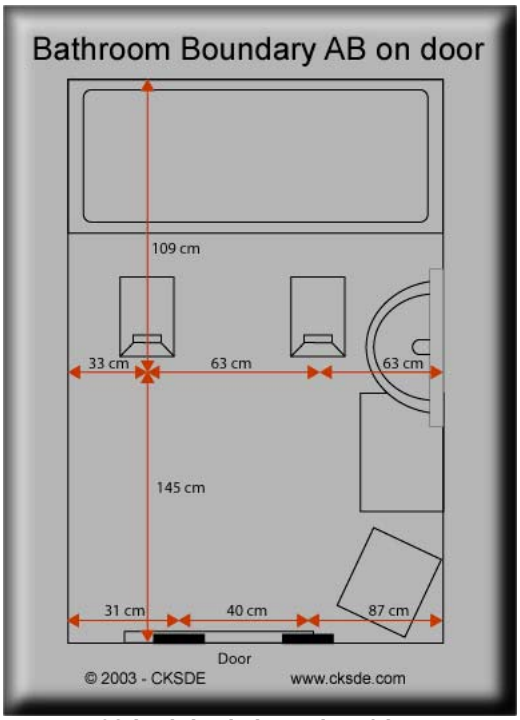
09-bath ab from corn bath2.jpg



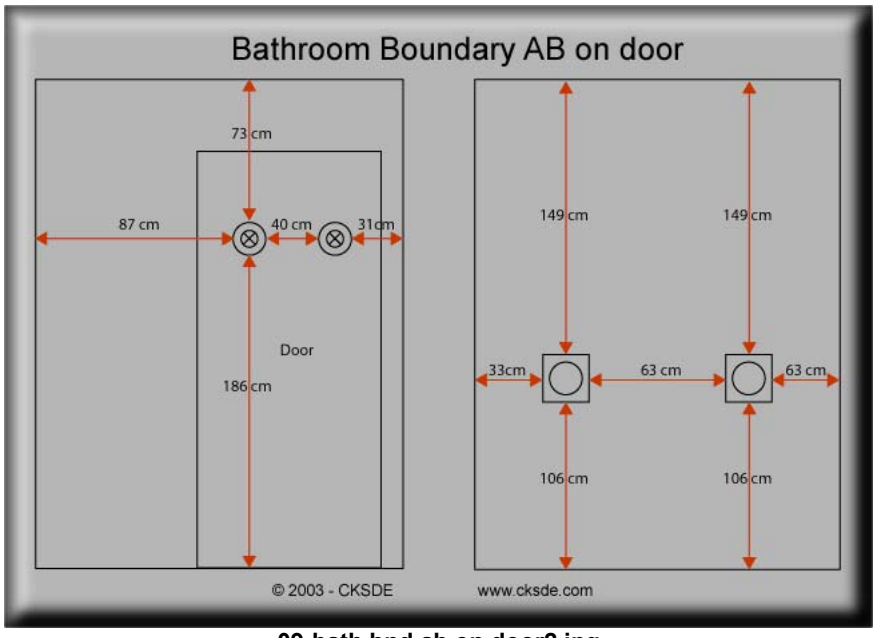
08-bath ab from corn door1.jpg



09-bath ab from corn door2.jpg

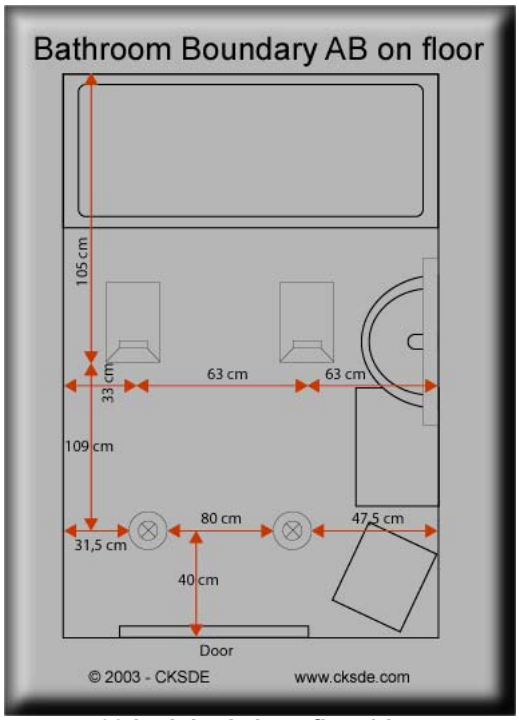


08-bath bnd ab on door1.jpg

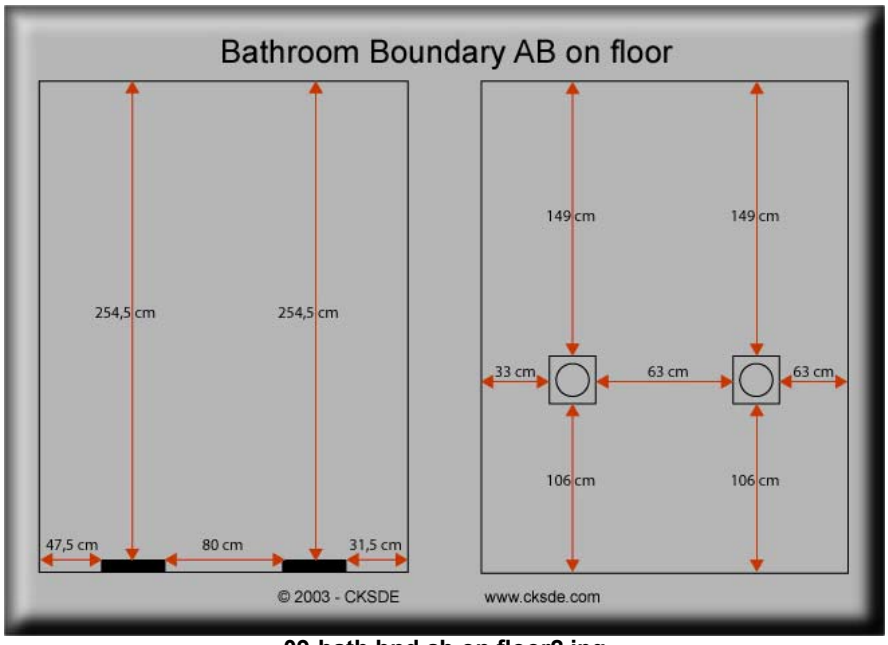


09-bath bnd ab on door2.jpg

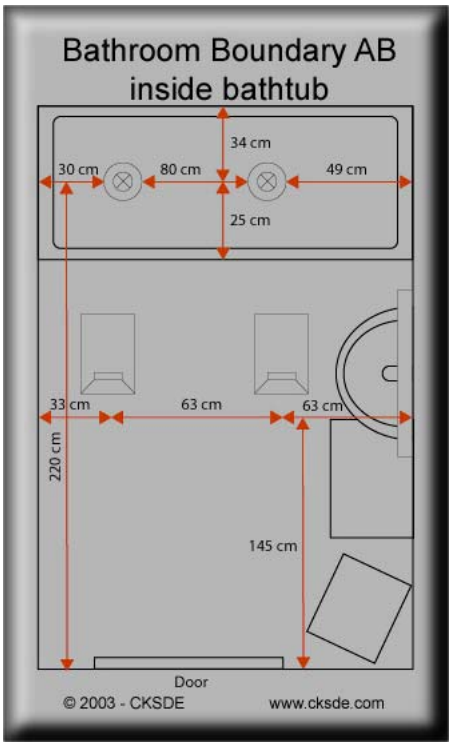
4.2.7. IR-ACOUSTIC SPACE • IR-BATHROOM • BATHROOM BND AB ON FLOOR • pictures



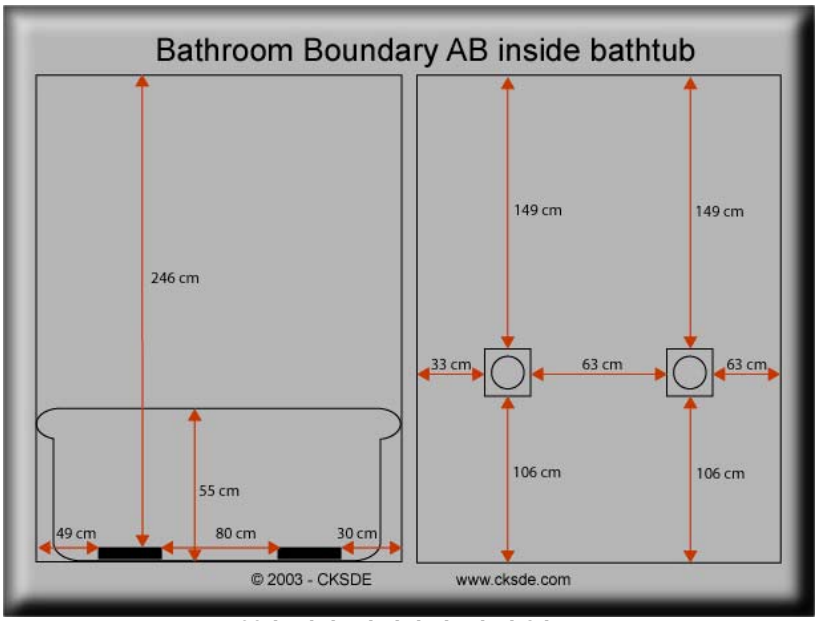
08-bath bnd ab on floor1.jpg



09-bath bnd ab on floor2.jpg

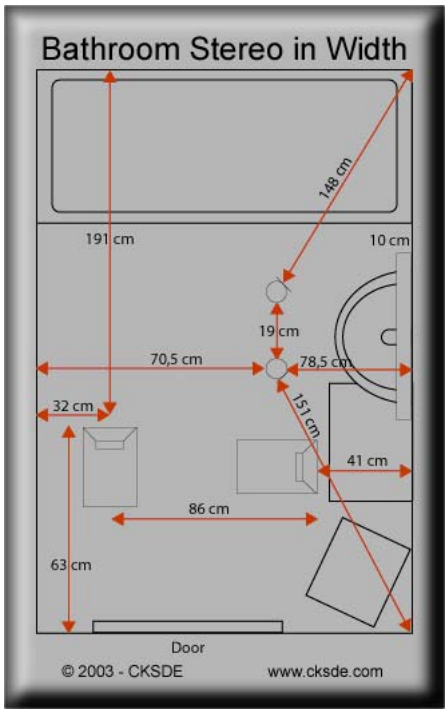


08-bath bnd ab in bathub1.jpg

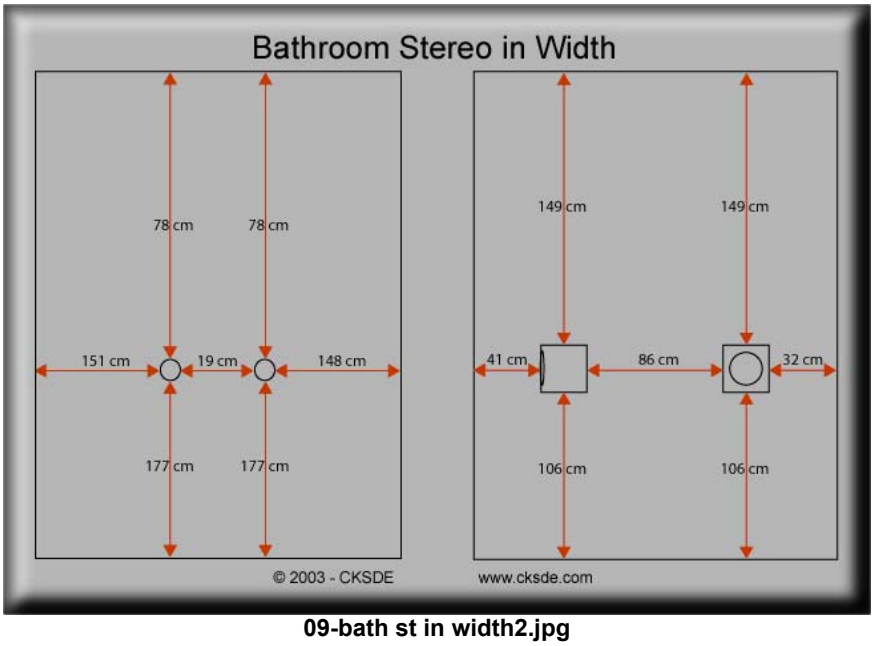


09-bath bnd ab in bathub2.jpg

4.2.9. IR-ACOUSTIC SPACE • IR-BATHROOM • BATHROOM ST IN WIDTH • pictures

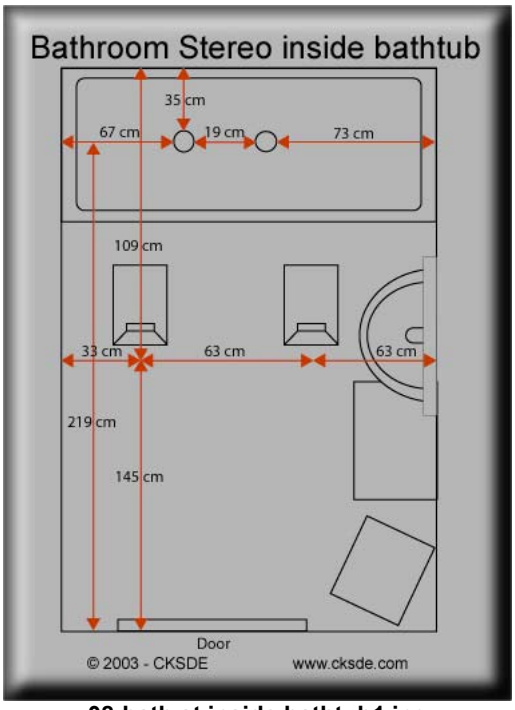


08-bath st in width1.jpg

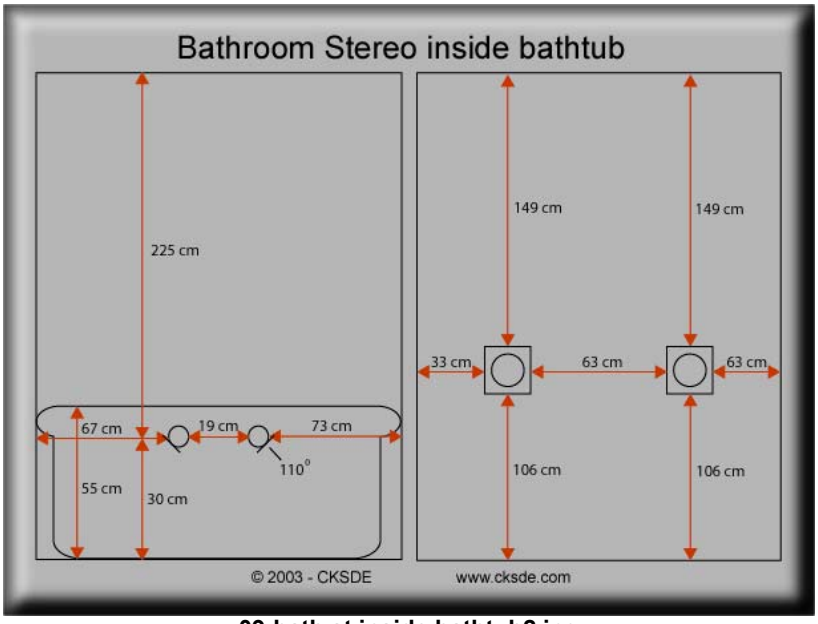


09-bath st in width2.jpg

4.2.10. IR-ACOUSTIC SPACE • IR-BATHROOM • BATHROOM ST INSIDE BATHTUB • pictures

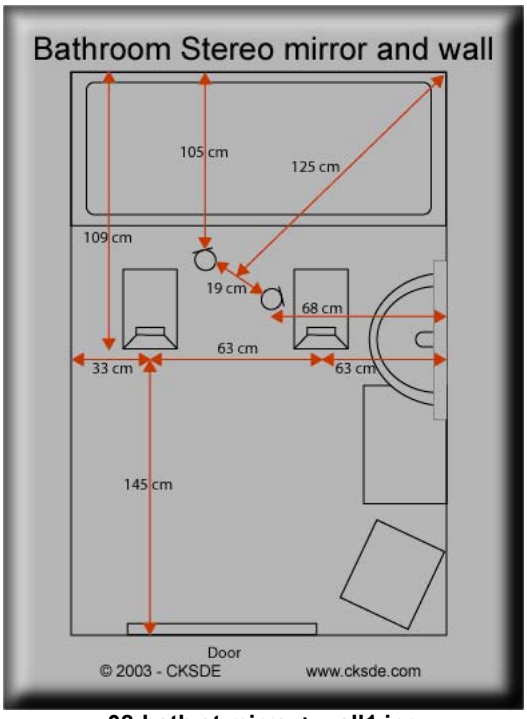


08-bath st inside bathtub1.jpg

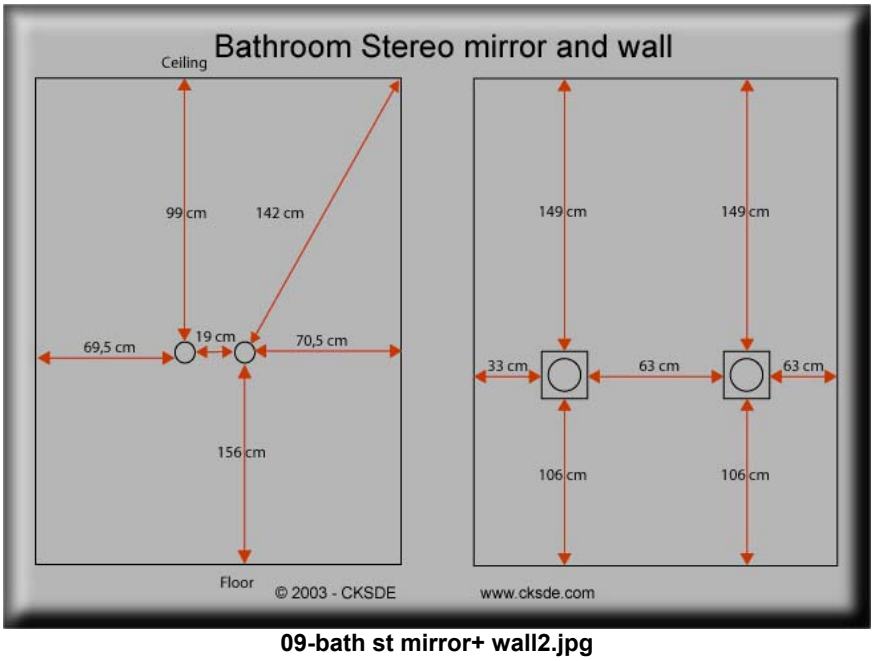


09-bath st inside bathtub2.jpg

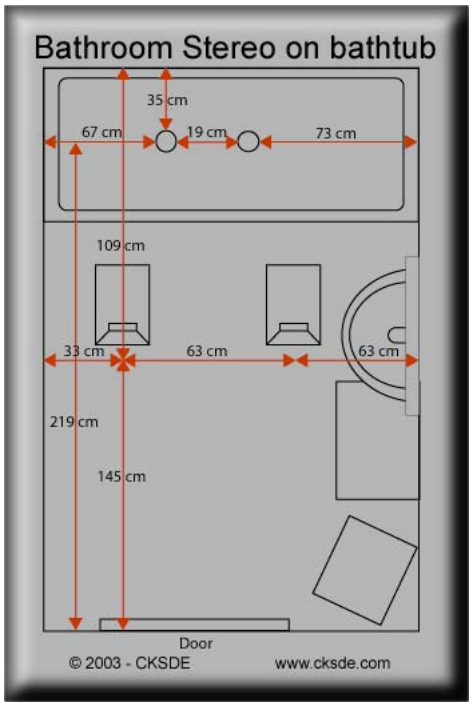
4.2.11. IR-ACOUSTIC SPACE • IR-BATHROOM • BATHROOM ST MIRROR + WALL • pictures



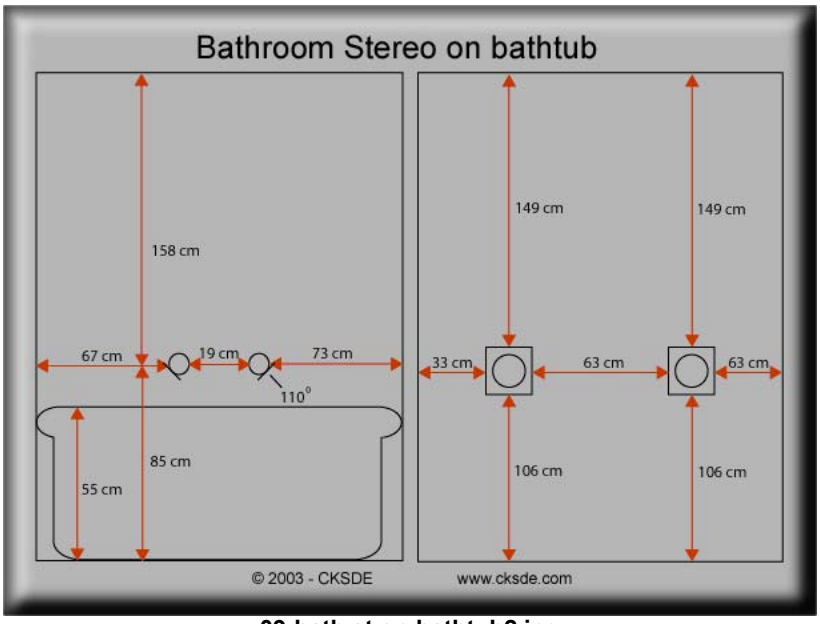
08-bath st mirror+ wall1.jpg



09-bath st mirror+ wall2.jpg

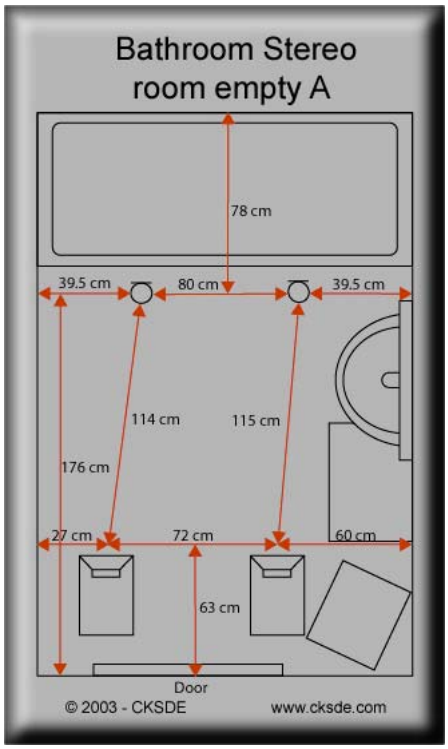


08-bath st on bathtub1.jpg

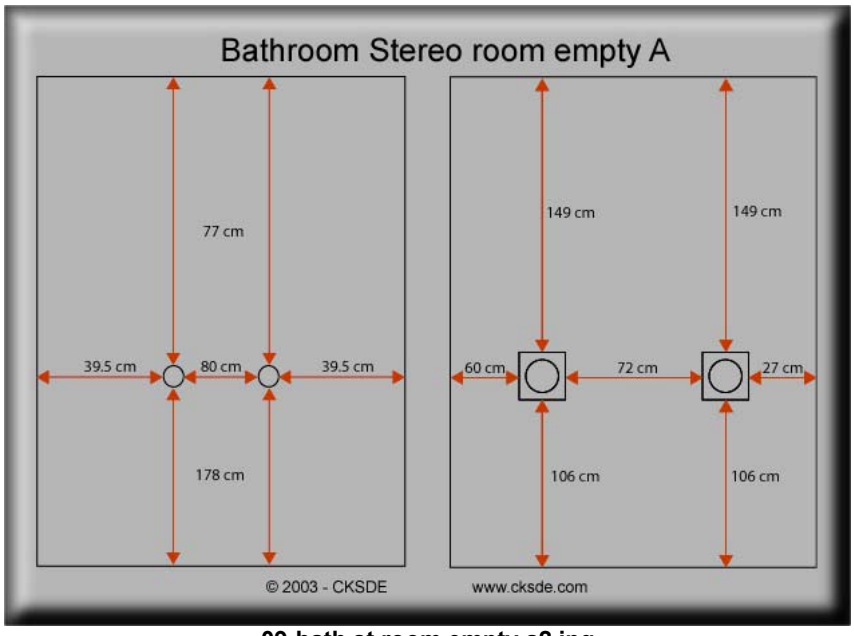


09-bath st on bathtub2.jpg

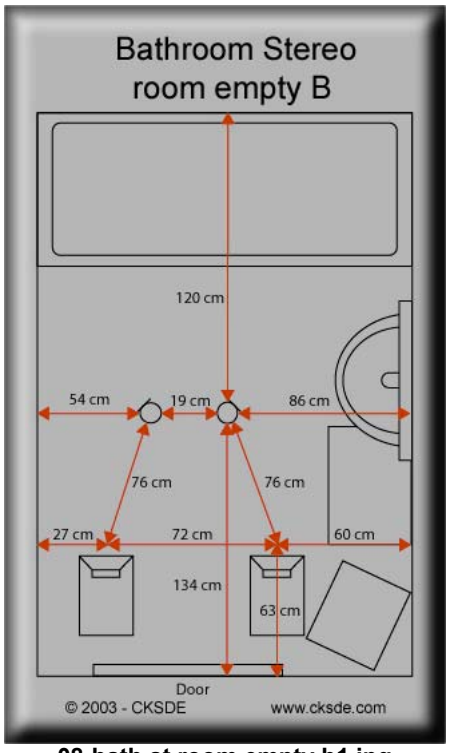
4.2.13. IR-ACOUSTIC SPACE • IR-BATHROOM • BATHROOM ST ROOM EMPTY A • pictures



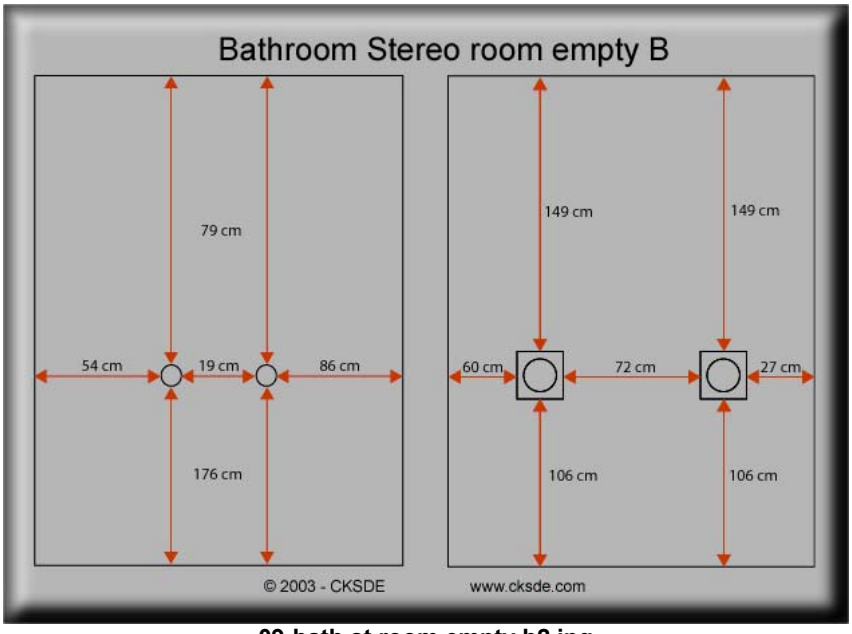
08-bath st room empty a1.jpg



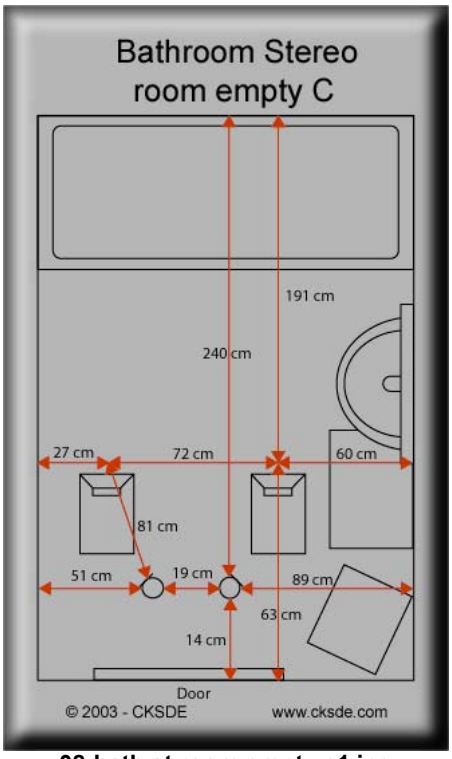
09-bath st room empty a2.jpg



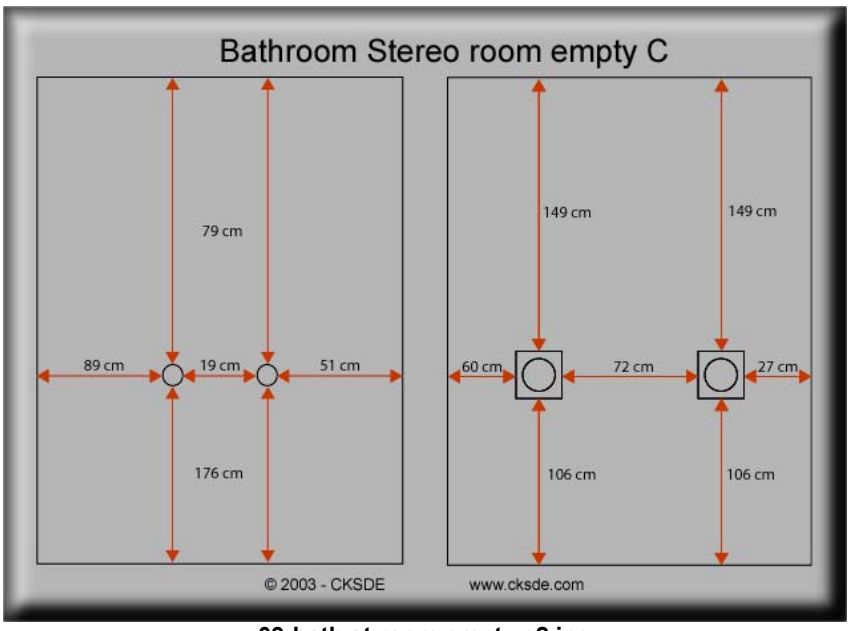
08-bath st room empty b1.jpg



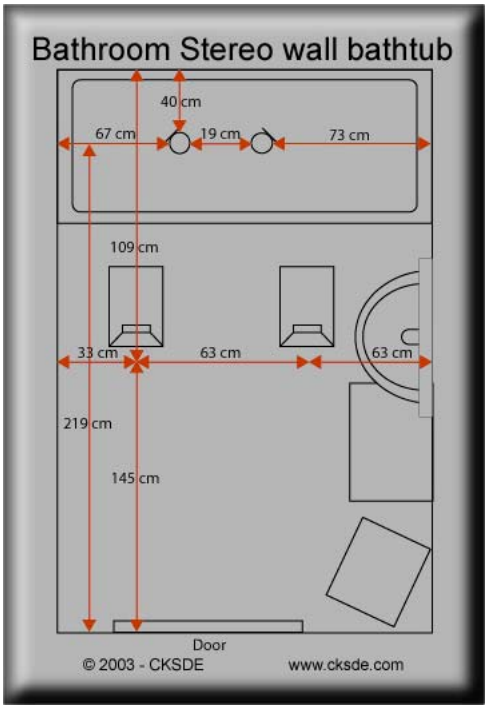
09-bath st room empty b2.jpg



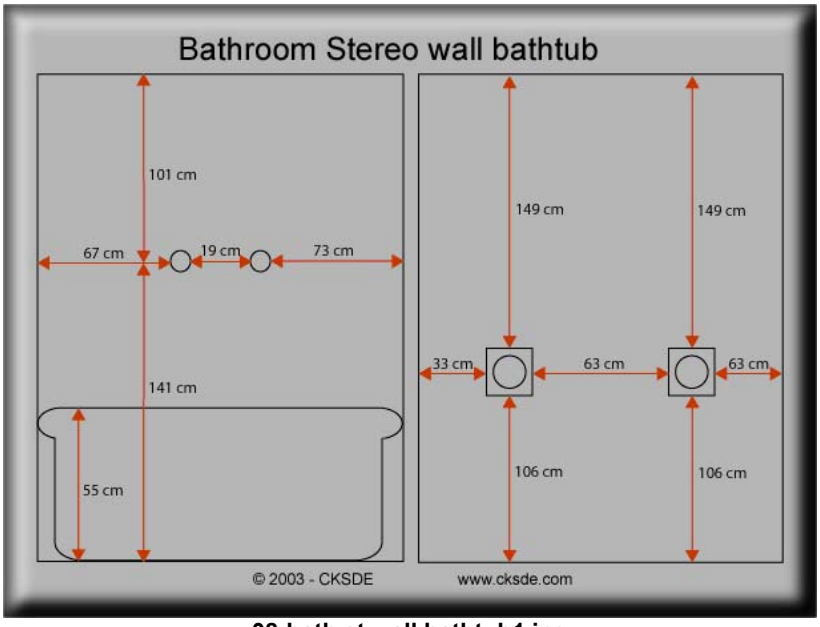
08-bath st room empty c1.jpg



09-bath st room empty c2.jpg



08-bath st wall bathtub1.jpg



08-bath st wall bathtub1.jpg

4.3. IR-ACOUSTIC SPACE • IR- CLASSROOM • General content

IR-ACOUSTIC SPACE

IR-CLASSROOM

CLASSROOM BND AB WIDE ON FLOOR

00-acoustic logo.jpg
01-classroom pict.jpg
02-classroom pict.jpg
03-classroom pict.jpg
04-acoustic file syntax.jpg
05-classroom gen view1.jpg
06-classroom gen view2.jpg
07-classroom bnd ab wide1.jpg
08-classroom bnd ab wide2.jpg
09-acoustic credits.jpg
10-partners info.jpg
11-cksde web info.jpg
12-CLASS-BND AB WIDE-ON FLR.wav

CLASSROOM STEREO

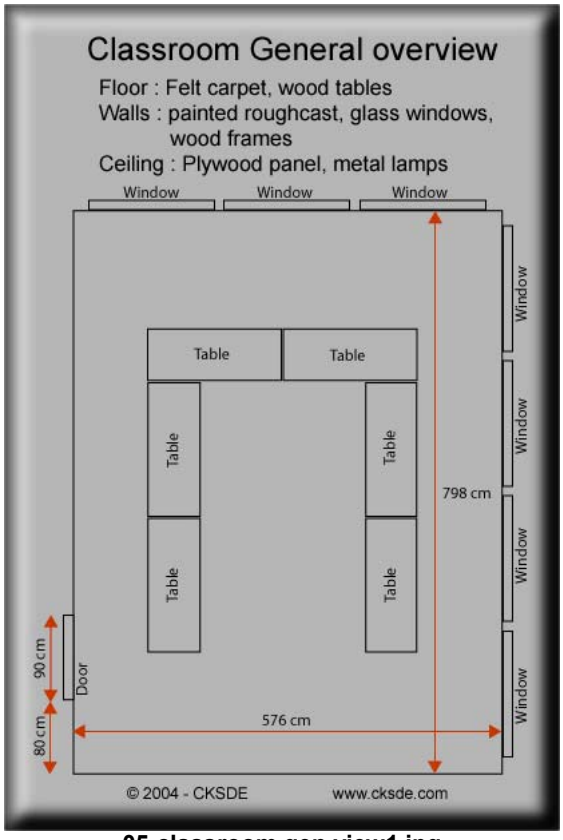
00-acoustic logo.jpg
01-classroom pict.jpg
02-classroom pict.jpg
03-classroom pict.jpg
04-acoustic file syntax.jpg
05-classroom gen view1.jpg
06-classroom gen view2.jpg
07-classroom st1.jpg
08-classroom st2.jpg
09-acoustic credits.jpg
10-partners info.jpg
11-cksde web info.jpg
12-CLASSROOM-ST.wav

4.3.1. IR-ACOUSTIC SPACE • IR-CLASSROOM • Common pictures

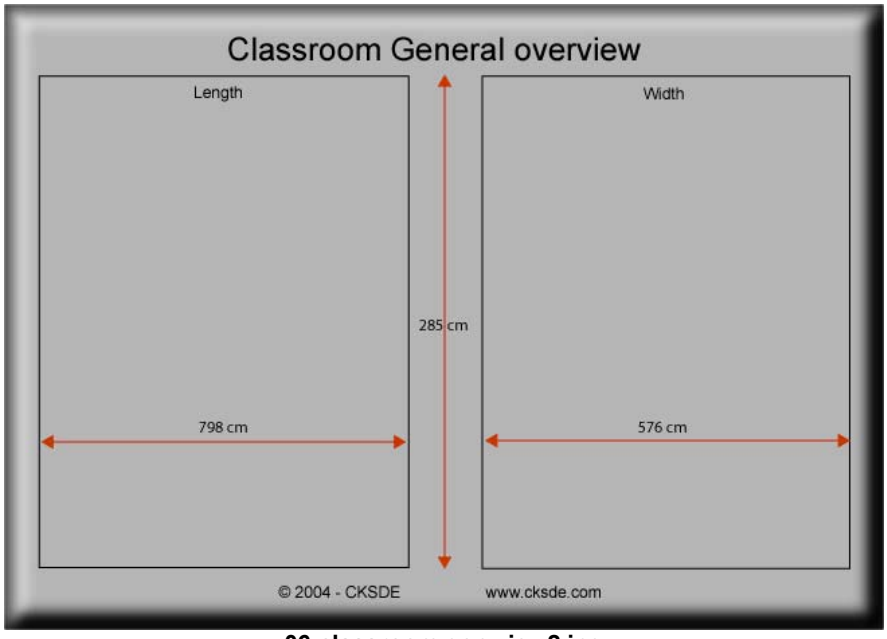
01-classroom pict.jpg

02-classroom pict.jpg

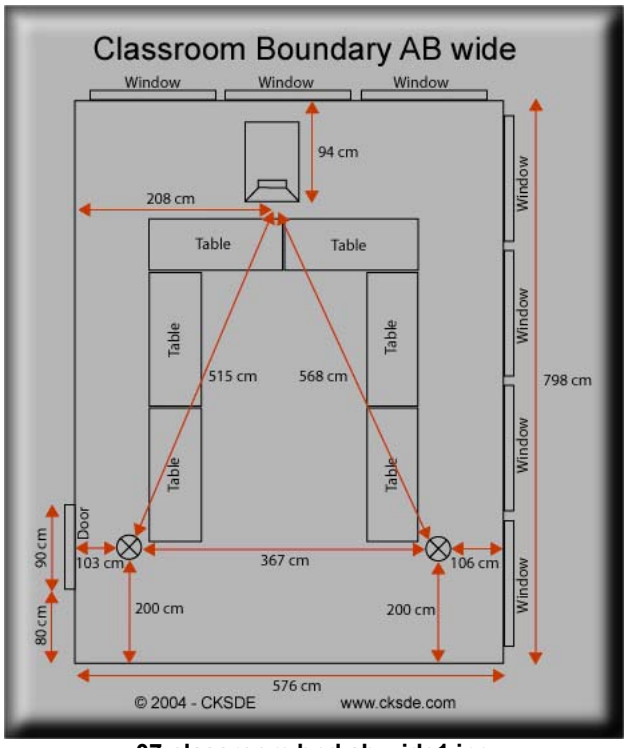
03-classroom pict.jpg



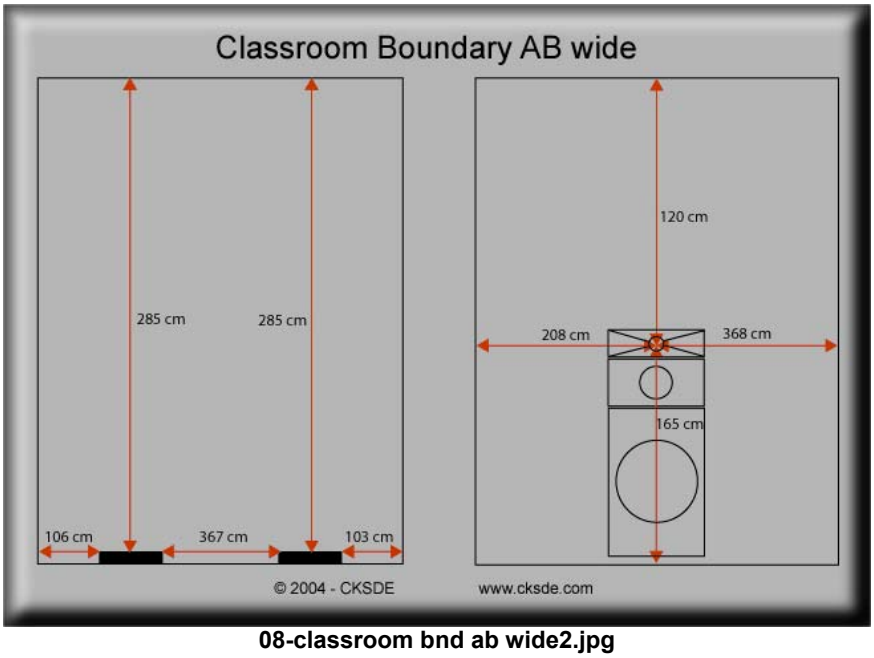
05-classroom gen view1.jpg



06-classroom gen view2.jpg

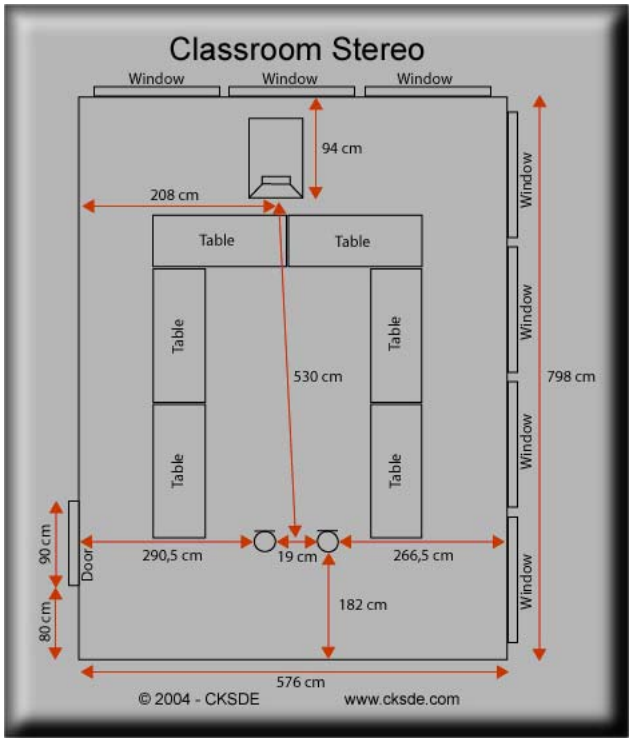


07-classroom bnd ab wide1.jpg

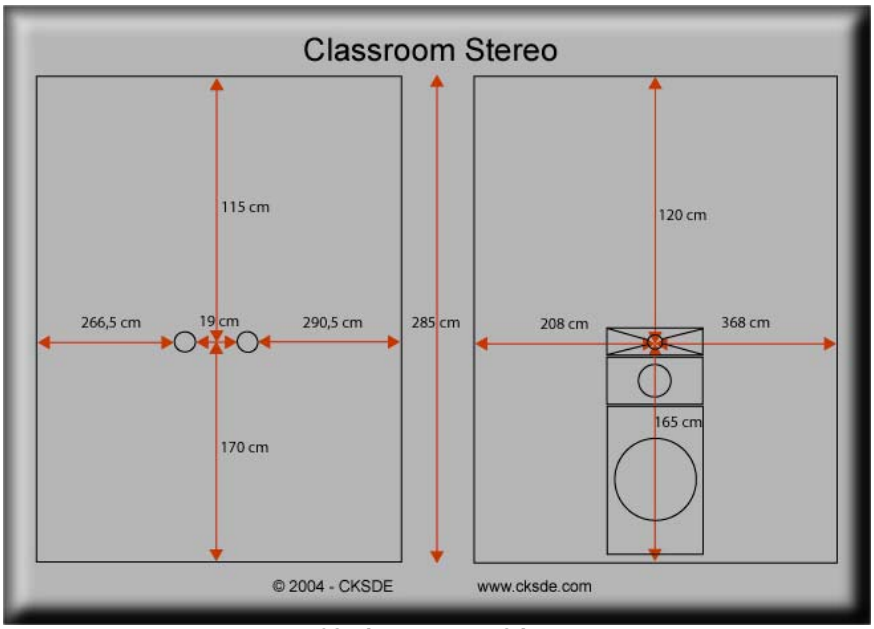


08-classroom bnd ab wide2.jpg

4.3.3. IR-ACOUSTIC SPACE • IR-CLASSROOM • CLASSROOM STEREO • pictures



07-classroom st1.jpg



08-classroom st2.jpg

4.4. IR-ACOUSTIC SPACE • IR-CORRIDOR • General content

IR-ACOUSTIC SPACE

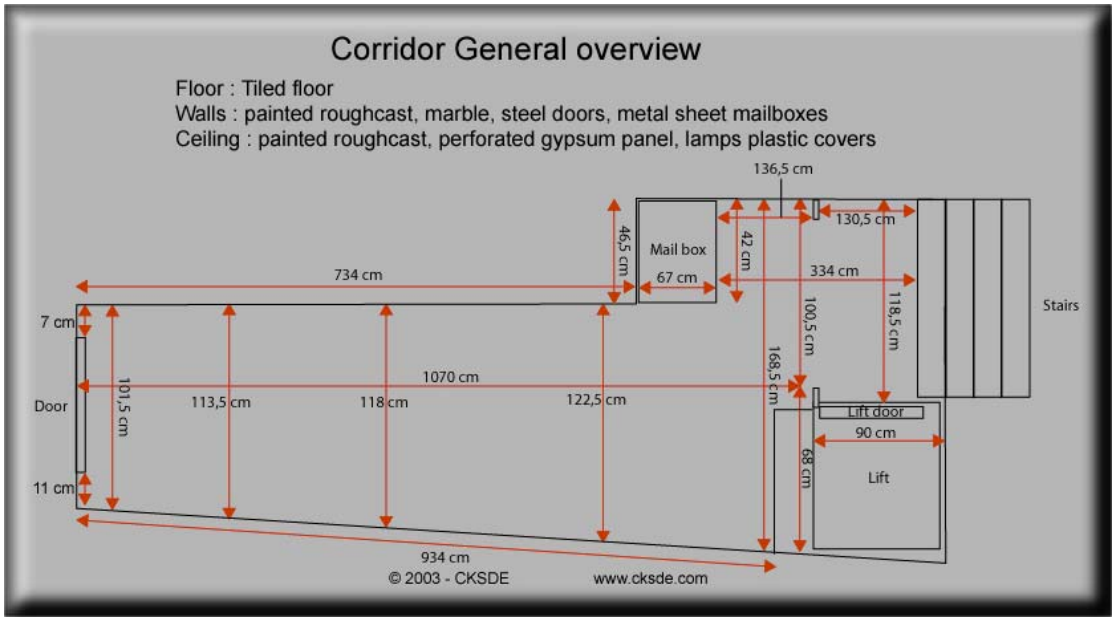
IR-CORRIDOR

00-acoustic logo.jpg
01-corridor pict int.jpg
02-acoustic file syntax.jpg
03-corridor gen overview.jpg
04-corridor gen stairs view.jpg
05-corridor gen door view.jpg
06-corridor quad1.jpg
07-corridor quad2.jpg

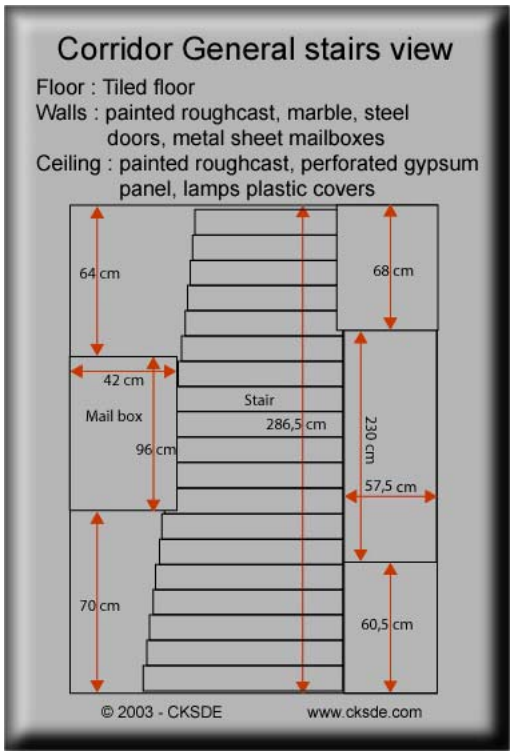
08-acoustic credits.jpg
09-partners info.jpg
10-cksde web info.jpg
11-CORRIDOR-Q-F L_R.wav
12-CORRIDOR-Q-B L_R.wav

4.4.1. IR-ACOUSTIC SPACE • IR-CORRIDOR • Common pictures

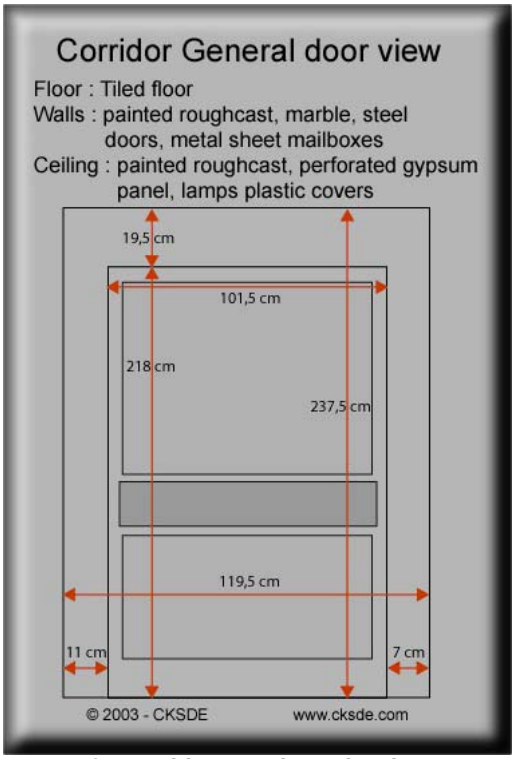
01-corridor pict int.jpg



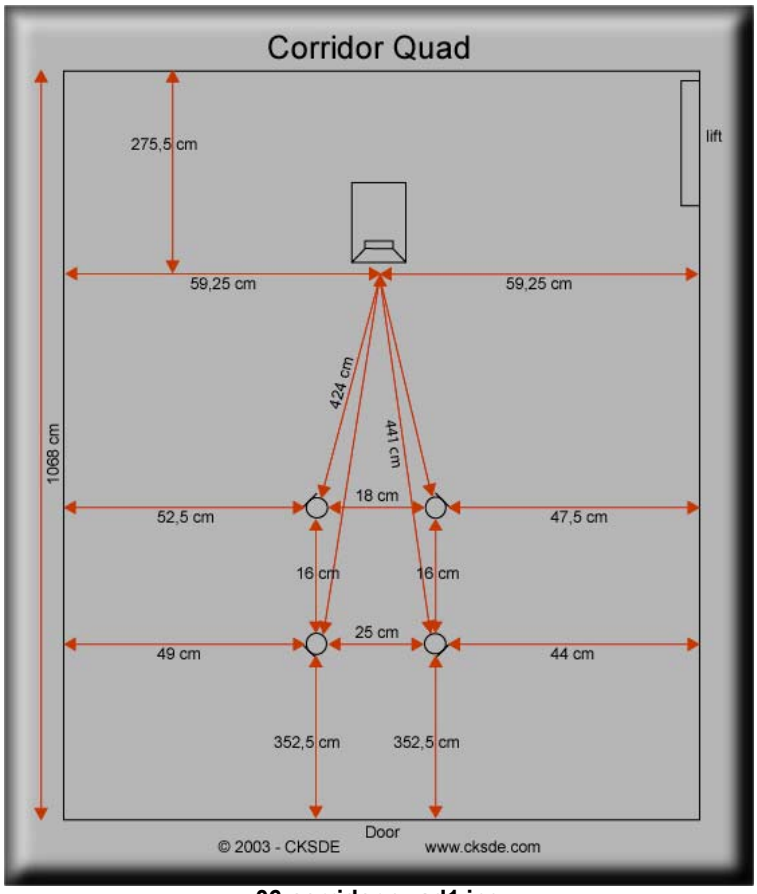
03-corridor gen overview.jpg



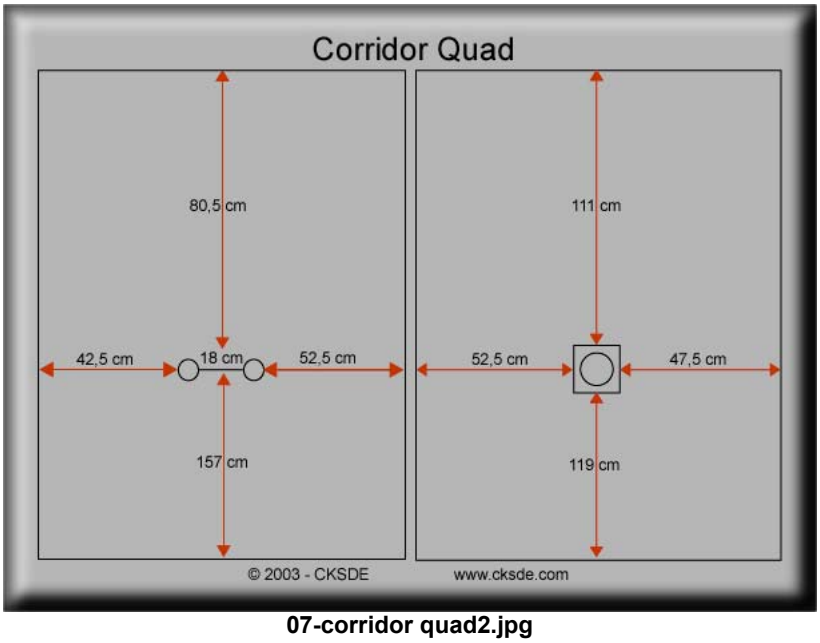
04-corridor gen stairs view.jpg



05-corridor gen door view.jpg



06-corridor quad1.jpg



07-corridor quad2.jpg

4.5. IR-ACOUSTIC SPACE • IR-ENTRY HALL • General content

IR-ACOUSTIC SPACE

IR-ENTRY HALL

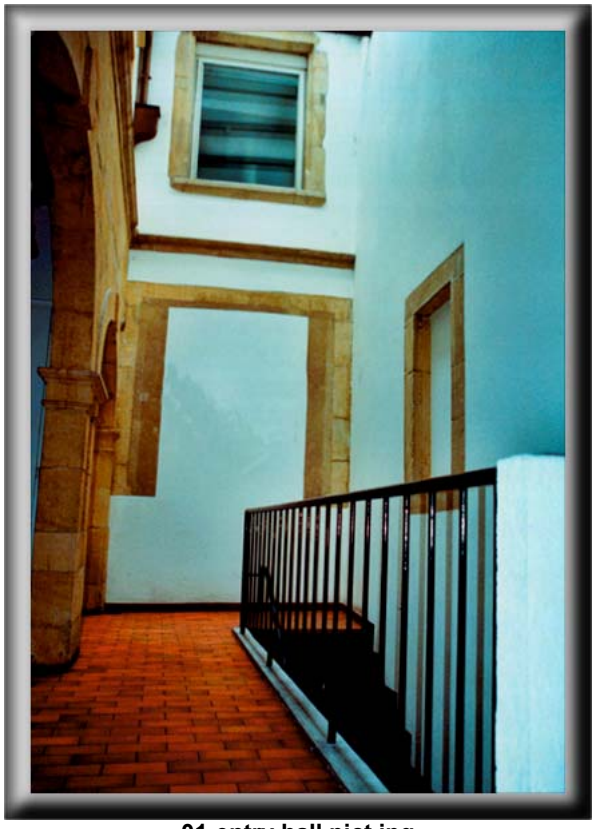
ENTRY HALL QUAD IN LENGHT

00-acoustic logo.jpg
01-entry hall pict.jpg
02-entry hall pict.jpg
03-acoustic file syntax.jpg
04-entry hall gen overview.jpg
05-entry hall gen vaultview.jpg
06-entry hall gen gallery.jpg
07-entry hall q in lenght1.jpg
08-entry hall q in lenght2.jpg
09-acoustic credits.jpg
10-partners info.jpg
11-cksde web info.jpg
12-ENTRY HALL-Q-LEN-F-L_R.wav
13-ENTRY HALL-Q-LEN-B-L_R.wav

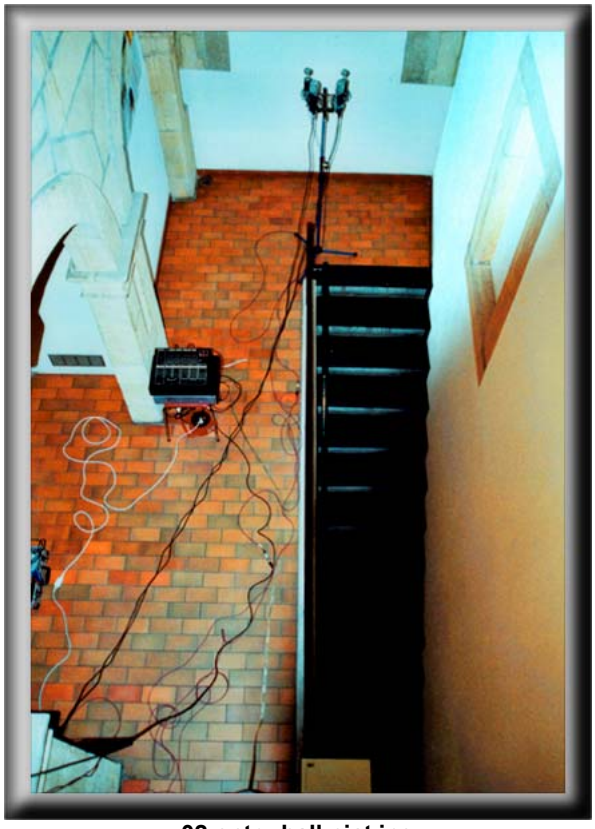
ENTRY HALL QUAD IN WIDTH

00-acoustic logo.jpg
01-entry hall pict.jpg
02-entry hall pict.jpg
03-acoustic file syntax.jpg
04-entry hall gen overview.jpg
05-entry hall gen vaultview.jpg
06-entry hall gen gallery.jpg
07-entry hall q in width1.jpg
08-entry hall q in width2.jpg
09-acoustic credits.jpg
10-partners info.jpg
11-cksde web info.jpg
12-ENTRY HALL-Q-WIDTH-F L_R.wav
13-ENTRY HALL-Q-WIDTH-B L_R.wav

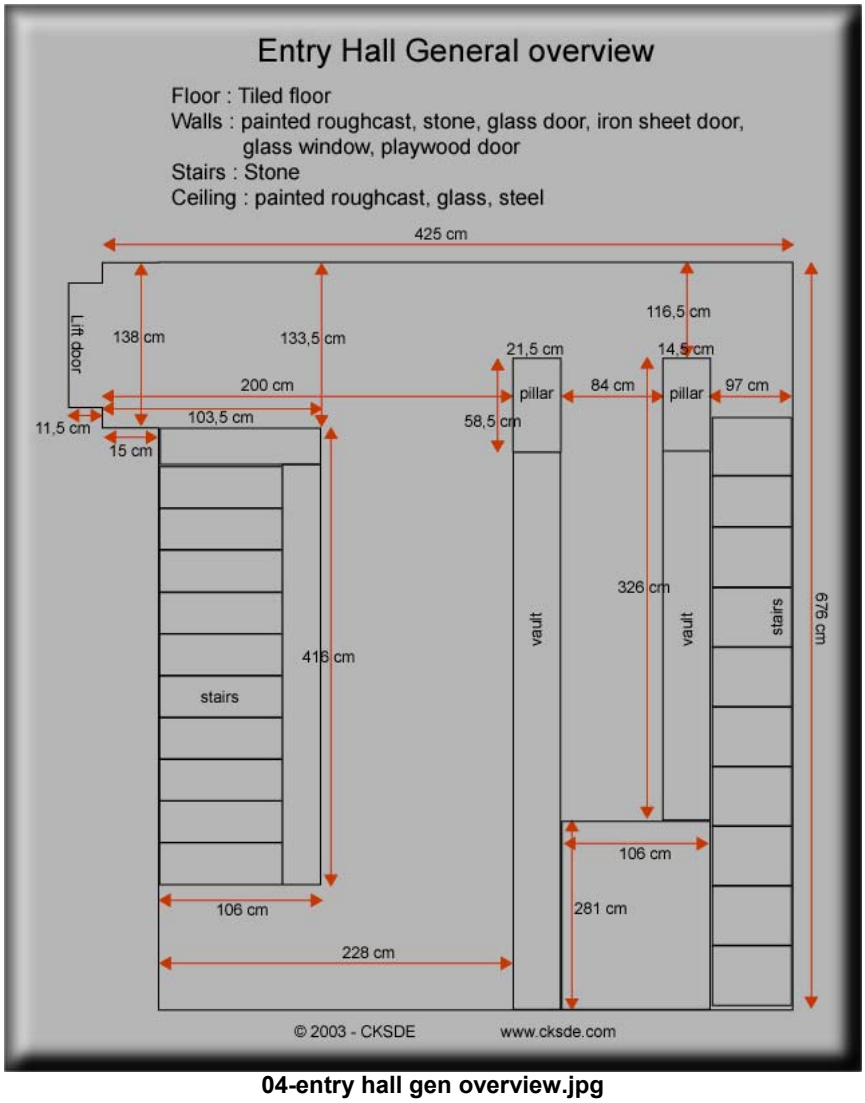
4.5.1. IR-ACOUSTIC SPACE • IR-ENTRY HALL • Common pictures



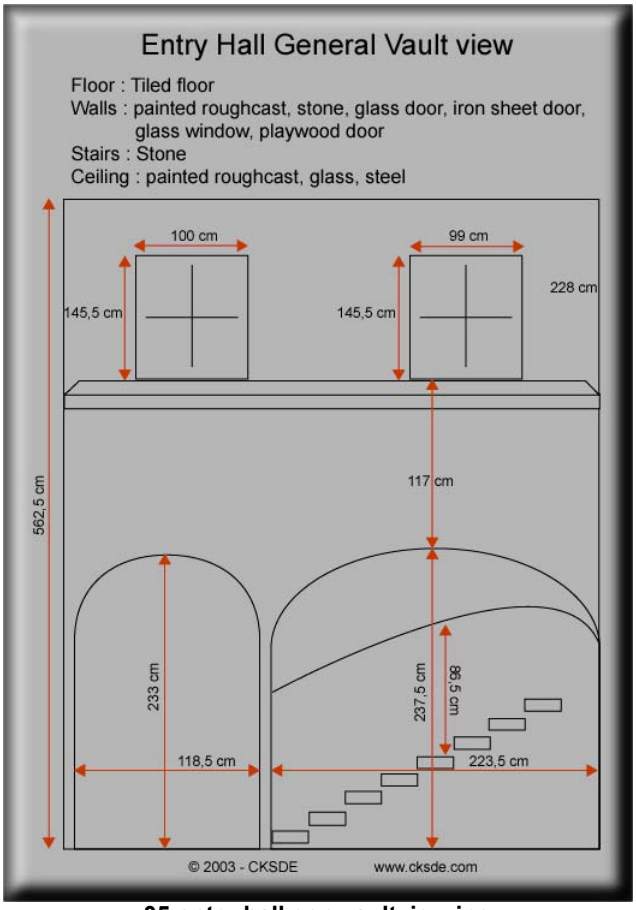
01-entry hall pict.jpg



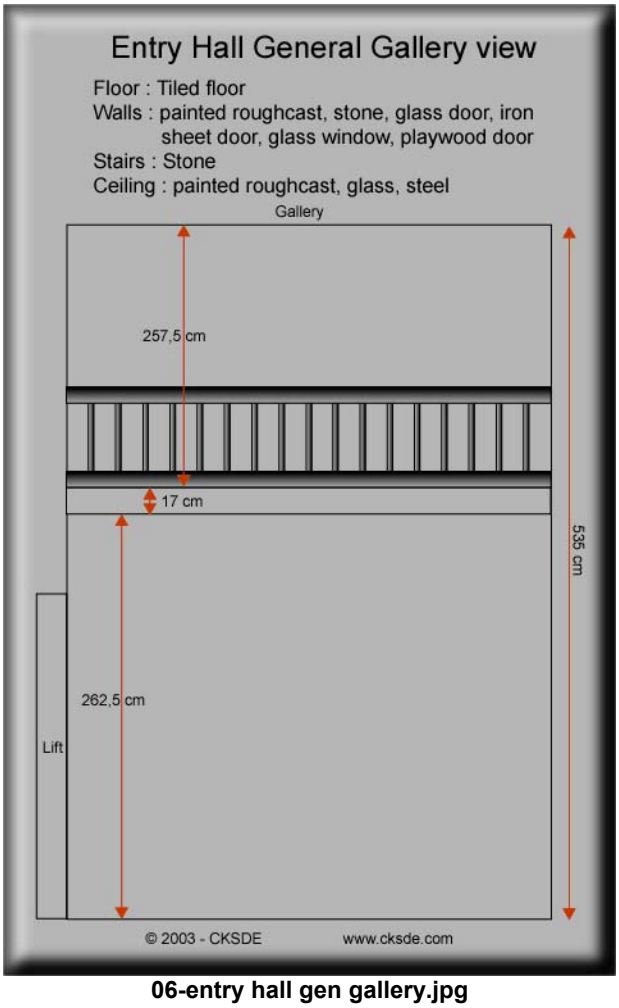
02-entry hall pict.jpg



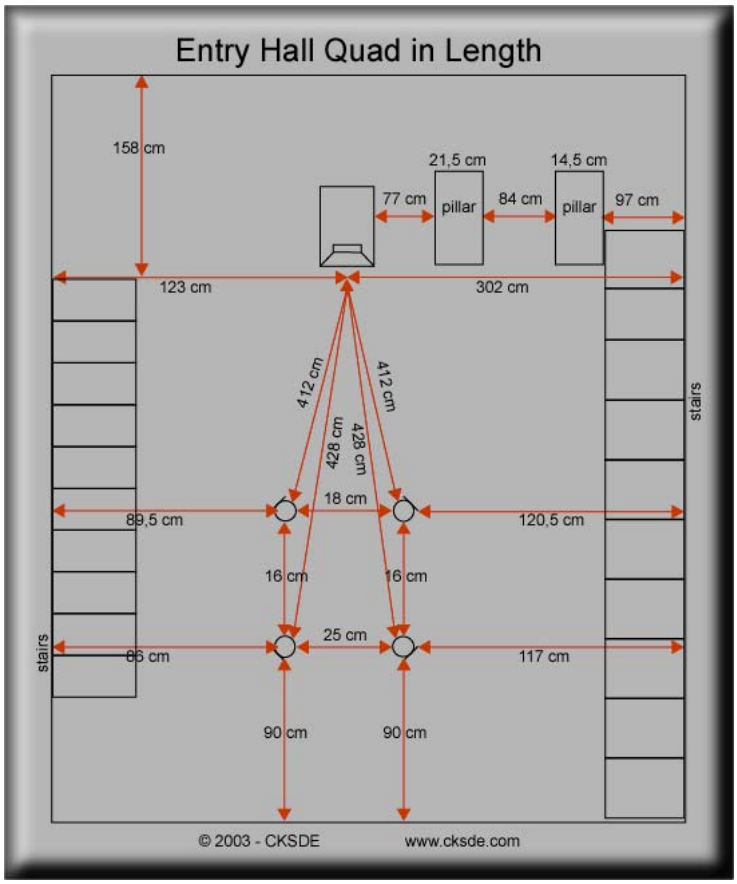
04-entry hall gen overview.jpg



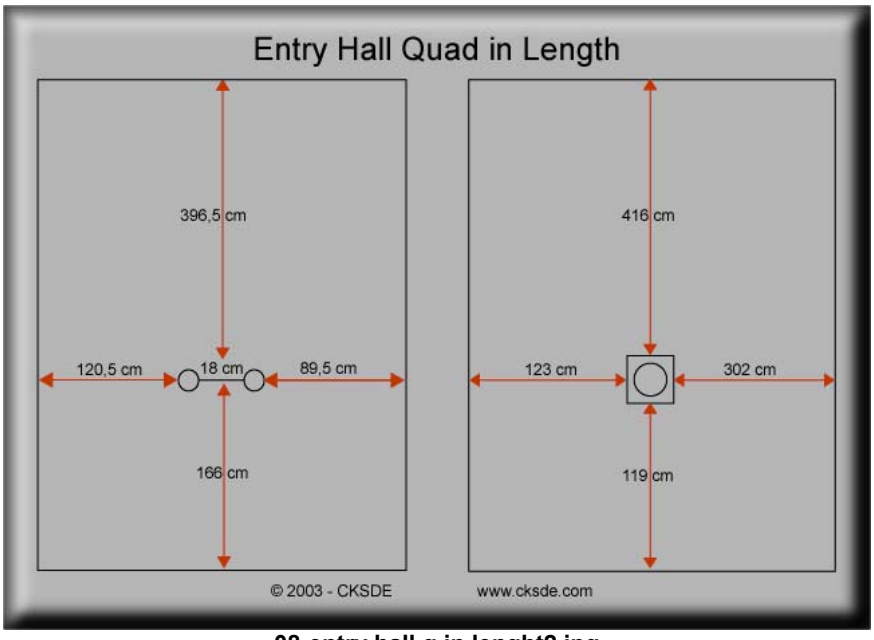
05-entry hall gen vaultview.jpg



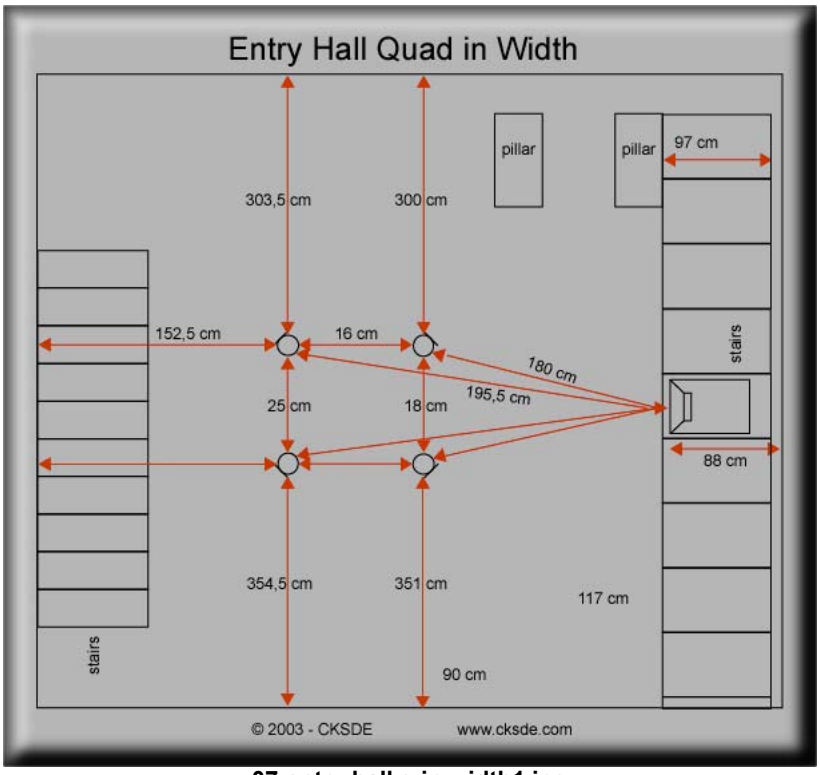
06-entry hall gen gallery.jpg



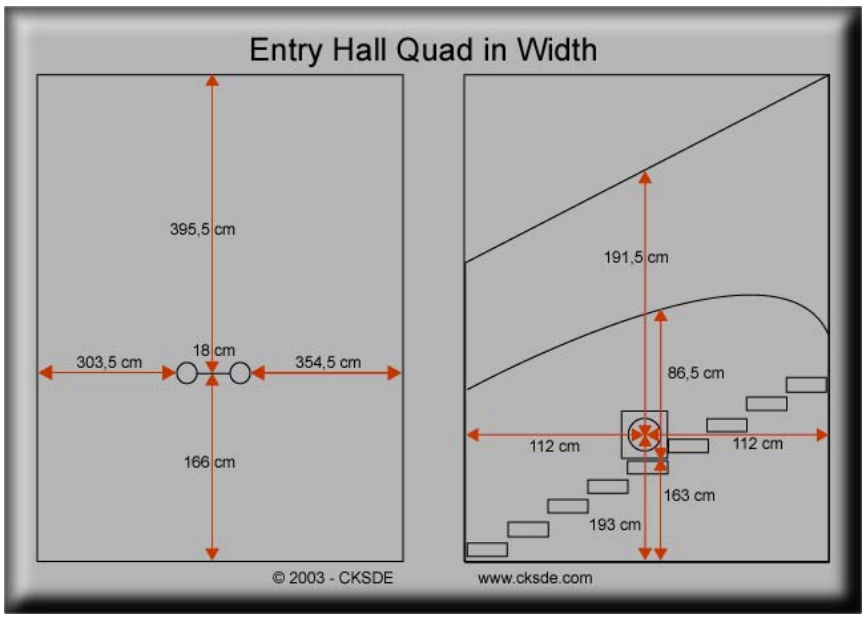
07-entry hall q in lenght1.jpg



08-entry hall q in lenght2.jpg



07-entry hall q in width1.jpg



08-entry hall q in width2.jpg

4.6. IR-ACOUSTIC SPACE • IR-PARISH HALL • General content

IR-ACOUSTIC SPACE

IR-PARISH HALL

PARISH HALL 10 POINTS-A

00-acoustic logo.jpg
01-parish hall pict.jpg
02-parish hall pict.jpg
03-parish hall pict.jpg
04-parish hall pict.jpg
05-parish hall pict.jpg
06-parish hall pict.jpg
07-parish hall pict.jpg
08-acoustic file syntax.jpg
09-parish hall gen over1.jpg
10-parish hall gen vault2.jpg
11-parish 10 points a1.jpg
12-parish 10 points a2.jpg
13-acoustic credits.jpg
14-partners info.jpg
15-cksde web info.jpg
16-PAR---0°-10P_A-L_R.wav
17-PAR-110°-10P_A-L_R.wav
18-PAR-180°-10P_A-L_R.wav
19-PAR-250°-10P_A-L_R.wav
20-PAR-360°-10P_A-L_R.wav

PARISH HALL 10 POINTS-B

00-acoustic logo.jpg
01-parish hall pict.jpg
02-parish hall pict.jpg
03-parish hall pict.jpg
04-parish hall pict.jpg
05-parish hall pict.jpg
06-parish hall pict.jpg
07-parish hall pict.jpg
08-acoustic file syntax.jpg
09-parish hall gen over1.jpg
10-parish hall gen vault2.jpg
11-parish 10 points b1.jpg
12-parish 10 points b2.jpg
13-acoustic credits.jpg
14-partners info.jpg
15-cksde web info.jpg
16-PAR---0°-10P_B-L_R.wav
17-PAR-110°-10P_B-L_R.wav
18-PAR-180°-10P_B-L_R.wav
19-PAR-250°-10P_B-L_R.wav
20-PAR-360°-10P_A-L_R.wav

PARISH HALL BND AB WIDE FLOOR

00-acoustic logo.jpg
01-parish hall pict.jpg
02-parish hall pict.jpg
03-parish hall pict.jpg
04-parish hall pict.jpg
05-parish hall pict.jpg
06-parish hall pict.jpg
07-parish hall pict.jpg
08-acoustic file syntax.jpg
09-parish hall gen over1.jpg
10-parish hall gen vault2.jpg
11-parish bnd ab wide1.jpg
12-parish bnd ab wide2.jpg
13-acoustic credits.jpg
14-partners info.jpg
15-cksde web info.jpg
16-PAR-BND AB WIDE-ON FLOOR.wav

PARISH HALL BND.ST JECK FLOOR

00-acoustic logo.jpg
01-parish hall pict.jpg
02-parish hall pict.jpg
03-parish hall pict.jpg
04-parish hall pict.jpg
05-parish hall pict.jpg
06-parish hall pict.jpg
07-parish hall pict.jpg
08-acoustic file syntax.jpg
09-parish hall gen over1.jpg
10-parish hall gen vault2.jpg
11-parish bnd st jeck1.jpg
12-parish bnd st jeck2.jpg
13-acoustic credits.jpg
14-partners info.jpg
15-cksde web info.jpg
16-PAR-BND-ST JECK-ON FLOOR.wav

PARISH HALL MS A

00-acoustic logo.jpg
01-parish hall pict.jpg
02-parish hall pict.jpg
03-parish hall pict.jpg
04-parish hall pict.jpg
05-parish hall pict.jpg
06-parish hall pict.jpg
07-parish hall pict.jpg
08-acoustic file syntax.jpg
09-parish hall gen over1.jpg
10-parish hall gen vault2.jpg
11-parish ms a1.jpg
12-parish ms a2.jpg
13-acoustic credits.jpg
14-partners info.jpg
15-cksde web info.jpg
16-PAR-MS-A-XS.wav
17-PAR-MS-A-S.wav
18-PAR-MS-A-M.wav
19-PAR-MS-A-L.wav
20-PAR-MS-A-XL.wav

PARISH HALL MS B

00-acoustic logo.jpg
01-parish hall pict.jpg
02-parish hall pict.jpg
03-parish hall pict.jpg
04-parish hall pict.jpg
05-parish hall pict.jpg
06-parish hall pict.jpg
07-parish hall pict.jpg
08-acoustic file syntax.jpg
09-parish hall gen over1.jpg
10-parish hall gen vault2.jpg
11-parish ms b1.jpg
12-parish ms b2.jpg
13-acoustic credits.jpg
14-partners info.jpg
15-cksde web info.jpg
16-PAR-MS-B-XS.wav
17-PAR-MS-B-S.wav
18-PAR-MS-B-M.wav
19-PAR-MS-B-L.wav
20-PAR-MS-B-XL.wav

PARISH HALL MS C

00-acoustic logo.jpg
01-parish hall pict.jpg
02-parish hall pict.jpg
03-parish hall pict.jpg
04-parish hall pict.jpg
05-parish hall pict.jpg
06-parish hall pict.jpg
07-parish hall pict.jpg
08-acoustic file syntax.jpg
09-parish hall gen over1.jpg
10-parish hall gen vault2.jpg
11-parish ms c1.jpg
12-parish ms c2.jpg
13-acoustic credits.jpg
14-partners info.jpg
15-cksde web info.jpg
16-PAR-MS-C-XS.wav
17-PAR-MS-C-S.wav
18-PAR-MS-C-M.wav
19-PAR-MS-C-L.wav
20-PAR-MS-C-XL.wav

PARISH HALL MS D

00-acoustic logo.jpg
01-parish hall pict.jpg
02-parish hall pict.jpg
03-parish hall pict.jpg
04-parish hall pict.jpg
05-parish hall pict.jpg
06-parish hall pict.jpg
07-parish hall pict.jpg
08-acoustic file syntax.jpg
09-parish hall gen over1.jpg
10-parish hall gen vault2.jpg
11-parish ms d1.jpg
12-parish ms d2.jpg
13-acoustic credits.jpg
14-partners info.jpg
15-cksde web info.jpg
16-PAR-MS-D-XS.wav
17-PAR-MS-D-S.wav
18-PAR-MS-D-M.wav
19-PAR-MS-D-L.wav
20-PAR-MS-D-XL.wav

PARISH HALL MS E

00-acoustic logo.jpg
01-parish hall pict.jpg
02-parish hall pict.jpg
03-parish hall pict.jpg
04-parish hall pict.jpg
05-parish hall pict.jpg
06-parish hall pict.jpg
07-parish hall pict.jpg
08-acoustic file syntax.jpg
09-parish hall gen over1.jpg
10-parish hall gen vault2.jpg
11-parish ms e1.jpg
12-parish ms e2.jpg
13-acoustic credits.jpg
14-partners info.jpg
15-cksde web info.jpg
16-PAR-MS-E-XS.wav
17-PAR-MS-E-S.wav
18-PAR-MS-E-M.wav
19-PAR-MS-E-L.wav
20-PAR-MS-E-XL.wav

PARISH HALL QUAD A

00-acoustic logo.jpg
01-parish hall pict.jpg
02-parish hall pict.jpg
03-parish hall pict.jpg
04-parish hall pict.jpg
05-parish hall pict.jpg
06-parish hall pict.jpg
07-parish hall pict.jpg
08-acoustic file syntax.jpg
09-parish hall gen over1.jpg
10-parish hall gen vault2.jpg
11-parish hall quad a1.jpg
12-parish hall quad a2.jpg
13-acoustic credits.jpg
14-partners info.jpg
15-cksde web info.jpg
16-PAR-Q_A-F L_R.wav
17-PAR-Q_A-B L_R.wav

PARISH HALL QUAD B

00-acoustic logo.jpg
01-parish hall pict.jpg
02-parish hall pict.jpg
03-parish hall pict.jpg
04-parish hall pict.jpg
05-parish hall pict.jpg
06-parish hall pict.jpg
07-parish hall pict.jpg
08-acoustic file syntax.jpg
09-parish hall gen over1.jpg
10-parish hall gen vault2.jpg
11-parish hall quad b1.jpg
12-parish hall quad b2.jpg
13-acoustic credits.jpg
14-partners info.jpg
15-cksde web info.jpg
16-PAR-Q_B-F L_R.wav
17-PAR-Q_B-B L_R.wav

PARISH HALL QUAD C

00-acoustic logo.jpg
01-parish hall pict.jpg
02-parish hall pict.jpg
03-parish hall pict.jpg
04-parish hall pict.jpg
05-parish hall pict.jpg
06-parish hall pict.jpg
07-parish hall pict.jpg
08-acoustic file syntax.jpg
09-parish hall gen over1.jpg
10-parish hall gen vault2.jpg
11-parish hall quad c1.jpg
12-parish hall quad c2.jpg
13-acoustic credits.jpg
14-partners info.jpg
15-cksde web info.jpg
16-PAR-Q_C-F L_R.wav
17-PAR-Q_C-B L_R.wav

PARISH HALL QUAD D

00-acoustic logo.jpg
01-parish hall pict.jpg
02-parish hall pict.jpg
03-parish hall pict.jpg
04-parish hall pict.jpg
05-parish hall pict.jpg
06-parish hall pict.jpg
07-parish hall pict.jpg
08-acoustic file syntax.jpg
09-parish hall gen over1.jpg
10-parish hall gen vault2.jpg
11-parish hall quad d1.jpg
12-parish hall quad d2.jpg
13-acoustic credits.jpg
14-partners info.jpg
15-cksde web info.jpg
16-PAR-Q_D-F L_R.wav
17-PAR-Q_D-B L_R.wav

PARISH HALL STEREO AB WIDE

00-acoustic logo.jpg
01-parish hall pict.jpg
02-parish hall pict.jpg
03-parish hall pict.jpg
04-parish hall pict.jpg
05-parish hall pict.jpg
06-parish hall pict.jpg
07-parish hall pict.jpg
08-acoustic file syntax.jpg
09-parish hall gen over1.jpg
10-parish hall gen vault2.jpg
11-parish hall st ab wide1.jpg
12-parish hall st ab wide2.jpg
13-acoustic credits.jpg
14-partners info.jpg
15-cksde web info.jpg
16-PAR-ST-AB-WIDE.wav

PARISH HALL STEREO TO STEREO

00-acoustic logo.jpg
01-parish hall pict.jpg
02-parish hall pict.jpg
03-parish hall pict.jpg
04-parish hall pict.jpg
05-parish hall pict.jpg
06-parish hall pict.jpg
07-parish hall pict.jpg
08-acoustic file syntax.jpg
09-parish hall gen over1.jpg
10-parish hall gen vault2.jpg
11-parish hall St to St1.jpg
12-parish hall St to St2.jpg
13-acoustic credits.jpg
14-partners info.jpg
15-cksde web info.jpg
16-PAR-ST to ST-LR.wav
17-PAR-ST to ST-RL.wav

4.6.1. IR-ACOUSTIC SPACE • IR-PARISH HALL • Common pictures

01-parish hall pict.jpg

02-parish hall pict.jpg

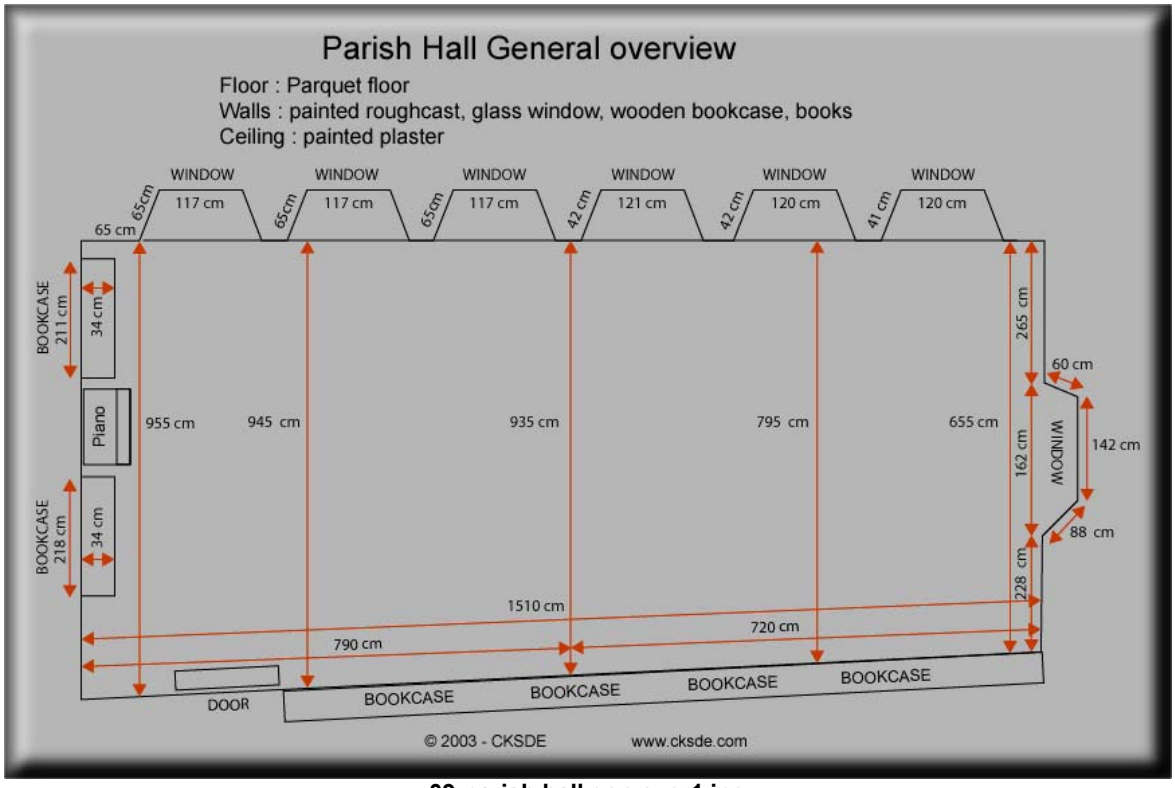
04-parish hall pict.jpg

03-parish hall pict.jpg

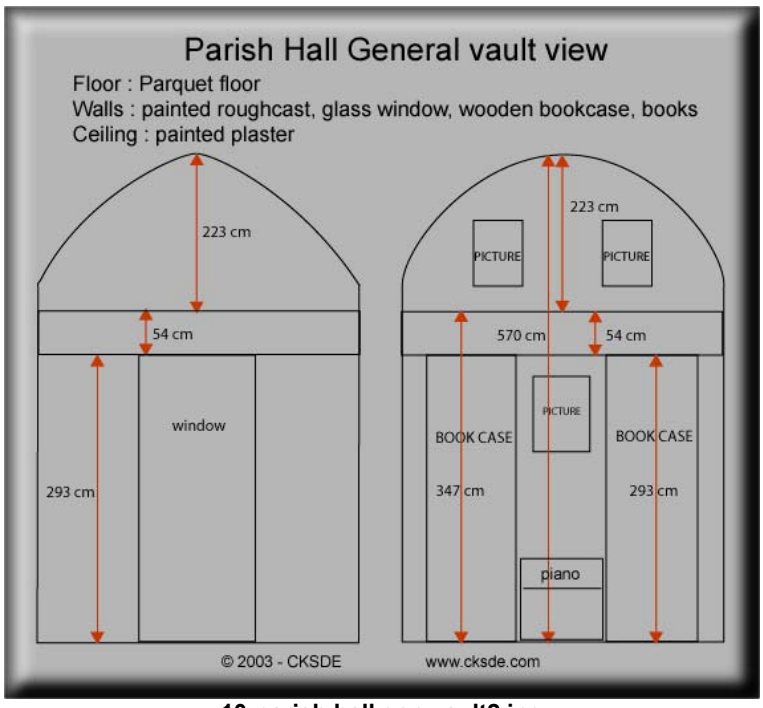
05-parish hall pict.jpg

06-parish hall pict.jpg

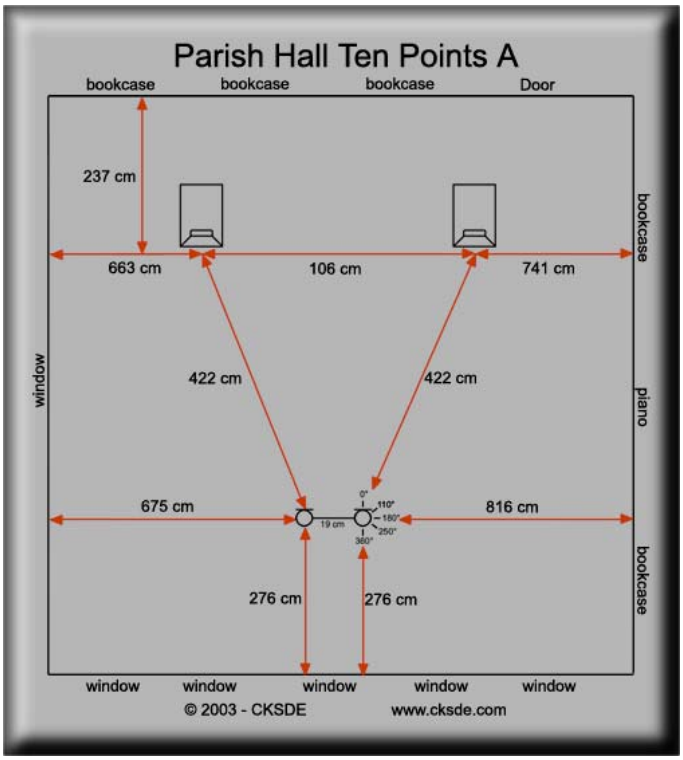
07-parish hall pict.jpg



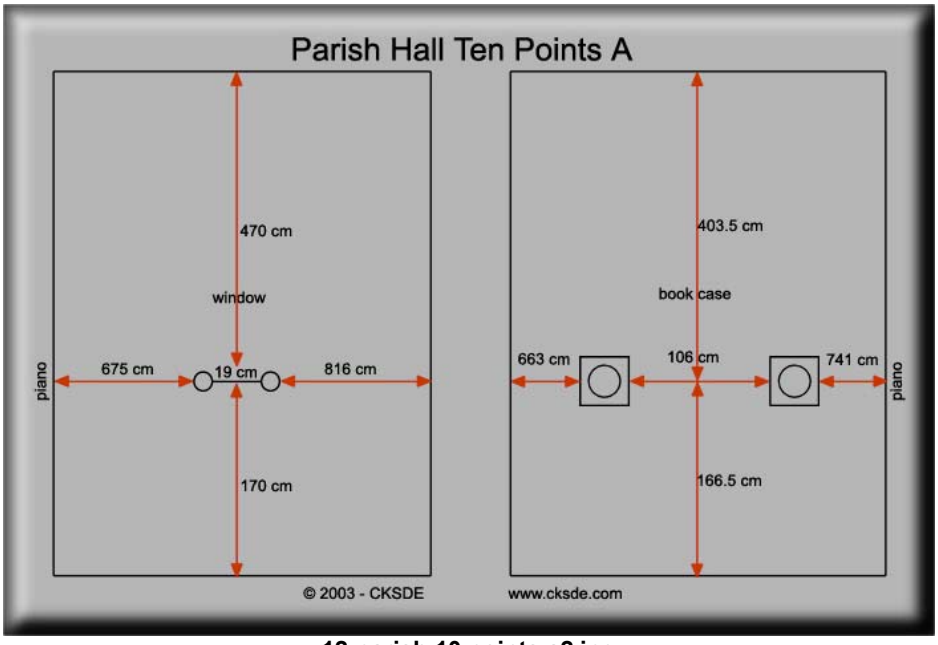
09-parish hall gen over1.jpg



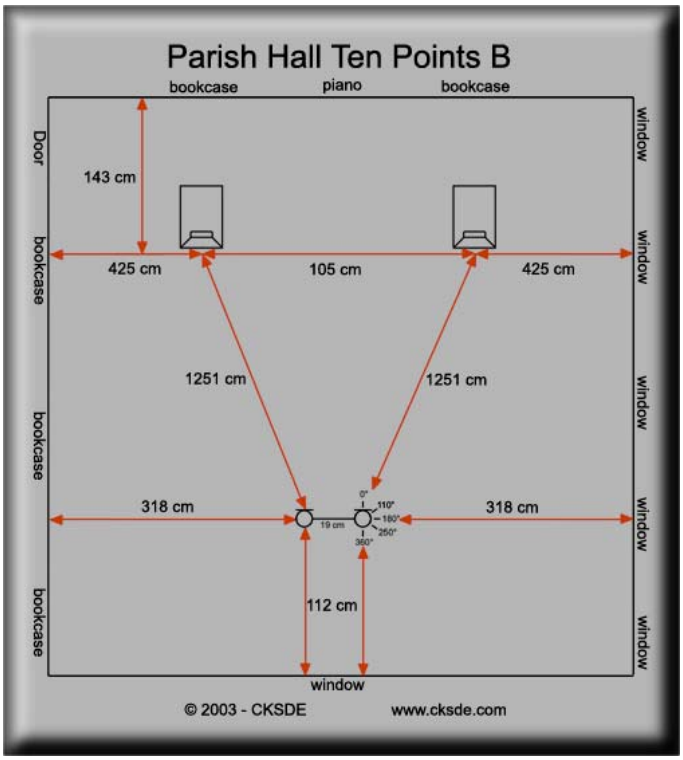
10-parish hall gen vault2.jpg



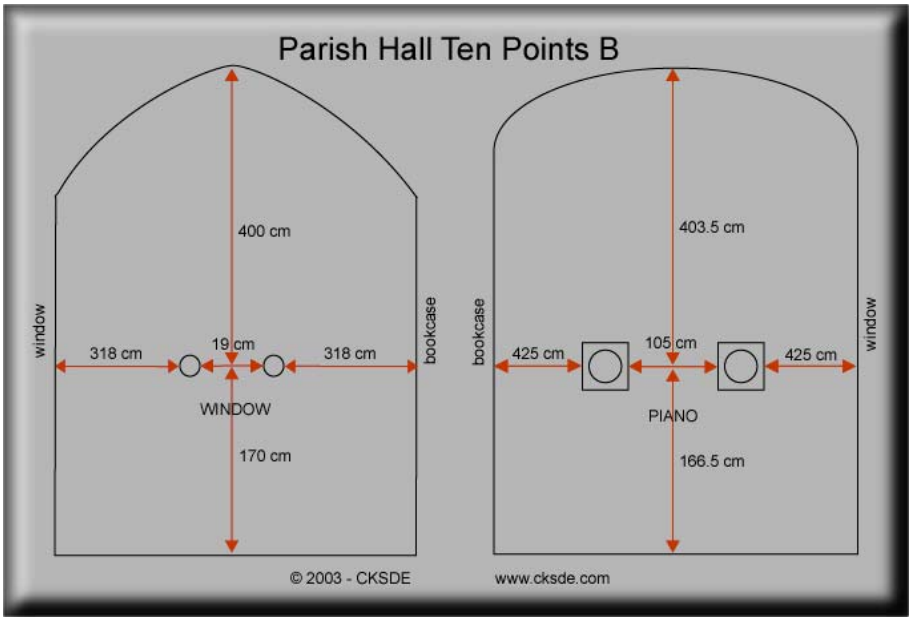
11-parish 10 points a1.jpg



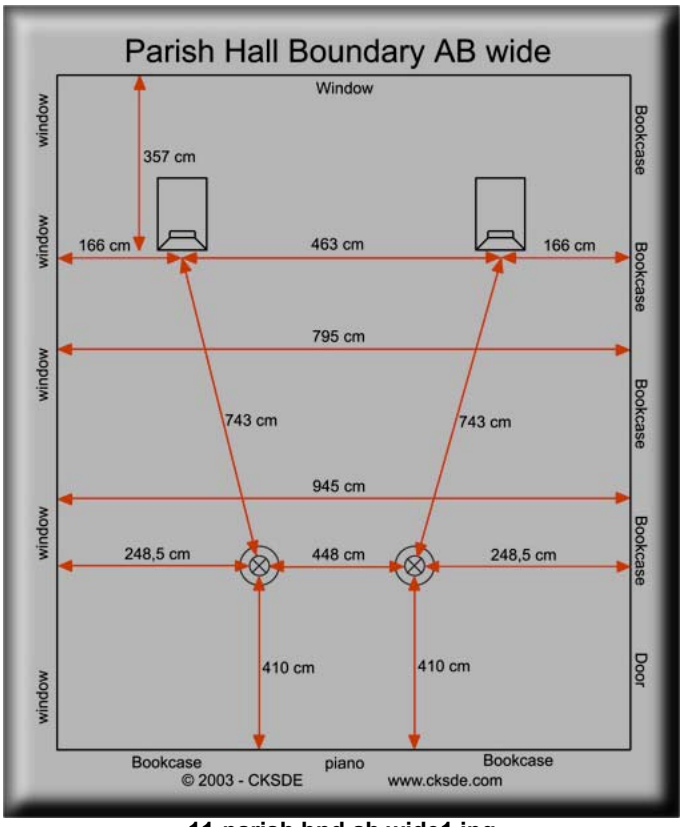
12-parish 10 points a2.jpg



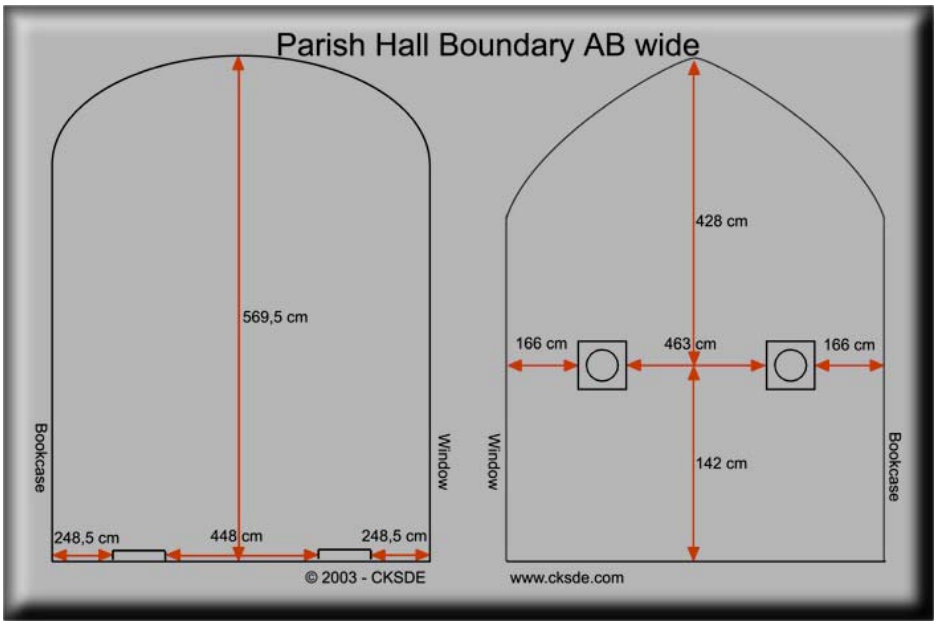
11-parish 10 points b1.jpg



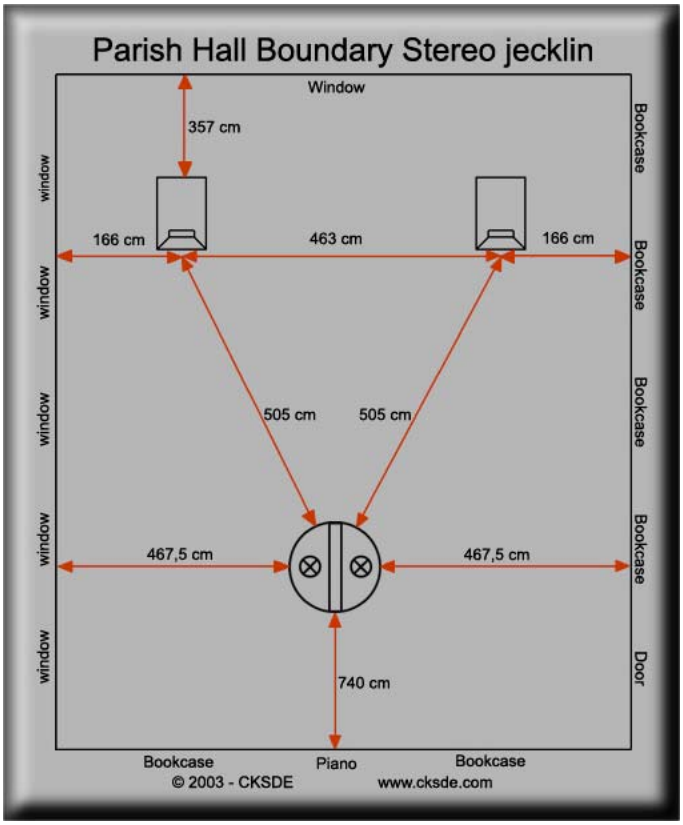
12-parish 10 points b2.jpg



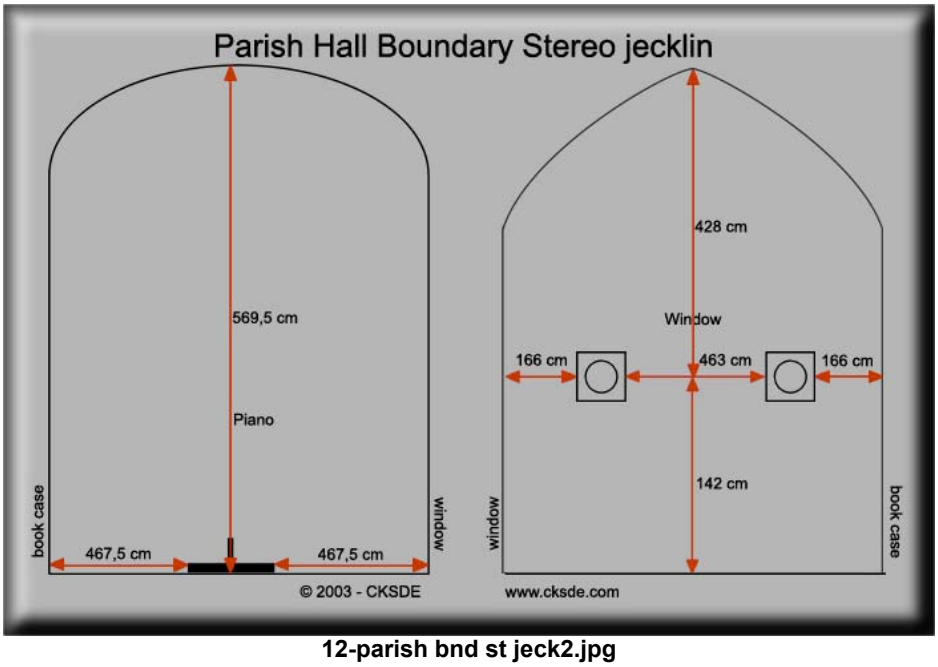
11-parish bnd ab wide1.jpg



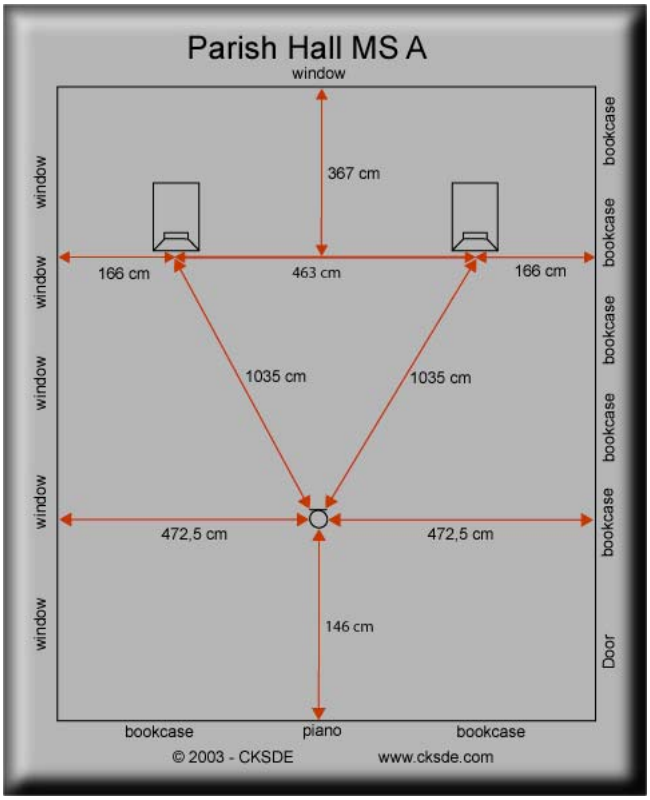
12-parish bnd ab wide2.jpg



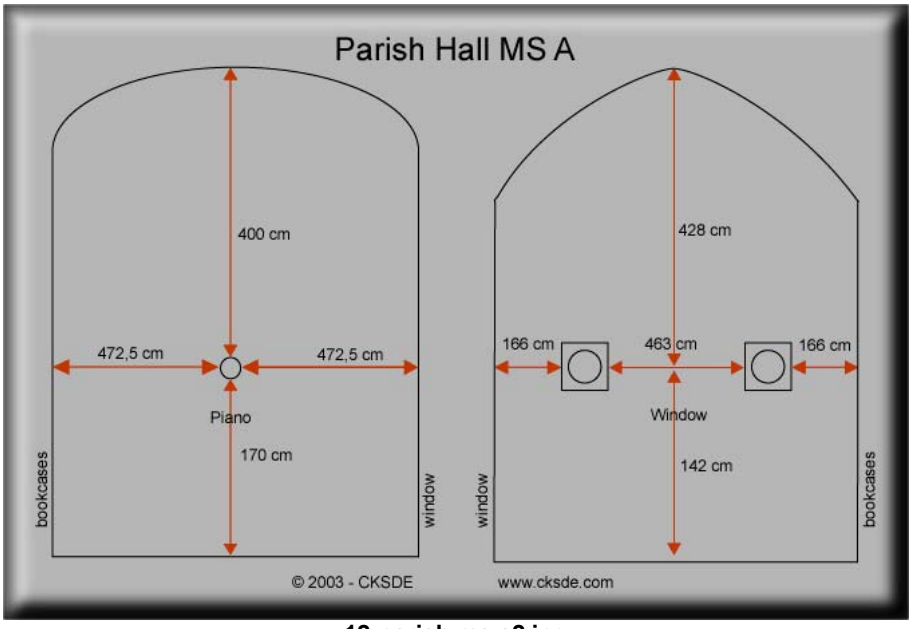
11-parish bnd st jeck1.jpg



12-parish bnd st jeck2.jpg

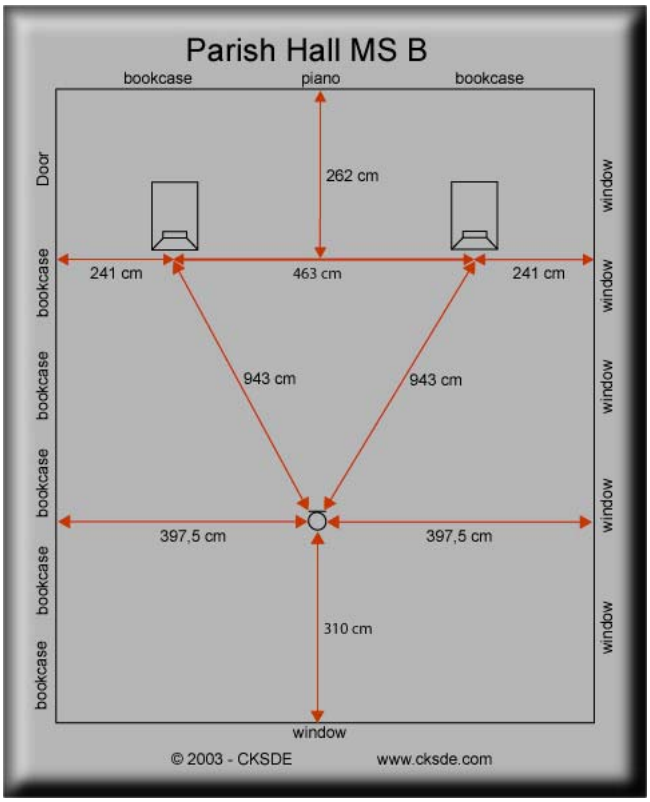


11-parish ms a1.jpg

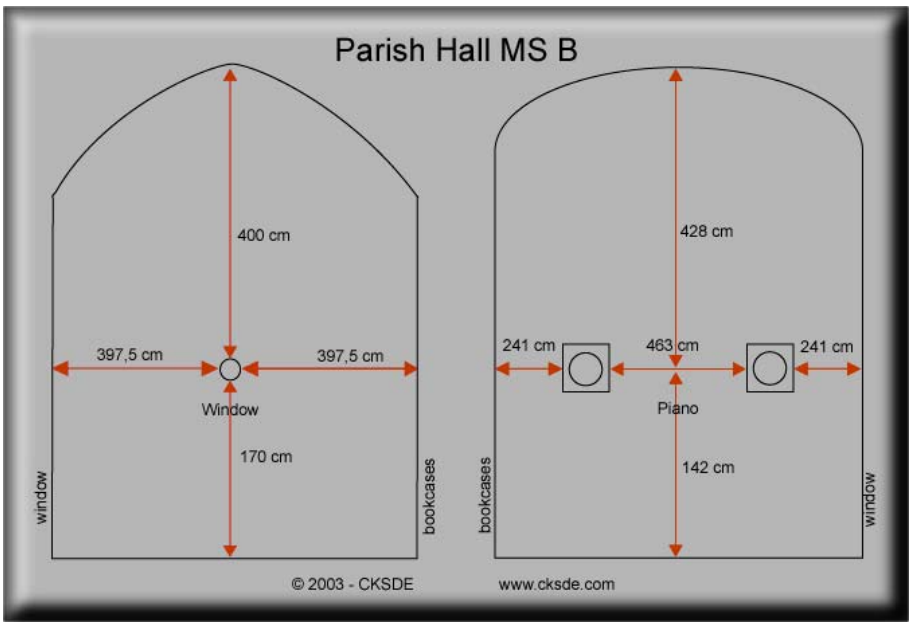


12-parish ms a2.jpg

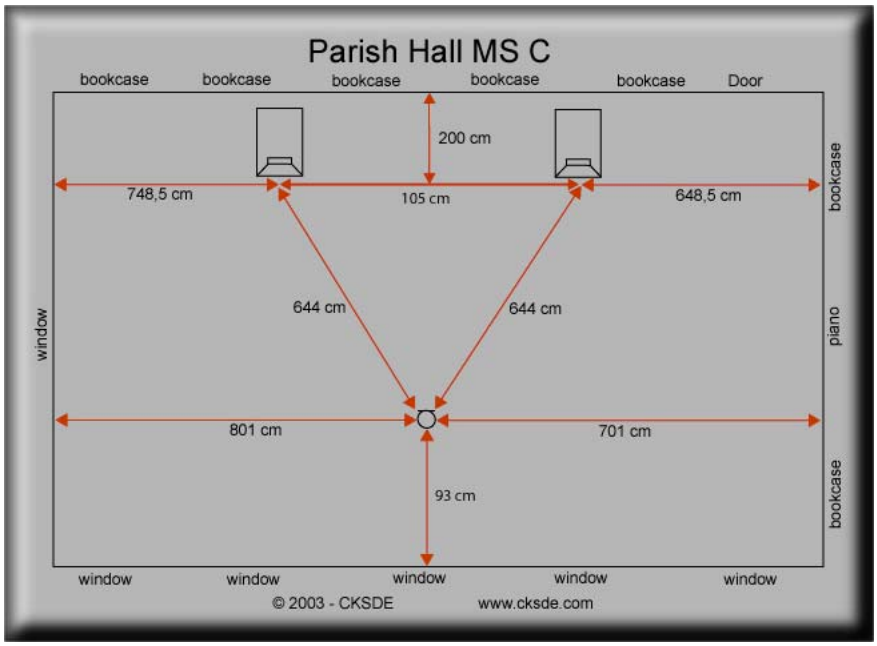
4.6.7. IR-ACOUSTIC SPACE • IR-PARISH HALL • PARISH HALL MS B • pictures



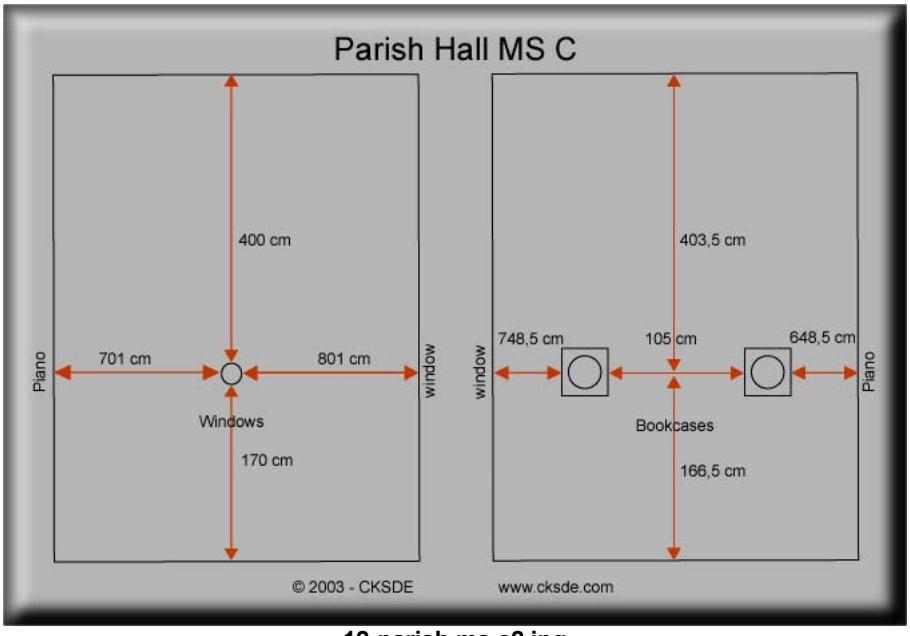
11-parish ms b1.jpg



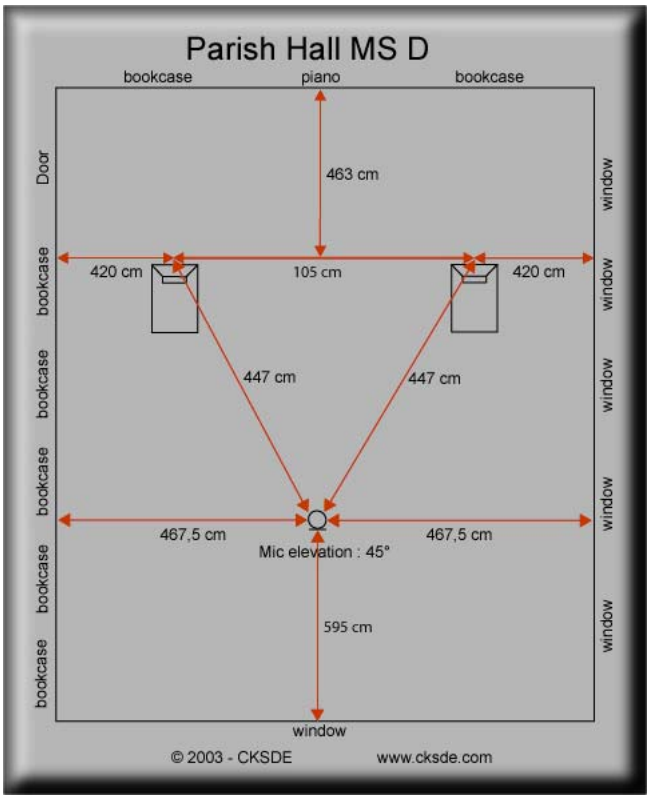
11-parish ms b1.jpg



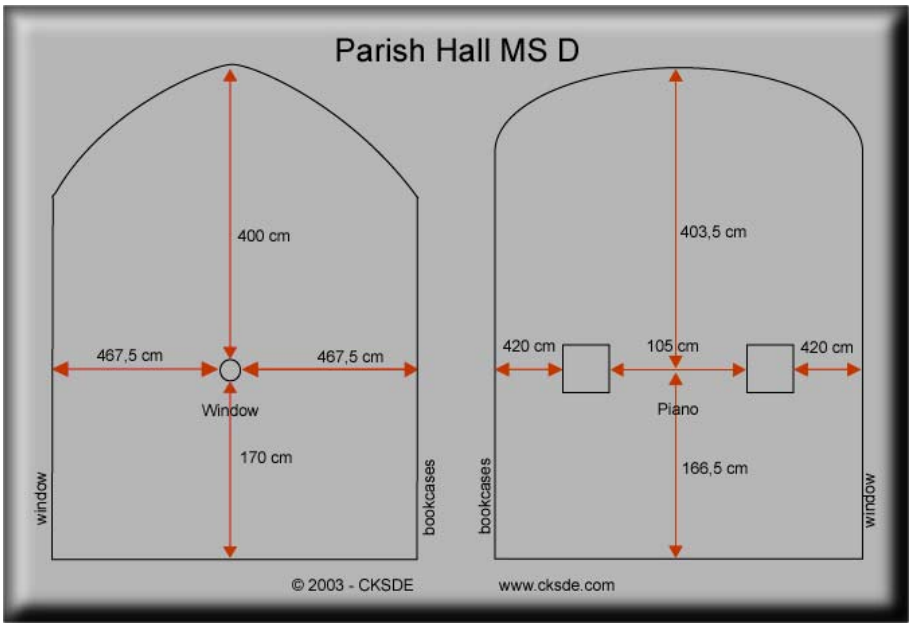
11-parish ms c1.jpg



12-parish ms c2.jpg

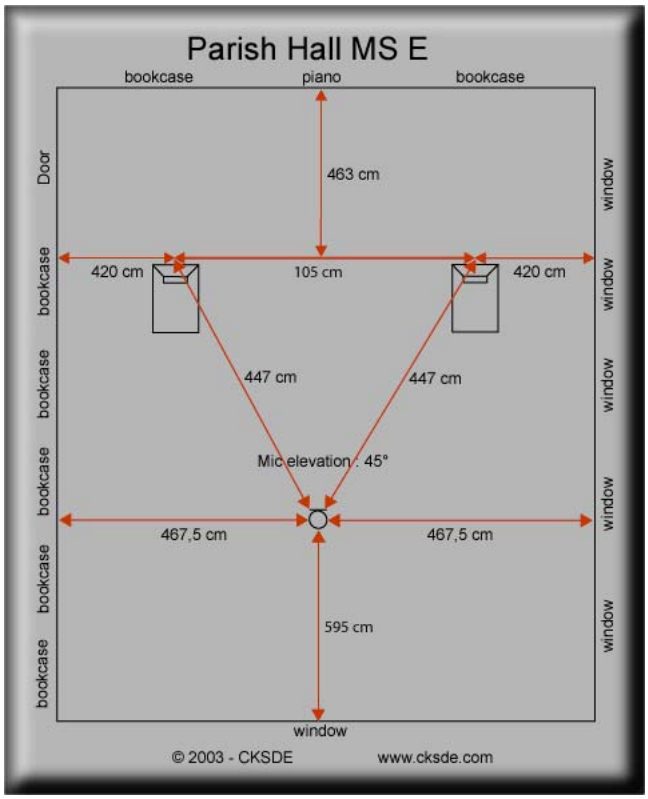


11-parish ms d1.jpg

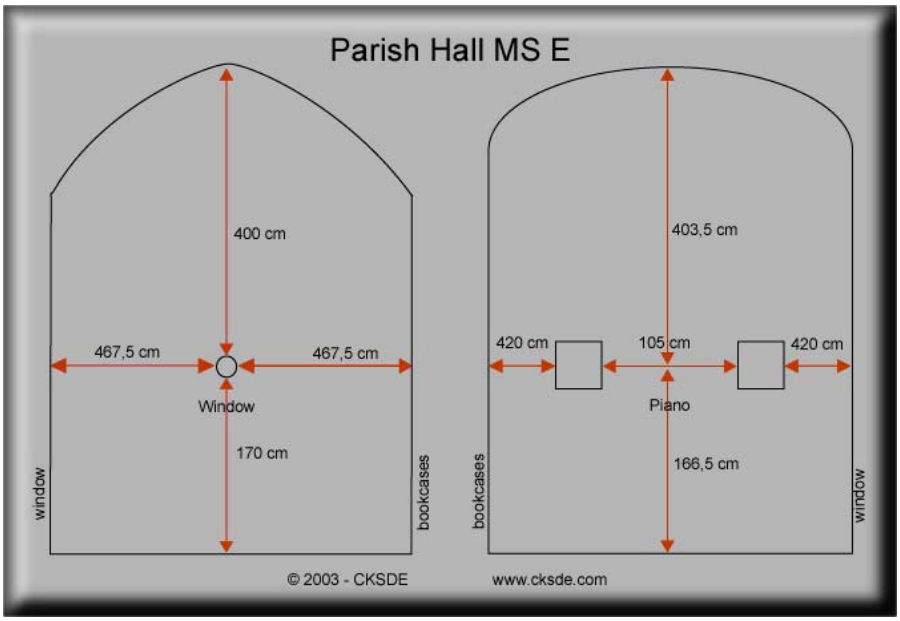


12-parish ms d2.jpg

4.6.10. IR-ACOUSTIC SPACE • IR-PARISH HALL • PARISH HALL MS E • pictures

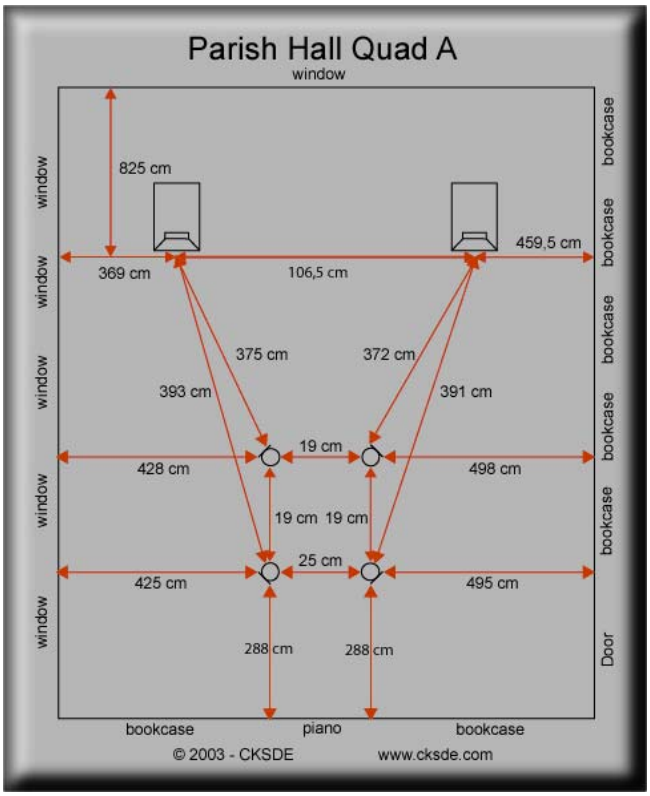


11-parish ms e1.jpg

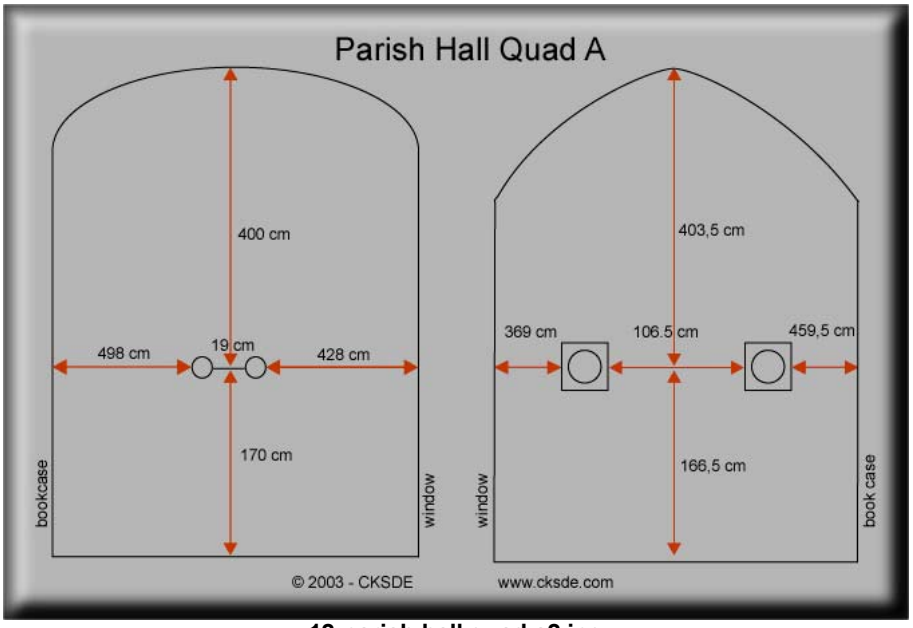


12-parish ms e2.jpg

4.6.11. IR-ACOUSTIC SPACE • IR-PARISH HALL • PARISH HALL QUAD A • pictures

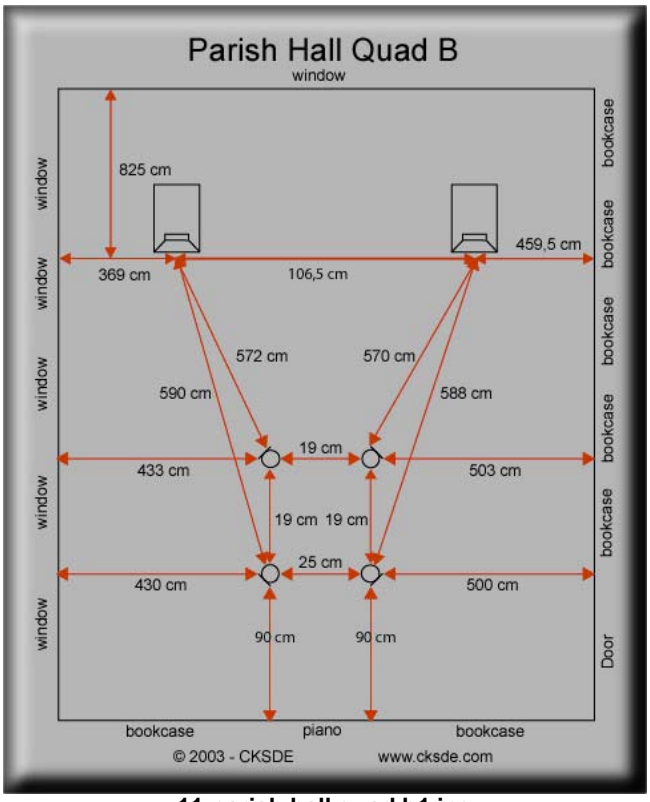


11-parish hall quad a1.jpg

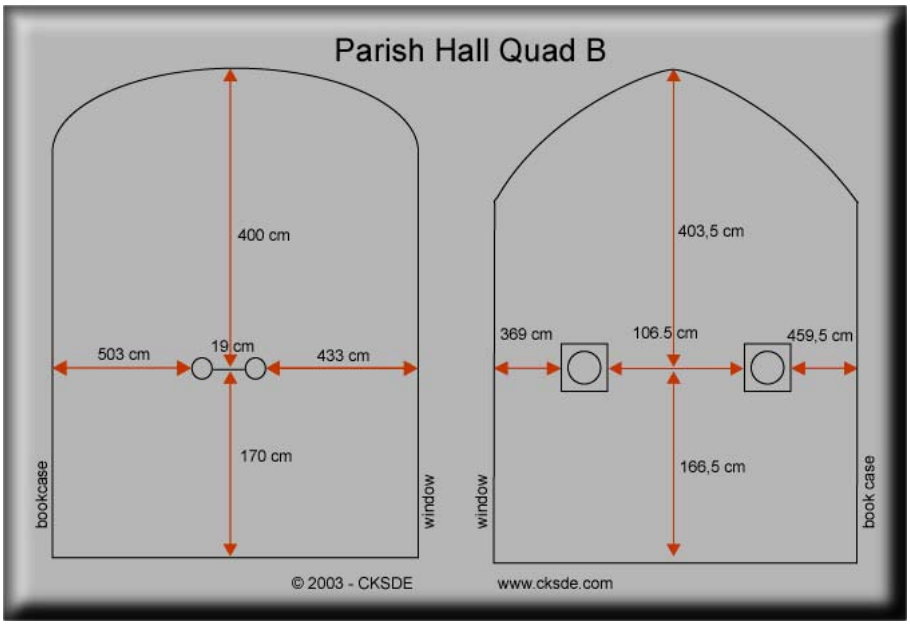


12-parish hall quad a2.jpg

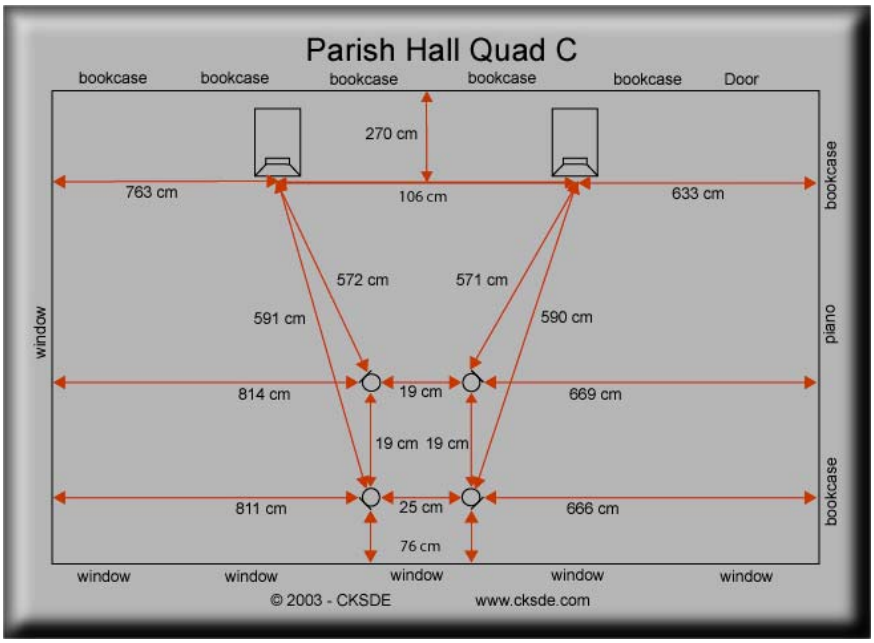
4.6.12. IR-ACOUSTIC SPACE • IR-PARISH HALL • PARISH HALL QUAD B • pictures



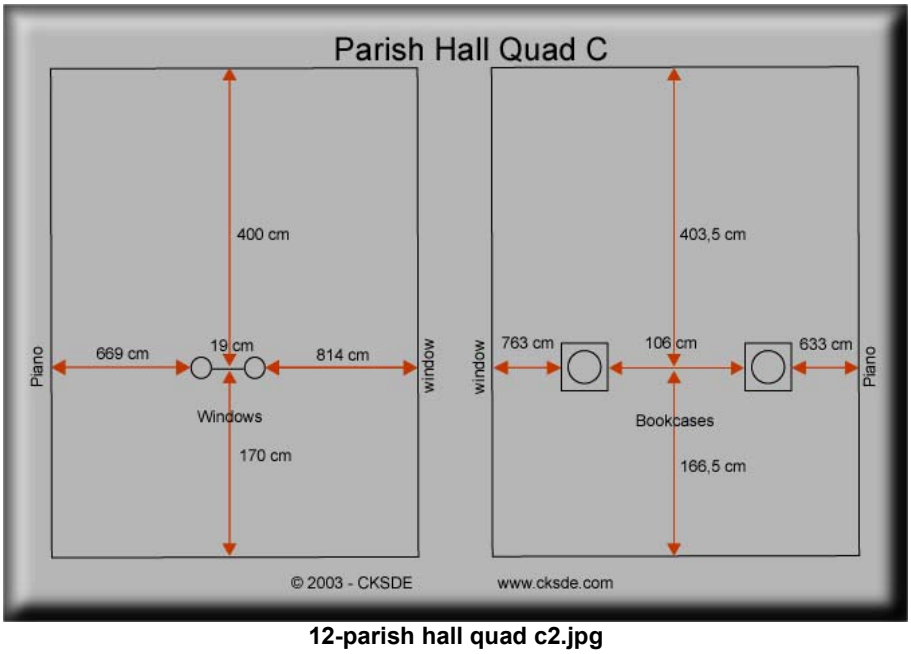
11-parish hall quad b1.jpg



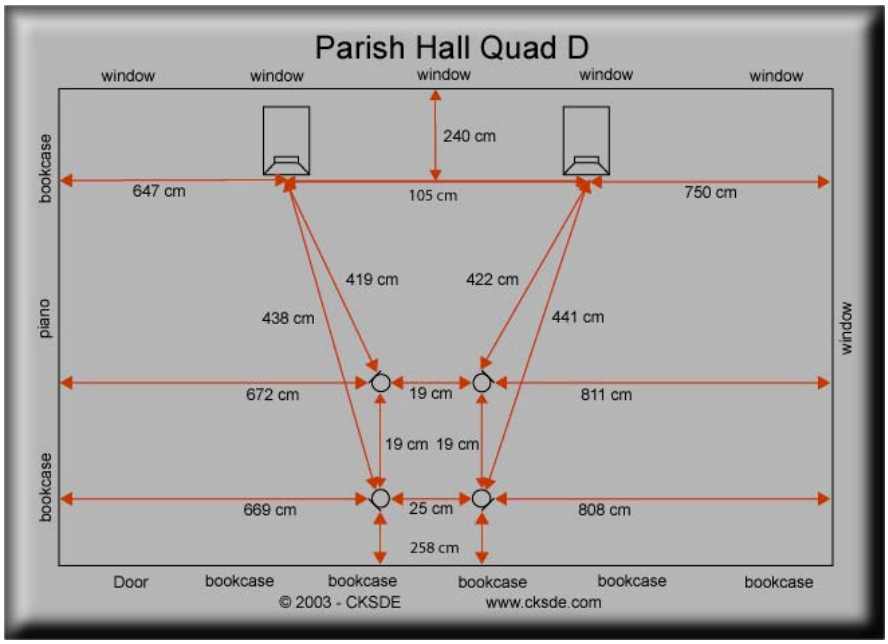
12-parish hall quad b2.jpg



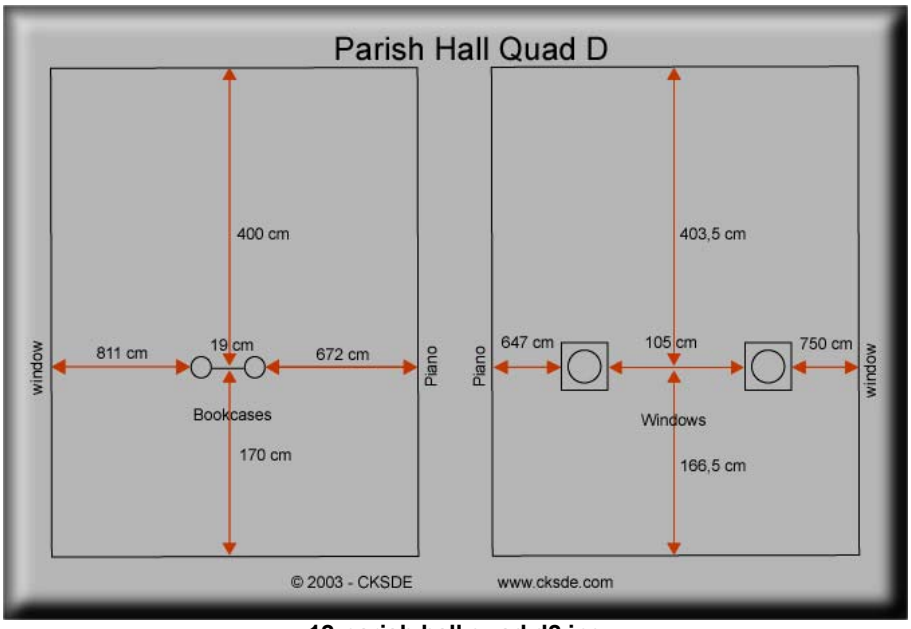
11-parish hall quad c1.jpg



12-parish hall quad c2.jpg

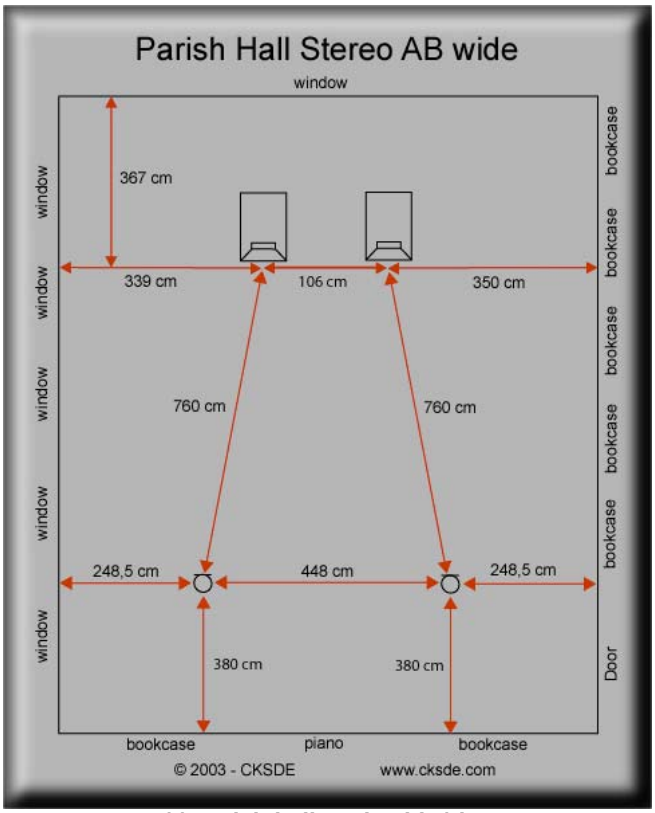


11-parish hall quad d1.jpg

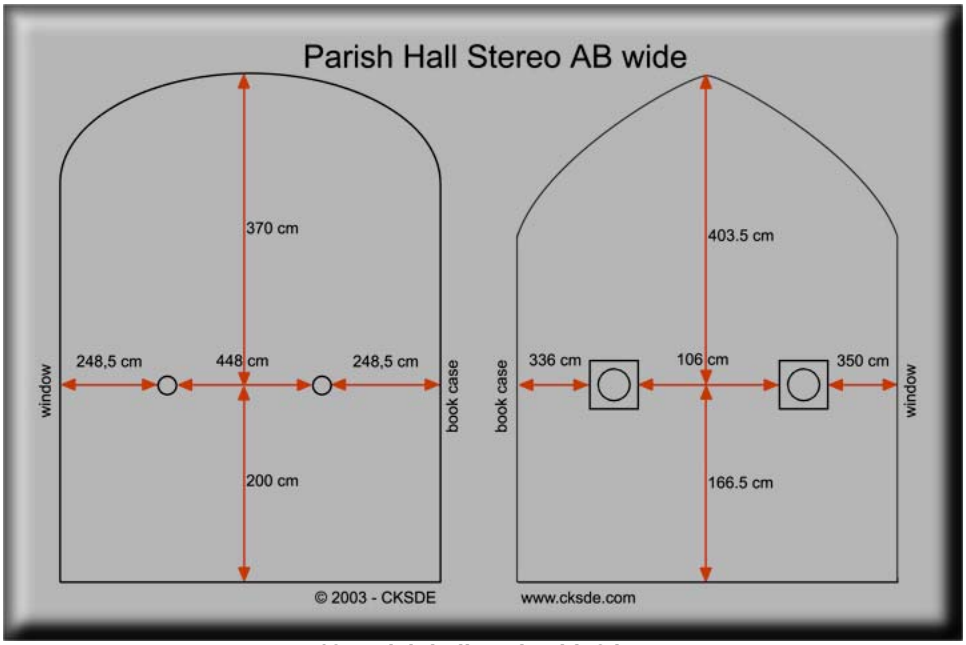


12-parish hall quad d2.jpg

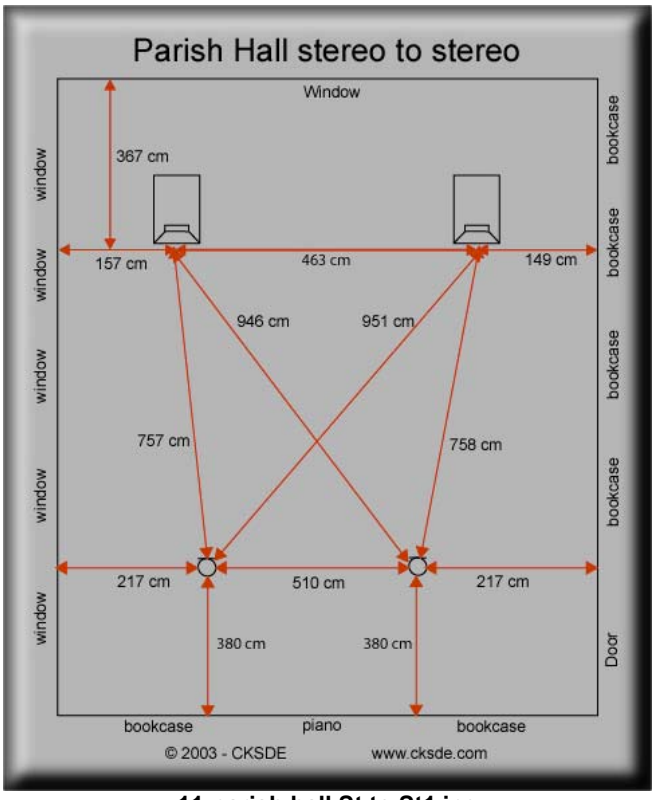
4.6.15. IR-ACOUSTIC SPACE • IR-PARISH HALL • PARISH HALL STEREO AB WIDE • pictures



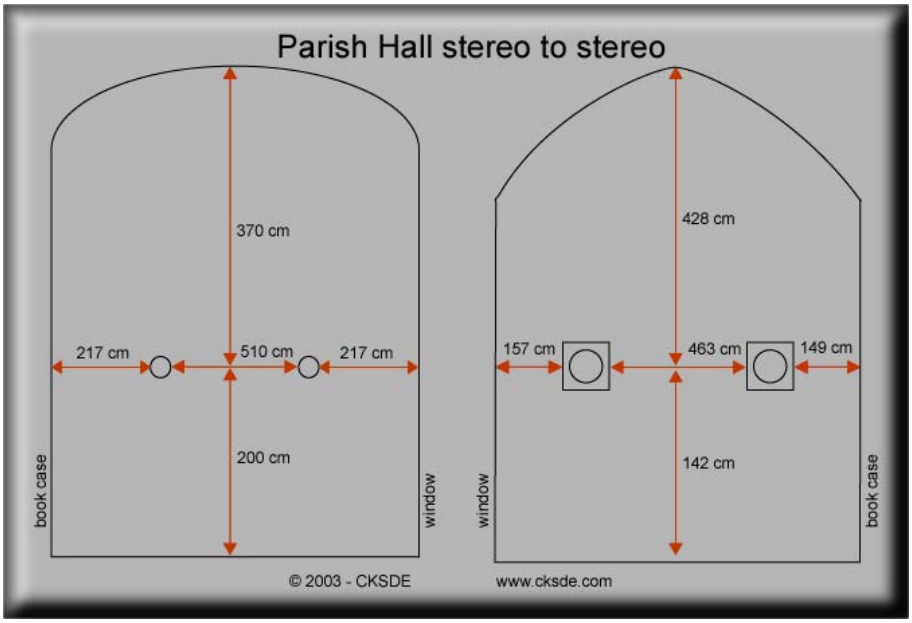
11-parish hall st ab wide1.jpg



12-parish hall st ab wide2.jpg



11-parish hall St to St1.jpg



12-parish hall St to St2.jpg

4.7. IR-ACOUSTIC SPACE • IR-SMALL LIFT • General content

IR-ACOUSTIC SPACE

IR-SMALL LIFT

SMALL LIFT A

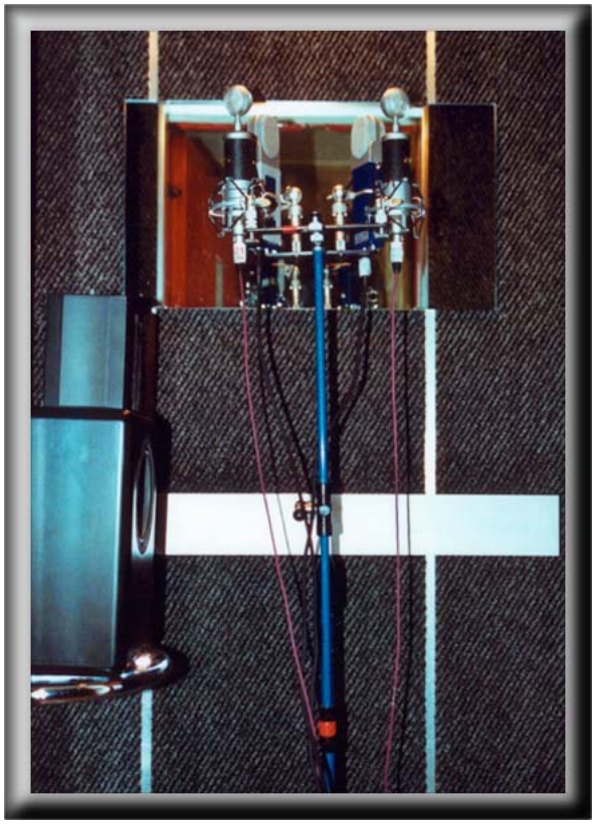
00-acoustic logo.jpg
01-small lift pict.jpg
02-small lift pict.jpg
03-acoustic file syntax.jpg
04-small lift gen view.jpg
05-small lift quad a1.jpg
06-small lift quad a2.jpg
07-acoustic credits.jpg
08-partners info.jpg
09-cksde web info.jpg
10-SMALL LIFT_A-Q-F L_R.wav
11-SMALL LIFT_A-Q-B L_R.wav

SMALL LIFT B

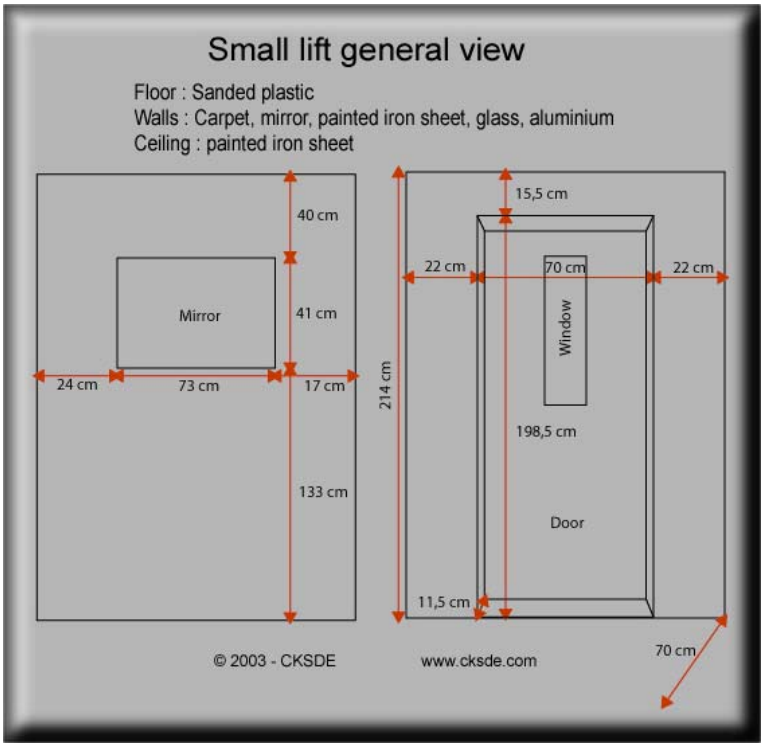
00-acoustic logo.jpg
01-small lift pict.jpg
02-small lift pict.jpg
03-acoustic file syntax.jpg
04-small lift gen view.jpg
05-small lift quad b1.jpg
06-small lift quad b2.jpg
07-acoustic credits.jpg
08-partners info.jpg
09-cksde web info.jpg
10-SMALL LIFT_B-Q-F L_R.wav
11-SMALL LIFT_B-Q-B L_R.wav

4.7.1. IR-ACOUSTIC SPACE • IR-SMALL LIFT • Common pictures

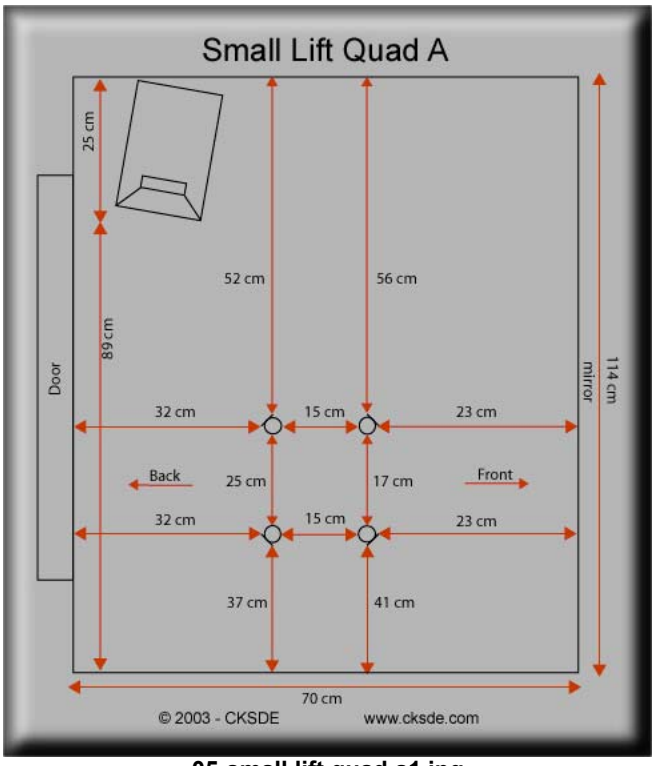
01-small lift pict.jpg



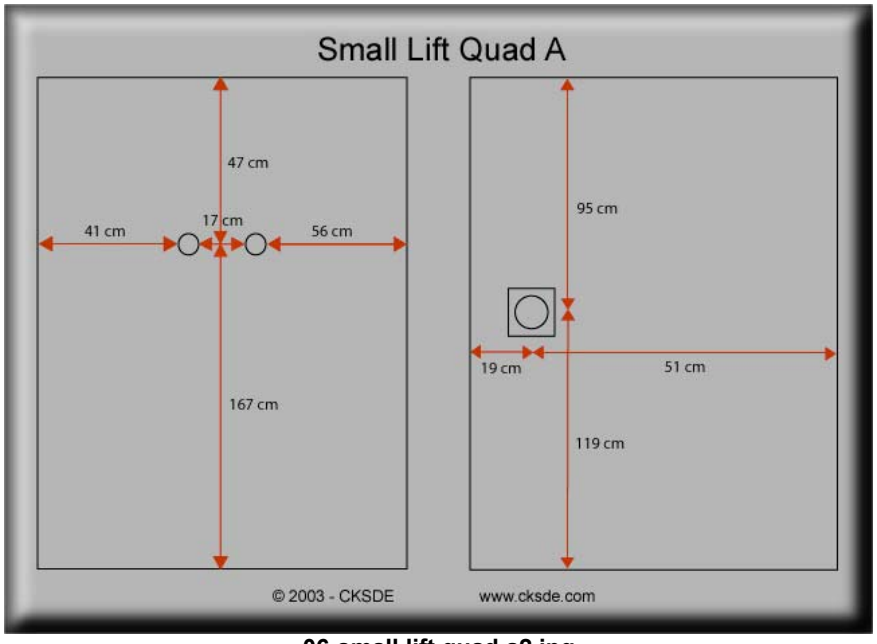
02-small lift pict.jpg



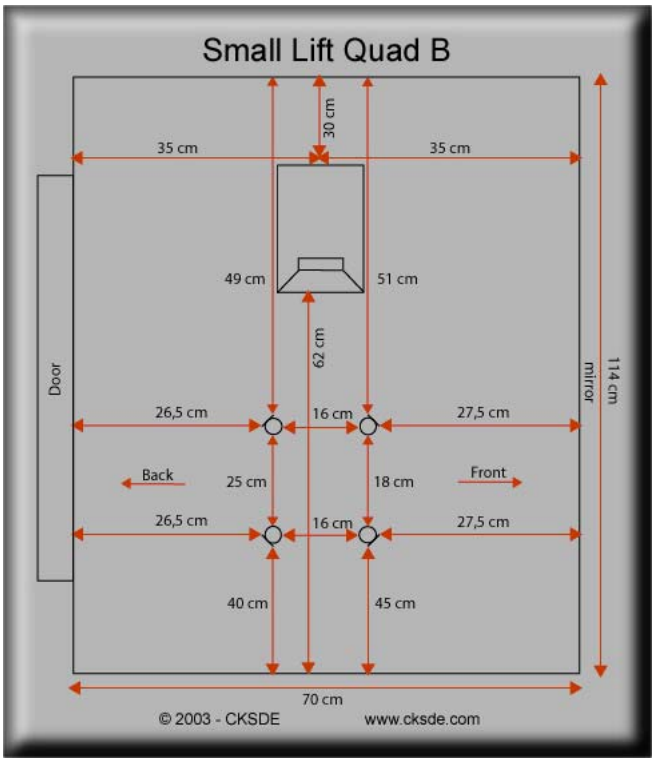
04-small lift gen view.jpg



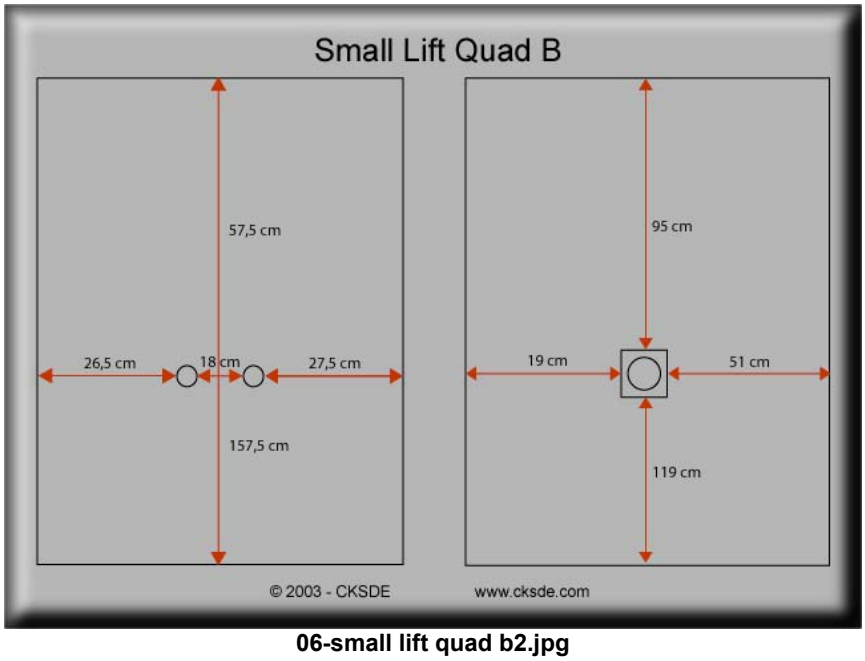
05-small lift quad a1.jpg



06-small lift quad a2.jpg



05-small lift quad b1.jpg



06-small lift quad b2.jpg

5. IR-ELECTRO MECHANIC

IR-ELECTRO MECHANIC

IR-PLATE

IR-USUAL_PLATE

USUAL_PLATE EQ

USUAL_PLATE EQ MONO

00-electro mech logo.jpg
01-electro mech file syntax.jpg
02-electro mech credits.jpg
03-partners info.jpg
04-cksde web info.jpg
USUAL_PLATE_0.5s_EQ1.WAV
USUAL_PLATE_0.5s_EQ2.WAV
USUAL_PLATE_1.5s_EQ1.WAV
USUAL_PLATE_1.5s_EQ2.WAV
USUAL_PLATE_1s_EQ1.WAV
USUAL_PLATE_1s_EQ2.WAV
USUAL_PLATE_1s_EQ3.WAV
USUAL_PLATE_2.5s_EQ1.WAV
USUAL_PLATE_2.5s_EQ2.WAV
USUAL_PLATE_2s_EQ1.WAV
USUAL_PLATE_2s_EQ2.WAV
USUAL_PLATE_3.5s_EQ1.WAV
USUAL_PLATE_3.5s_EQ2.WAV
USUAL_PLATE_3s_EQ1.WAV
USUAL_PLATE_3s_EQ2.WAV
USUAL_PLATE_4s_EQ1.WAV
USUAL_PLATE_4s_EQ2.WAV
USUAL_PLATE_5s_EQ1.WAV
USUAL_PLATE_5s_EQ2.WAV

USUAL_PLATE EQ STEREO

00-electro mech logo.jpg
01-electro mech file syntax.jpg
02-electro mech credits.jpg
03-partners info.jpg
04-cksde web info.jpg
USUAL_PLATE_0.5s_EQ1_STZED1.WAV
USUAL_PLATE_0.5s_EQ1_STZED2.WAV
USUAL_PLATE_0.5s_EQ2_STZED1.WAV
USUAL_PLATE_0.5s_EQ2_STZED2.WAV ►

► USUAL_PLATE_1.5s_EQ1_STZED1.WAV
USUAL_PLATE_1.5s_EQ1_STZED2.WAV
USUAL_PLATE_1.5s_EQ2_STZED1.WAV
USUAL_PLATE_1.5s_EQ2_STZED2.WAV
USUAL_PLATE_1s_EQ1_STZED1.WAV
USUAL_PLATE_1s_EQ1_STZED2.WAV
USUAL_PLATE_1s_EQ2_STZED1.WAV
USUAL_PLATE_1s_EQ2_STZED2.WAV
USUAL_PLATE_1s_EQ3_STZED1.WAV
USUAL_PLATE_1s_EQ3_STZED2.WAV
USUAL_PLATE_2.5s_EQ1_STZED1.WAV
USUAL_PLATE_2.5s_EQ1_STZED2.WAV
USUAL_PLATE_2.5s_EQ2_STZED1.WAV
USUAL_PLATE_2.5s_EQ2_STZED2.WAV
USUAL_PLATE_2s_EQ1_STZED1.WAV
USUAL_PLATE_2s_EQ1_STZED2.WAV
USUAL_PLATE_2s_EQ2_STZED1.WAV
USUAL_PLATE_2s_EQ2_STZED2.WAV
USUAL_PLATE_3.5s_EQ1_STZED1.WAV
USUAL_PLATE_3.5s_EQ1_STZED2.WAV
USUAL_PLATE_3.5s_EQ2_STZED1.WAV
USUAL_PLATE_3.5s_EQ2_STZED2.WAV
USUAL_PLATE_3s_EQ1_STZED1.WAV
USUAL_PLATE_3s_EQ1_STZED2.WAV
USUAL_PLATE_3s_EQ2_STZED1.WAV
USUAL_PLATE_3s_EQ2_STZED2.WAV
USUAL_PLATE_4s_EQ1_STZED1.WAV
USUAL_PLATE_4s_EQ1_STZED2.WAV
USUAL_PLATE_4s_EQ2_STZED1.WAV
USUAL_PLATE_4s_EQ2_STZED2.WAV
USUAL_PLATE_5s_EQ1_STZED1.WAV
USUAL_PLATE_5s_EQ1_STZED2.WAV
USUAL_PLATE_5s_EQ2_STZED1.WAV
USUAL_PLATE_5s_EQ2_STZED2.WAV

IR-ELECTRO MECHANIC
IR-PLATE
IR-USUAL_PLATE

USUAL_PLATE MONO

00-electro mech logo.jpg
01-electro mech file syntax.jpg
02-electro mech credits.jpg
03-partners info.jpg
04-cksde web info.jpg
USUAL_PLATE_0.5s.WAV
USUAL_PLATE_1.5s.WAV
USUAL_PLATE_1s.WAV
USUAL_PLATE_2.5s.WAV
USUAL_PLATE_2s.WAV
USUAL_PLATE_3.5s.WAV
USUAL_PLATE_3s.WAV
USUAL_PLATE_4s.WAV
USUAL_PLATE_5s.WAV

USUAL_PLATE STEREO

00-electro mech logo.jpg
01-electro mech file syntax.jpg
02-electro mech credits.jpg
03-partners info.jpg
04-cksde web info.jpg
USUAL_PLATE_0.5s_STZED1.WAV
USUAL_PLATE_0.5s_STZED2.WAV
USUAL_PLATE_1.5s_STZED1.WAV
USUAL_PLATE_1.5s_STZED2.WAV
USUAL_PLATE_1s_STZED1.WAV
USUAL_PLATE_1s_STZED2.WAV
USUAL_PLATE_2.5s_STZED1.WAV
USUAL_PLATE_2.5s_STZED2.WAV
USUAL_PLATE_2s_STZED1.WAV
USUAL_PLATE_2s_STZED2.WAV
USUAL_PLATE_3.5s_STZED1.WAV

USUAL_PLATE_3.5s_STZED2.WAV
USUAL_PLATE_3s_STZED1.WAV
USUAL_PLATE_3s_STZED2.WAV
USUAL_PLATE_4s_STZED1.WAV
USUAL_PLATE_4s_STZED2.WAV
USUAL_PLATE_5s_STZED1.WAV
USUAL_PLATE_5s_STZED2.WAV

IR-ELECTRO MECHANIC

IR-SPRING

IR-ANONYMOUSPRING
00-electro mech logo.jpg
01-electro mech file syntax.jpg
02-electro mech credits.jpg
03-partners info.jpg
04-cksde web info.jpg
ANONYMOUSPRING 01 B+ T+.wav
ANONYMOUSPRING 01 B- T+.wav
ANONYMOUSPRING 01 B- T0.wav
ANONYMOUSPRING 01 B0 T+.wav
ANONYMOUSPRING 01 B0 T-.wav

IR-BASIC SPRING
00-electro mech logo.jpg
01-electro mech file syntax.jpg
02-electro mech credits.jpg
03-partners info.jpg
04-cksde web info.jpg
BASIC SPRING MONO.wav
BASIC SPRING PSEUDO STEREO.wav

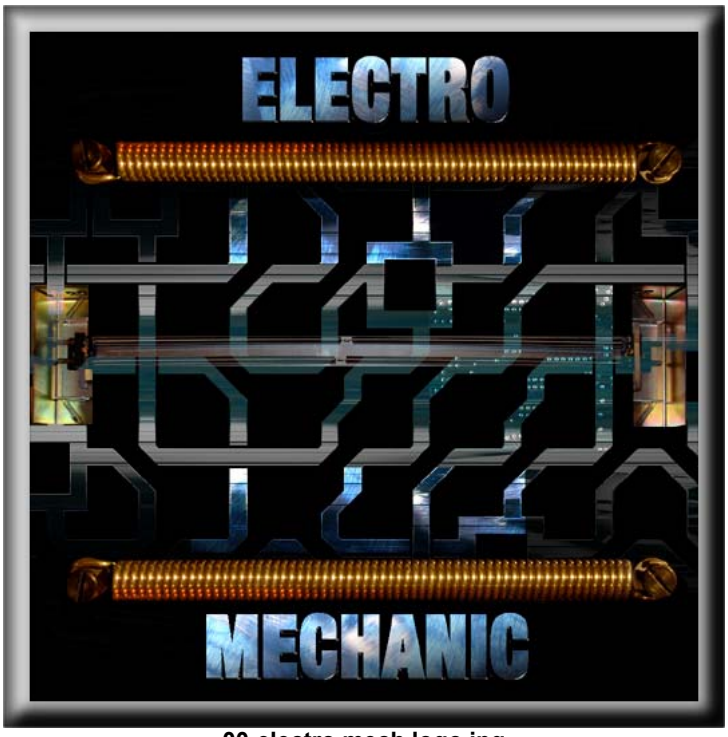
IR-FAMOUSPRING
00-electro mech logo.jpg
01-electro mech file syntax.jpg
02-electro mech credits.jpg
03-partners info.jpg
04-cksde web info.jpg
FAMOUSPRING 01 B-5 T-5.wav
FAMOUSPRING 02 B-3 T-5.wav
FAMOUSPRING 03 B-1 T-5.wav
FAMOUSPRING 04 B+1 T-5.wav
FAMOUSPRING 05 B+3 T-5.wav
FAMOUSPRING 06 B+5 T-5.wav
FAMOUSPRING 07 B-5 T-3.wav
FAMOUSPRING 08 B-3 T-3.wav
FAMOUSPRING 09 B-1 T-3.wav
FAMOUSPRING 10 B+1 T-3.wav
FAMOUSPRING 11 B+3 T-3.wav
FAMOUSPRING 12 B+5 T-3.wav
FAMOUSPRING 13 B-5 T-1.wav
FAMOUSPRING 14 B-3 T-1.wav
FAMOUSPRING 15 B-1 T-1.wav
FAMOUSPRING 16 B+1 T-1.wav
FAMOUSPRING 17 B+3 T-1.wav
FAMOUSPRING 18 B+5 T-1.wav
FAMOUSPRING 19 B-5 T+1.wav
FAMOUSPRING 20 B-3 T+1.wav
FAMOUSPRING 21 B-1 T+1.wav
FAMOUSPRING 22 B+1 T+1.wav
FAMOUSPRING 23 B+3 T+1.wav
FAMOUSPRING 24 B+5 T+1.wav
FAMOUSPRING 25 B-5 T+3.wav
FAMOUSPRING 26 B-3 T+3.wav
FAMOUSPRING 27 B-1 T+3.wav
FAMOUSPRING 28 B+1 T+3.wav
FAMOUSPRING 29 B+3 T+3.wav
FAMOUSPRING 30 B+5 T+3.wav ►

► FAMOUSPRING 31 B-5 T+5.wav
FAMOUSPRING 32 B-3 T+5.wav
FAMOUSPRING 33 B-1 T+5.wav
FAMOUSPRING 34 B+1 T+5.wav
FAMOUSPRING 35 B+3 T+5.wav
FAMOUSPRING 36 B+5 T+5.wav

IR-HIGH END SPRING
00-electro mech logo.jpg
01-electro mech file syntax.jpg
02-electro mech credits.jpg
03-partners info.jpg
04-cksde web info.jpg
HIGH END SPRING 02 B0 T-12.wav
HIGH END SPRING 07 B0 T-12.wav
HIGH END SPRING 12 B0 T-12.wav
HIGH END SPRING 17 B0 T-12.wav
HIGH END SPRING 22 B0 T-6.wav
HIGH END SPRING 27 B0 T-6.wav
HIGH END SPRING 32 B0 T-6.wav
HIGH END SPRING 37 B0 T-6.wav
HIGH END SPRING 42 B0 T+6.wav
HIGH END SPRING 47 B0 T+6.wav
HIGH END SPRING 52 B0 T+6.wav
HIGH END SPRING 57 B0 T+6.wav
HIGH END SPRING 62 B0 T+12.wav
HIGH END SPRING 67 B0 T+12.wav
HIGH END SPRING 72 B0 T+12.wav
HIGH END SPRING 77 B0 T+12.wav

We really apologize for the poor audio quality of the plate IR's (noise and hum).
We did our best to remove these noises, but we really hesitated to add them in this product.

5.1. IR-ELECTRO MECHANIC • Common pictures



00-electro mech logo.jpg

Electro Mechanic IRs File Syntax

Information position within file name

Position 1	Position 2	Position 3	Position 4
ANONYMOUSPRING BASIC SPRING BASIC SPRING MONO BASIC SPRING PSEUDO STEREO FAMOUSPRING HIGH END SPRING	"Recording Number"	**B+5 :** Bass EQ at position +5 **B+3 :** Bass EQ at position +3 **B+1 :** Bass EQ at position +1 **B+ :** More bass EQ **B0 :** Bass EQ at position 0 **B–:** Less bass EQ **B–1 :** Bass EQ at position -1 **B–3 :** Bass EQ at position -3 **B–5 :** Bass EQ at position -5	**T+12 :** Treble EQ at position +12 **T+6 :** Treble EQ at position +6 **T+5 :** Treble EQ at position +5 **T+3 :** Treble EQ at position +3 **T+1 :** Treble EQ at position +1 **T+ :** More treble EQ **T0 :** Treble EQ at position 0 **T–:** Less treble EQ **T–1 :** Treble EQ at position -1 **T–3 :** Treble EQ at position -3 **T–5 :** Treble EQ at position -5 **T–6 :** Treble EQ at position -6 **T–12 :** Treble EQ at position -12

Examples :
ANONYMOUSPRING 01 B0 T-.aif : An anonymous spring's IR, recording #1 with bass EQ at 0 and less treble EQ
FAMOUSPRING 10 B+1 T–3.aif : A famous spring's IR, recording #10 with bass EQ at +1 and treble EQ at -3

01-electro mech file syntax.jpg

Electro Mechanic IRs File Syntax

Information position within file name

Position 1	Position 2	Position 3	Position 4
ANONYMOUSPRING BASIC SPRING BASIC SPRING MONO BASIC SPRING PSEUDO STEREO FAMOUSPRING HIGH END SPRING	"Recording Number"	**B+5 :** Bass EQ at position +5 **B+3 :** Bass EQ at position +3 **B+1 :** Bass EQ at position +1 **B+ :** More bass EQ **B0 :** Bass EQ at position 0 **B-:** Less bass EQ **B-1 :** Bass EQ at position -1 **B-3 :** Bass EQ at position -3 **B-5 :** Bass EQ at position -5	**T+12 :** Treble EQ at position +12 **T+6 :** Treble EQ at position +6 **T+5 :** Treble EQ at position +5 **T+3 :** Treble EQ at position +3 **T+1 :** Treble EQ at position +1 **T+ :** More treble EQ **T0 :** Treble EQ at position 0 **T-:** Less treble EQ **T-1 :** Treble EQ at position -1 **T-3 :** Treble EQ at position -3 **T-5 :** Treble EQ at position -5 **T-6 :** Treble EQ at position -6 **T-12 :** Treble EQ at position -12

Examples :
ANONYMOUSPRING 01 B0 T-.aif : An anonymous spring's IR, recording #1 with bass EQ at 0 and less treble EQ
FAMOUSPRING 10 B+1 T-3.aif : A famous spring's IR, recording #10 with bass EQ at +1 and treble EQ at -3

02-electro mech credits.jpg

03-partners info.jpg

04-cksde web info.jpg

6. IR-HIGH END HARDWARE

IR-HIGH END HARDWARE

IR-CHURCH
00-high end verb logo.jpg
01-high end verb credits.jpg
02-partners info.jpg
03-cksde web info.jpg
CATHEAD 1.wav
CHURCHY 1.wav
ENORMOUS CATHEDRAL 1.wav

IR-ECHOED
00-high end verb logo.jpg
01-high end verb credits.jpg
02-partners info.jpg
03-cksde web info.jpg
DUBWISE 4.wav
DUCK DELAY 1.wav
ECHO D FUSOR 1.wav
ECHOVERB MID 1.wav
HALL DELAYED 1.wav
HALL ECHOED 1.wav
MEDIUMPHAT 1.wav
PING ET PONG 250 1.wav
ST ECHOVERB 2.wav
STEREO REFLECT 2.wav

IR-EFFECT
00-high end verb logo.jpg
01-high end verb credits.jpg
02-partners info.jpg
03-cksde web info.jpg
BIG DENSITY DUB 2.wav
BIG FULL DUB 1.wav
CLEARREFLECT 1.wav
DIFFUSION 3.wav
DUBWISE 11.wav
ENDING 1.wav
EXIGU 1.wav
FILTERED VERB 1.wav
INFINITE VERB 33s 1.wav
INFRATUNEL 1.wav
LARGE FLANGE 1.wav
LARGE HALL FLANGE FLT 2.wav
SINGING BOX 1.wav
TWICE VERB 1.wav
VOCAL FILTER 1.wav

IR-HALL
00-high end verb logo.jpg
01-high end verb credits.jpg
02-partners info.jpg
03-cksde web info.jpg
BELLE HALL 1.wav
BIG HALL 2.wav
BIG PARKING 1.wav
BIG VOX 1.wav
CLEAN HALL 1.wav
CLEAR FLUTER HALL 1.wav
DRUM PLACE 1.wav
NICE HALL 1.wav
NICE SMALL HALL 1.wav
OUTDOOR SMALL CHAPITEAUX 1.wav
WOODEN HALL 1.wav
WOODEN HALL 2.wav

IR-NON LINEAR
00-high end verb logo.jpg
01-high end verb credits.jpg
02-partners info.jpg
03-cksde web info.jpg
BOX GATE 1.wav
CLEAR GATE 1.wav
REVERSE 1.wav
REVERSE AND GATE 1.wav
SMALL GATE 1.wav
SMALL GATE 2.wav
SPECIAL FLT GATE 1.wav
SPECIAL FLT GATE 2.wav
TIGHT GATE 1.wav

IR-PLATE
00-high end verb logo.jpg
01-high end verb credits.jpg
02-partners info.jpg
03-cksde web info.jpg
CLEAR PLATE 1.wav
DENSELY PLATE 1.wav
LARGE PLATE 1.wav
PLATE GATED 1.wav
PLATE MEDIUM 1.wav
SLAPY PLATE 1.wav
SMALL BRIGHT PLATE 1.wav
SMOOTH PLATE 1.wav
VERY SMALL PLATE 1.wav
VOCAL PLATE 1.wav
VOCAL PLATE 2.wav
VOX PLATE 1.wav

IR-ROOM
00-high end verb logo.jpg
01-high end verb credits.jpg
02-partners info.jpg
03-cksde web info.jpg
BIG ROOM 1.wav
BOX 1.wav
BOX 2.wav
BRIGHT LEAD VOCAL1.wav
BRIT. SMALL 1.wav
CLEAR ROOM 1.wav

DRUM NICE BOOTH 1.wav
KICK BOOSTER SPACE 1.wav
L'IL DRUM SPACE 1.wav
LINO ROOM 1.wav
NICE MIDDLE ROOM 1.wav
NICE SMALL ROOM 1.wav
PERFECT DRUM BOOTH 1.wav
RADIATOR PLACE 1.wav
SMALL BOOKCASE 1.wav
SMALL PLACE 2.wav
SMALL PLACE 6.wav
SMALL ROOM 3.wav

6.1. IR-HIGH END HARDWARE • Common pictures

00-high end verb logo.jpg

01-high end verb credits.jpg

02-partners info.jpg

03-cksde web info.jpg

7. IR-LOW END HARDWARE

IR-LOW END HARDWARE

IR-CHURCH
- 00-low end verb logo.jpg
- 01-low end verb credits.jpg
- 02-partners info.jpg
- 03-cksde web info.jpg
- **CAT ET DRALE 1.wav**
- **PARISH HALL 2.wav**

IR-ECHOED
- 00-low end verb logo.jpg
- 01-low end verb credits.jpg
- 02-partners info.jpg
- 03-cksde web info.jpg
- **BIG BBOX 1.wav**
- **LOW END VERB-VERBDDL 1.wav**
- **LOW END VERB-VERBDDL 2.wav**
- **NICE SNARE DUB 1.wav**
- **REVECHOED 1.wav**
- **SWISS ALPEN ECHO 1.wav**

IR-EFFECT
- 00-low end verb logo.jpg
- 01-low end verb credits.jpg
- 02-partners info.jpg
- 03-cksde web info.jpg
- **BIG PRE DIFFUSOR 1.wav**
- **EARLY AND GHOST 1.wav**

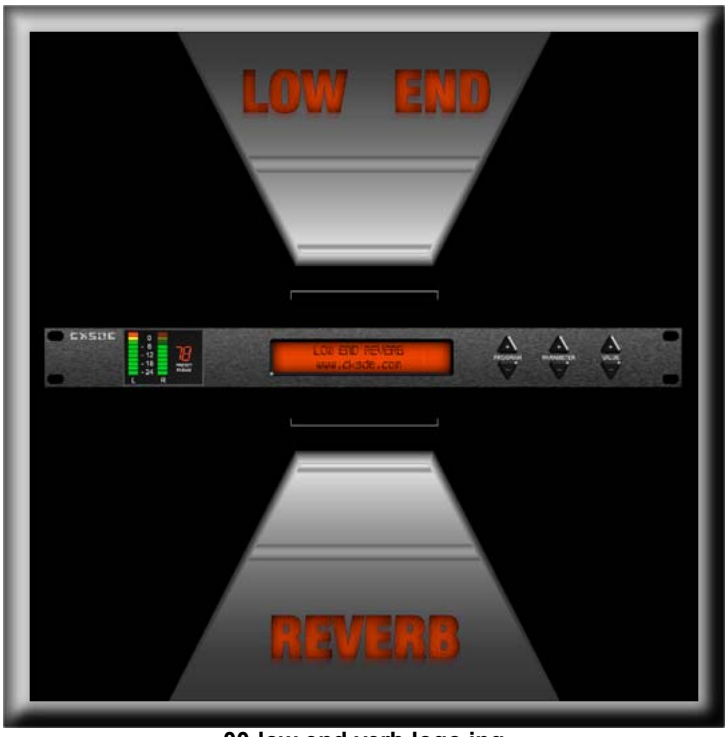
IR-HALL
- 00-low end verb logo.jpg
- 01-low end verb credits.jpg
- 02-partners info.jpg
- 03-cksde web info.jpg
- **BIG AND HOT HALL 1.wav**
- **BIG PARKING 1.wav**
- **BRIGHT DRUM PLACE 1.wav**
- **FRESH HALL 1.wav**
- **LARGE VENUE 1.wav**
- **LOW END VERB -ST HALL 1.wav**
- **LOW END VERB-HALL 3.wav**
- **RESODENSE HALL 1.wav**
- **SMALL BOOTH 1.wav**
- **THE MONSTER 35s 1.wav**

IR-NON LINEAR
- 00-low end verb logo.jpg
- 01-low end verb credits.jpg
- 02-partners info.jpg
- 03-cksde web info.jpg
- **ENORMOUS GATE 1.wav**
- **LOW END VERB-GATED 1.wav**
- **REVERSSREVER 1.wav**
- **SMALL GATE REVERB 2.wav**
- **SMALL GATE VERB 1.wav**
- **TILED GATE 1.wav**

IR-PLATE
- 00-low end verb logo.jpg
- 01-low end verb credits.jpg
- 02-partners info.jpg
- 03-cksde web info.jpg
- **ANALOG PLATE 1.wav**
- **BIG PLATE 1.wav**
- **MIDDLE HOT PLATE 1.wav**
- **MIDDLE LARGE PLATE 1.wav**
- **TIGHT PLATE 1.wav**

IR-ROOM
- 00-low end verb logo.jpg
- 01-low end verb credits.jpg
- 02-partners info.jpg
- 03-cksde web info.jpg
- **BIG ROOM RESONANT 1.wav**
- **DISTANT BOOTH 1.wav**
- **LINOLEUM BOOTH 1.wav**
- **MIDDLE HOT ROOM 1.wav**
- **ROOM MID ROOM 1.wav**
- **UK PLACE 1.wav**

7.1. IR-LOW END HARDWARE • Common pictures



00-low end verb logo.jpg

All Electronic IRs

Credits :

Production, recording & editing : Spocksone
Final editing : Pierre-Edward Jaquerod (PTR) &
Pierre-Frédéric Junod (June)
Additional Editing : Pierre-Frédéric Junod (June)
Recording assistants : Jean-Baptiste Marceau
Diagram editing & photo processing : Patrick de Jesus
Graphics : PTR & Spocksone

Special thanks :

Red Line Music : Salvator Marzo, **Damp Production :** Pascal & Thierry, **Giant Electronics :** Fabrice & Vincent, **Schmidt Music Center :** Fabrice, Thomas Lautenbacher (Strek), Tiane Nguyen

 www.cksde.com

01-high end verb credits.jpg

02-partners info.jpg

03-cksde web info.jpg

8. IR-SOFTWARE

8. IR-SOFTWARE • General content

IR-SOFTVERB

IR-ECHOED
- 00-softverb logo.jpg
- 01-softverb credits.jpg
- 02-partners info.jpg
- 03-cksde web info.jpg
- **ECHO STATIC FLANGE 500MS 1.wav**
- **ECHOTUNEL 1.wav**
- **ECHOTUNEL 2.wav**
- **ECHOTUNEL 3.wav**
- **ECHOTUNEL 4.wav**
- **ECHOTUNEL 5.wav**
- **LONG SLOW ECHO 1.wav**
- **OLD DUBDDLVERB 1.wav**
- **ROOM DELAY 100_204MS 1.wav**
- **VOX DELAY 220MS 1.wav**

IR-EFFECT
- 00-softverb logo.jpg
- 01-softverb credits.jpg
- 02-partners info.jpg
- 03-cksde web info.jpg
- **80s RESO DAMP 1.wav**
- **BIG SNAKE HALL 1.wav**
- **BIG WHITE TAIL 1.wav**
- **BOILER ROOM 1.wav**
- **CHORUSED ROOM 30MS 1.wav**
- **EXTRA RESONANT 1.wav**
- **RESODELAY 200MS 1.wav**
- **SPECIAL FILTERFXPLACE 1.wav**

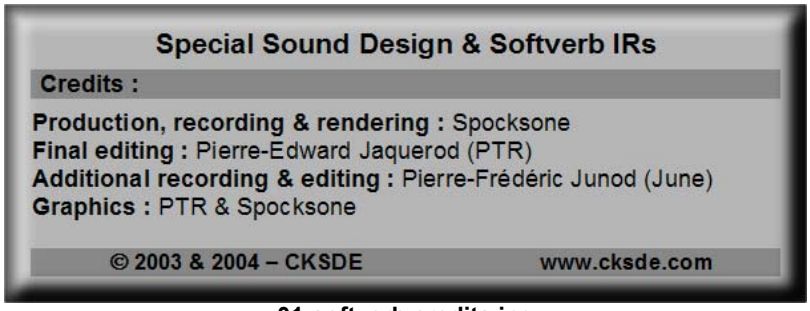
IR-HALL
- 00-softverb logo.jpg
- 01-softverb credits.jpg
- 02-partners info.jpg
- 03-cksde web info.jpg
- **BIG HALL LOW 1.wav**
- **BIG KEY VERB 1.wav**
- **CASTTLE 1.wav**
- **DUB VERBERATOR 1.wav**
- **ENTRY HALL 1.wav**

IR-NON LINEAR
- **00-softverb logo.jpg**
- **01-softverb credits.jpg**
- **02-partners info.jpg**
- **03-cksde web info.jpg**
- **MEDIUM SOFT GATED 1.wav**

IR-ROOM
- 00-softverb logo.jpg
- 01-softverb credits.jpg
- 02-partners info.jpg
- 03-cksde web info.jpg
- **CLAUSTROVERB 1.wav**
- **CONTAINER 10.wav**
- **ELECTROSING BOX 1.wav**
- **ELECTROSING BOX 2.wav**
- **EXTRA BRIGHT BOX 1.wav**
- **ISO BOOTH 1.wav**
- **KICK BOOTH 1.wav**
- **MIDMETAL ROOM 2.wav**
- **SMALL METAL ROOM 1.wav**
- **TIGHT ROOM 1.wav**

8.1. IR-SOFTWARE • Common pictures

00-softverb logo.jpg



01-softverb credits.jpg

02-partners info.jpg

03-cksde web info.jpg

9. IR-SPECIAL SOUND DESIGN

special sound design IRs.

We made some special sound design IRs which are born from many audio material mixtures and effects processing combinations.
The result of that job was divided into 6 categories:

- air,
- metal,
- plastic & glass,
- synthetic,
- unnatural,
- water.

It is not always easy to obtain simple to use results starting from these IRs, by their tonal height, their dynamics as well as their character that sometimes are only appropriate to some kind of sounds to be convoluted.

Nevertheless, do not hesitate to take a little time to try all that could passes through your mind; And there, it can be surprising when the magic operates. You would discover rather rare or even never heard spaces.

Here are some tricks and tips :

1. Pay great attention to the sound level of your amplification. Jumps of the sound dynamic could destroy your speakers (CKSDE cannot be held responsible in any way for any damage of your equipment or your hearing resulting to any use of one of our products).

2. Some IRs give better results when they are used ‘’wet only’’, particularly for short ones.

3. To get better results, do not hesitate to pitch some IRs, equalize them or apply any audio processing so they match smoothly to the kind of sound to convolute.

4. For each IR, we put one or more test sounds which are appropriate in use for that specific IR. That would just give you a first indication, but do not hesitate to try them in any way.

5. To get a good result, we recommend to take care of a well appropriate balance between the wet and dry sound as well as the reverberation time which is sometimes quit long for some IRs.

6. We advise you, as a first test, to use some sounds that work with all special sound design : Drum loops, drums, percussion, impacts, miscellaneous impacts, spoken voices.
   These are just some given examples.

9.1. IR-SPECIAL SOUND DESIGN • General content

IR-SPECIAL SOUND DESIGN

IR-AIR

00-spec snd design logo.jpg
01-spec snd design credits.jpg
02-partners info.jpg
03-cksde web info.jpg
ACETYLENE 1.wav
ACETYLENE 2.wav
AIR RELEASE GATED 2.wav
BIRDYVERB 1.wav
BLOWNOZ 1.wav
BOMBONNE VERB 1.wav
BREATHVERB 1.wav
BREATHVERB 2.wav
INTRAVENOUSLY 1.wav
INTRAVENOUSLY 2.wav
NITROX VERB 1.wav
NITROX VERB 2.wav
PUMPYVERB 1.wav
REVERSINFLEX 1.wav
REVERSINFLEX 2.wav
REVERSINFLEX 3.wav
REVERSINFLEX 4.wav
REVERSINFLEX 5.wav
RGATE 1.wav
SCREAMER 1.wav
STEAMACHINE 1.wav
STEAMACHINE 2.wav
STEAMACHINE 3.wav
STEAMACHINE 4.wav
STEAMACHINE 5.wav
VOXER 1.wav
WHISTLEVERB 1.wav

IR-SPECIAL SOUND DESIGN

IR-METAL

00-spec snd design logo.jpg
01-spec snd design credits.jpg
02-partners info.jpg
03-cksde web info.jpg
ALU PIPE 1.wav
ALU PIPE 2.wav
ALUMINIUM ECHOED 200MS 2.wav
ALUMINIUM RESONANCE 1.wav
ALUMINIUM REZ 1.wav
ALUMINIUM REZ 2.wav
BALL BEARING 1.wav
BALL BEARING 2.wav
CONTAINER 1.wav
CONTAINMETAL 1.wav
CYMBALREZ 1.wav
CYMBALREZ 2.wav
DUMP TRUCK 1.wav
HAMMER RINGU 1.wav
HARD SPRING 1.wav
IRON CABLE 1.wav
IRONECHO 1 135MS.wav
IRONECHO 2.wav
IRONECHO 3 285MS.wav
IRONIZER 1.wav
IRONIZER 2.wav
METAL BELL 1.wav
METAL BELL 2.wav
METAL HISS 1.wav
METAL IN MOVEMENT 1.wav
METAL IN MOVEMENT 2.wav
METAL IN MOVEMENT 3.wav
METAL PARKING GATED 1.wav
METAL PARKING GATED 2.wav
METAL PARKING GATED 3.wav
METAL WATERTANK 1.wav
METALBOOTH 1.wav
METALBOOTH GATED 2.wav
METALBOWL 1.wav
METALIGHT 1.wav
METALIGHT GATED 1.wav
METALIK ECHO 1.wav
METALIK ECHO 2.wav
METALIK GATED 2.wav
METALIK WISTLESPACE 1.wav
METALPIPE ECHO 740MS 1.wav
METALROOMY 1.wav
METALSTRIKE 1.wav
METALSTRING 1.wav
METALSTRING 2.wav
METALSTRING 3.wav
METALTUBY 1.wav
METALTUBY 2.wav
ORGANOMETALIK 1.wav
ORGANOMETALIK ECHO 1.wav
RADIATOR 1.wav
RADIATOR 2.wav
RADIATOR 3.wav
RADIATOR 4.wav
SONNETTE.wav
THE CARGO SHIP 1.wav
THE CARGO SHIP 2 REVERS.wav
THE CARGO SHIP 2.wav
THE CARGO SHIP 3.wav
THE EDGE 1.wav
TRIANGLE REZ 1.wav
TRIANGLE REZ 2.wav
TRIANGLE REZ 3.wav
VIRTUAL GAS TANKER 1.wav
VIRTUAL GAS TANKER 2.wav
VIRTUAL GAS TANKER 3.wav
VIRTUAL GAS TANKER 4.wav
XTREMETALIZER 1.wav

IR-SPECIAL SOUND DESIGN

IR-PLASTIC

00-spec snd design logo.jpg
01-spec snd design credits.jpg
02-partners info.jpg
03-cksde web info.jpg
BIG HONEY JAR 1.wav
BROKEN GLASS 1.wav
BROKEN GLASS 2.wav
CYLINDRICAL GLASS 1.wav
FIBER EKOMPOSITE 1.wav
GLASS DELAY 130MS.wav
GLASSBRIGHT BOX 1.wav
INTOGLASS 1.wav
INTOGLASS 2.wav
PLASTIC CONTAINER 1.wav
PLASTIC CONTAINER 2.wav
PLASTIC TUBES 1.wav
PLASTIC TUBY 1.wav
PLASTIC TUBY 2.wav
PLASTUBE 1.wav
PLEXYDOOR 2.wav
PLEXYGLASS BOX 1.wav
RUBERGLASS 1.wav
RUBERGLASS 2.wav
RUBERGLASS 3.wav
SIPHON 1.wav
SIPHON 2.wav
STRINGLASS 1.wav
SUPRA GLASSY 1.wav
SUPRA GLASSY 2.wav
TILEBROKEN 1.wav
TUPERWARE 1.wav
TUYAU 1.wav

IR-SPECIAL SOUND DESIGN

IR-SYNTETIC

00-spec snd design logo.jpg
01-spec snd design credits.jpg
02-partners info.jpg
03-cksde web info.jpg
A PITCH BLACK 1.wav
A PITCH BLACK 2.wav
BIRDSYNTHETIC 1.wav
BIRDSYNTHETIC 2.wav
BIRDSYNTHETIC 3.wav
CENSORED PRESS 1.wav
CENSORED PRESS 2.wav
CIRCULAR MOVEMENT 1.wav
CRADELAY 1.wav
CREATURE CAGE 1.wav
CYBORG FEM_L.wav
DEBILOSRITHMICOS 1.wav
DOLPHINAPTOR DIVINATOR 1.wav
DOLPHINAPTOR DIVINATOR 2.wav
DOLPHINAPTOR DIVINATOR 3.wav
DOLPHINAPTOR DIVINATOR 4.wav
DREAMDISTORTION 1.wav
ECHO TEMPEST 1.wav
ECHO TEMPEST 2.wav
ECHOFLY 260MS2.wav
ECHOFLY 460MS1.wav
ECHOFLY 500MS3.wav
ECHOREZFLT 1.wav
FMR NON LINEAIRE 1.wav
FMR NON LINEAIRE 2.wav
FMR NON LINEAIRE 3.wav
GLIMMERINGLITZY 1.wav
HARMONOS WHISTLE 1.wav
HUMANOID ECHO 1.wav
HUMANOID ECHO 2.wav
METAVERB 1.wav
MULTI DIMENSIONAL PIPE 1.wav
MULTI DIMENSIONAL PIPE 2.wav
NEW PERRY DUBER 1.wav
NEW PERRY DUBER 2.wav
NEW PERRY DUBER 3.wav
NEW PERRY DUBER 4.wav
PHONE ECHOVIRUS 1.wav
PHONE ECHOVIRUS 2.wav
PHONE ECHOVIRUS 3.wav
PING DELAY PONG 1.wav
PLASMAVERB 1.wav
PLASTIC RAY VERB 2.wav
PONG MACHINE 1.wav
PONG MACHINE 2.wav
PONG MACHINE 3.wav
RADIOSCOP 1.wav
RESOFEED 1.wav
REVERSREVER 1.wav
REVERSREVER 2.wav
REVERT FROM UTHOPIAS 1.wav
REZDELAY 1.wav
ROLLER WAVE 1.wav
SCREAMER VERB 1.wav
SCREAMER VERB 2.wav
SILICATE PLACE 1.wav
SKIDDING 1.wav
SKIDDING 2.wav
SPECIAL ECHO 1.wav
SPECIAL ECHO 2.wav
STARSHIP INTERIOR 1.wav
STARSHIP INTERIOR 2.wav
STARSHIP INTERIOR 3.wav
SURREZONANT 1.wav
SWEEP DOWN 1.wav
SYNCOPATED DELAY 1.wav
TEDDY BEARIUS 1.wav
TEMPORAL GATE 1.wav
TEXTUREVERB 1.wav
TO GHOST HARMONOS 1.wav
TO GHOST HARMONOS 2.wav
TOURMENT 1.wav
VIBRADELAY 1.wav
VOXER VERB 1.wav
WILDPANDELAY 1.wav
WIZUWIZU 1.wav

IR-SPECIAL SOUND DESIGN

IR-UNNATURAL

00-spec snd design logo.jpg
01-spec snd design credits.jpg
02-partners info.jpg
LONG TOILET ECHO 1.wav
MAANOUU PLACE 1.wav
NO LINE ER 1.wav

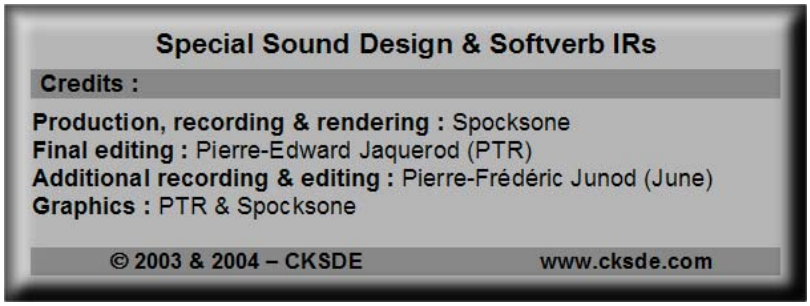
03-cksde web info.jpg
ADDLR 1.wav
BIG STORAGE 1.wav
BIG STORAGE 2.wav
BOXDELAY 08MS 1.wav
BOXER 1.wav
BOXER 2.wav
BRIGHTEN REFLECTOR 1.wav
BRIGHTEN REFLECTOR 2.wav
BRIGHTLIGHT ROOM 1.wav
CEMENT TUBE 1.wav
CONCAVE REFLECTOR 1.wav
CONCAVE REFLECTOR 2.wav
CONCAVE REFLECTOR 3.wav
ECHO IN A BOX 150MS 1.wav
ECHOED BOXER 1.wav
FAKE CAVE 1.wav
HALL EKOGAT 1.wav
INFRASHELETER 1.wav
INFRASHELETER 2.wav
INFRASHELETER 3.wav
INFRASHELETER 4.wav
INSIDE THE PUBLIC TOILET 1.wav
LINONEXT HALLWAY 1.wav
LINONEXT HALLWAY 2.wav
OLD SMALL ROOM 1.wav
PSEUDO DIFFUSOR 1.wav
RESOPIANOVERB 1.wav
ROOMEKO 1.wav
ROUGHALL GATED 1.wav
ROUGHALL GATED 2.wav
SIBILANT PLACE 1.wav
SIBILANT PLACE 2.wav
SMALL TUNEL 1.wav
STEREO REFLECTOR 1.wav
STEREO REFLECTOR 2.wav
STORAGE 1.wav
STORAGE 2.wav
SUBBASSER 1.wav
TENISERVER 1.wav
THUNDER 1.wav
THUNDERCLAP 1.wav
VENTILATION VIEW 1.wav
VENTILATION VIEW 2.wav
VIBRASPACE 1.wav
VIRTUAL PLASTER 1.wav
VOX ACGTR BOOTH 1.wav
VOX ACGTR BOOTH 2.wav
VOX ACGTR BOOTH 3.wav
VOXWOODBOX 1.wav

IR-SPECIAL SOUND DESIGN

IR-WATER
00-spec snd design logo.jpg
01-spec snd design credits.jpg
02-partners info.jpg
03-cksde web info.jpg
AQUA MARE 1.wav
BUBLE 1.wav
GOUTTELETTE 1.wav
RESO WASHBASIN 1.wav
WATER BLIPY 1.wav

9.2. IR-SPECIAL SOUND DESIGN • Common pictures

00-spec snd design logo.jpg



01-softverb credits.jpg

02-partners info.jpg

03-cksde web info.jpg