



Parámetros Acústicos Fundamentales, RT60, Principio de materiales acústicos y Modos normales

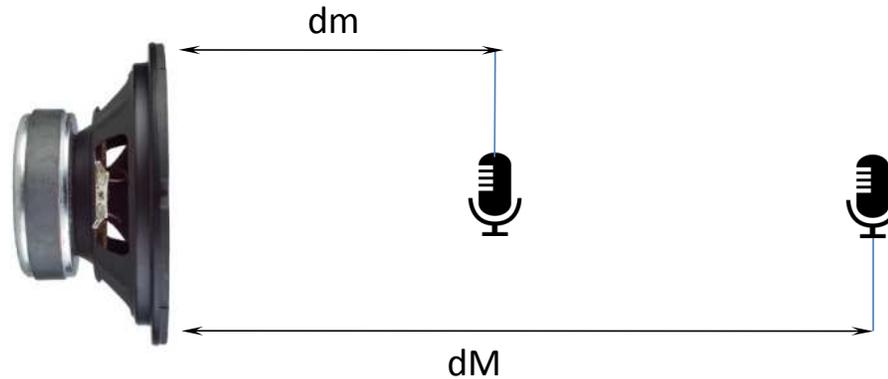
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Especialista en Audio y Sonido*

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*Ingeniero en Acústica
Mg. en Acústica Arquitectónica y Medioambiental*

Propagación en Espacio Libre



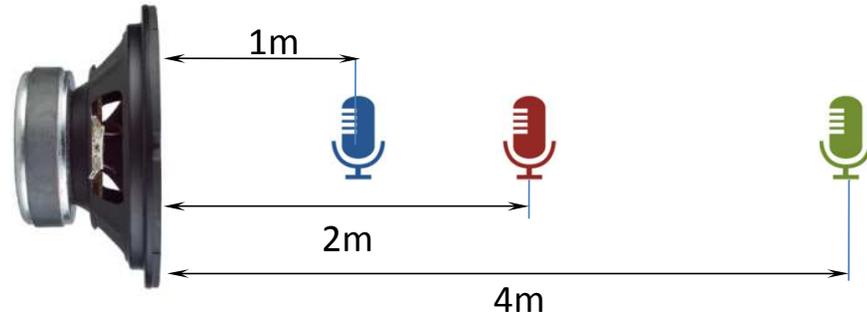
$$\Delta L_{[dB]} = 10 \log \frac{I_{dM}}{I_{dm}} = 10 \log \frac{\cancel{4\pi} \cdot \cancel{W} \cdot dM^2}{\cancel{4\pi} \cdot \cancel{W} \cdot dm^2} = 10 \log \frac{1}{\frac{1}{dM^2}} = 10 \log \frac{dm^2}{dM^2} = 20 \log \frac{dm}{dM}$$

$$\Delta L_{[dB]} = 20 \log \frac{dm}{dM}$$

Formula fundamental, para calcular la caída del nivel sonoro en un espacio libre ideal

aída del nivel sonoro con la distancia

$$\Delta L_{[dB]} = 20 \log \frac{dm}{dM}$$

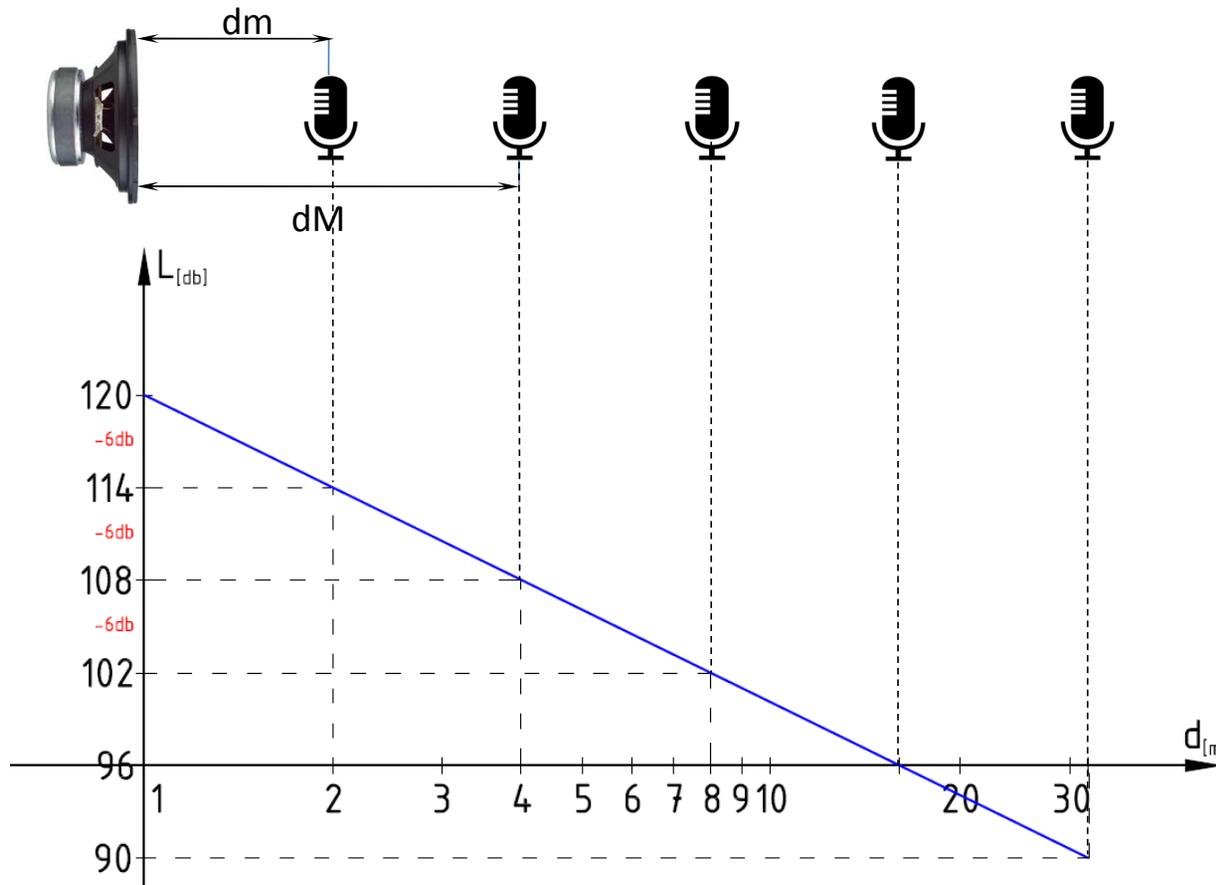


$$\Delta L_{[dB]} = 20 \log \frac{1m}{2m} = 20 \log 0.5 = 20 (-0.30103) = -6dB$$

$$\Delta L_{[dB]} = 20 \log \frac{2m}{4m} = 20 \log 0.5 = 20 (-0.30103) = -6dB$$

$$\Delta L_{[dB]} = 20 \log \frac{1m}{4m} = 20 \log 0.25 = 20 (-0.6020) = -12dB$$

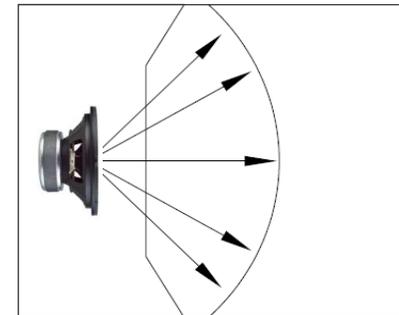
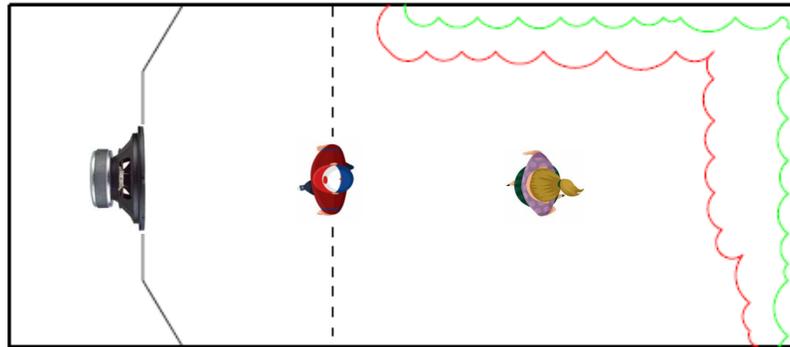
urva de la caída del nivel con la distancia



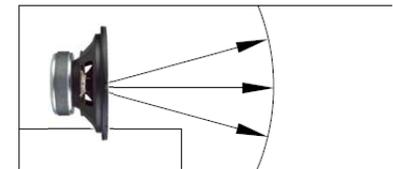
$$\Delta L_{[dB]} = 20 \log \frac{dm}{dM}$$

! i se duplica la distancia, la caída del nivel sonoro es de "6db

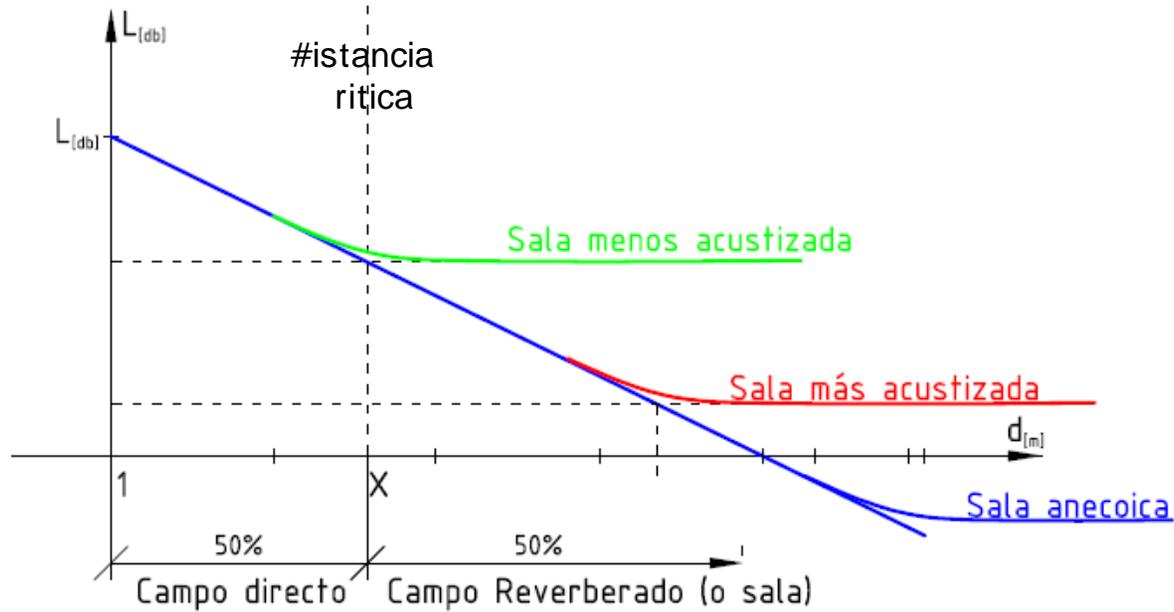
Comportamiento del nivel sonoro en salas cerradas



Sista en planta

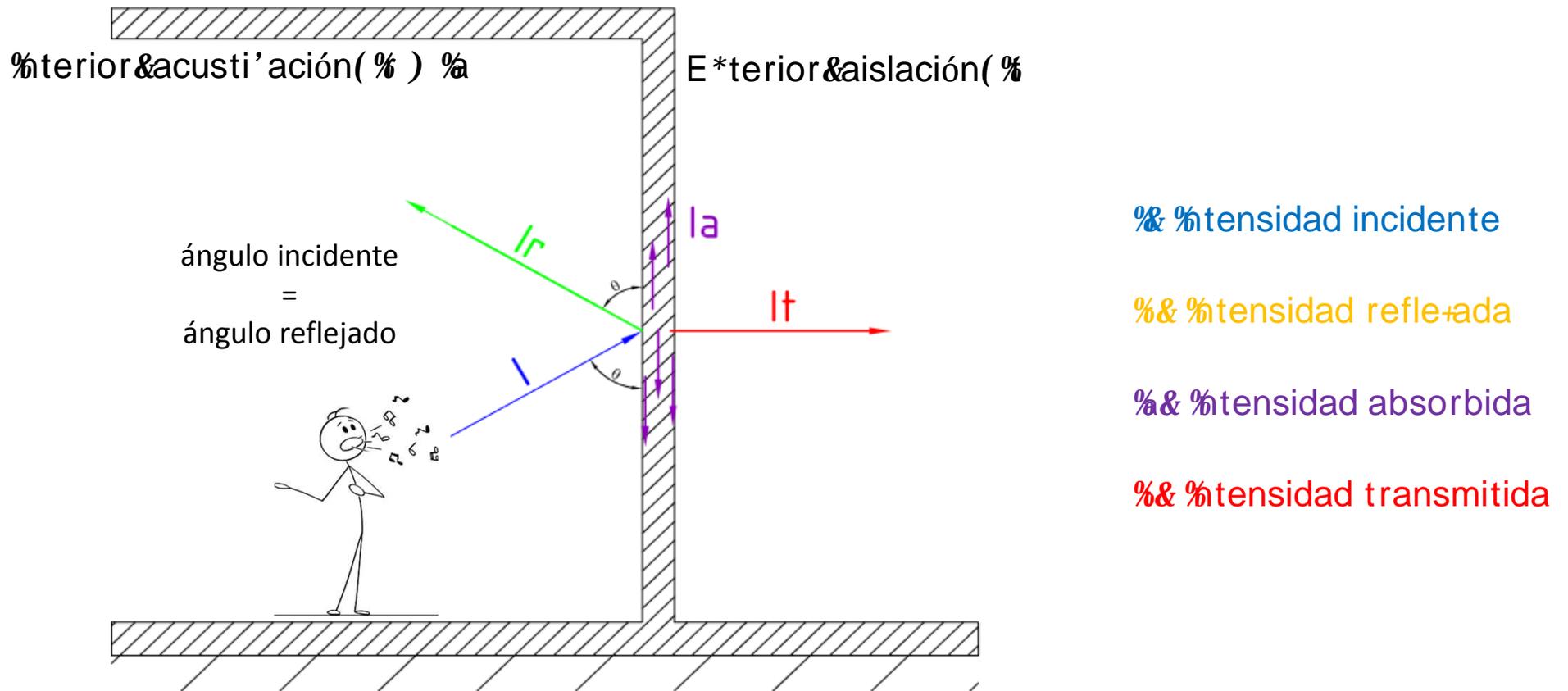


Sista lateral



Parámetros Acústicos Fundamentales

Reflexión, Absorción y Transmisión



Coeficientes de Reflexión, Absorción y Transmisión

$$I_i = I_r + I_a + I_t$$

$$\left. \begin{aligned} 100db &= 50db + 20db + 30db \\ 80db &= 40db + 16db + 24db \\ 50db &= 25db + 10db + 15db \end{aligned} \right\} 1 = 0.5 + 0.2 + 0.3$$

, normalizamos -dividiendo miembro a miembro por la intensidad incidente.

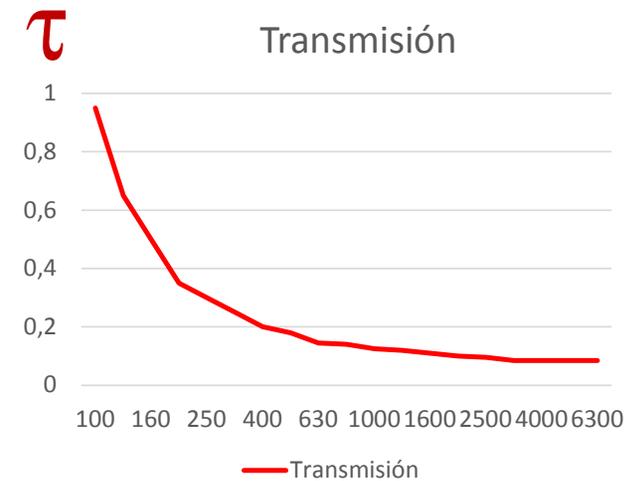
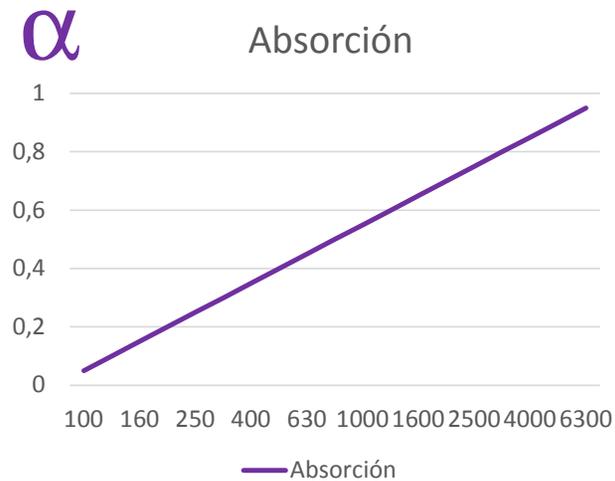
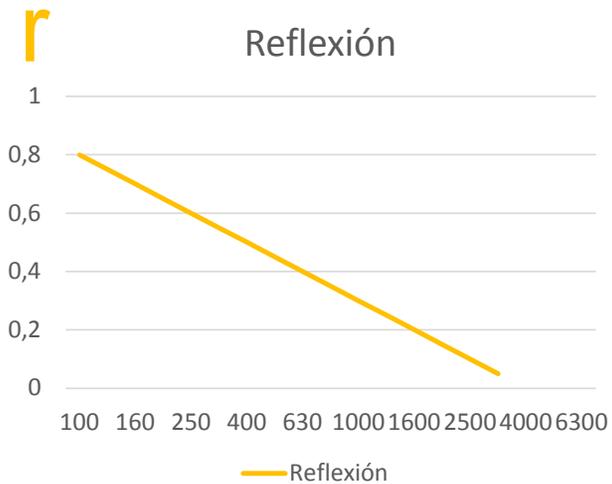
La igualdad no cambia

$$\left. \begin{aligned} \frac{I_i}{I_i} &= \frac{I_r}{I_i} + \frac{I_a}{I_i} + \frac{I_t}{I_i} \\ 1 &= r + \alpha + \tau \end{aligned} \right\} \begin{aligned} 0 &< r < 1 \\ 0 &< \alpha < 1 \\ 0 &< \tau < 1 \end{aligned}$$

Comportamiento de los parámetros acústicos a diferentes frecuencias

E+ $r = 0,3$, $\alpha = 0,55$ $\tau = 0,15$ Salores promediados con ruido rosa

Mediciones a $\$$ arias frecuencias



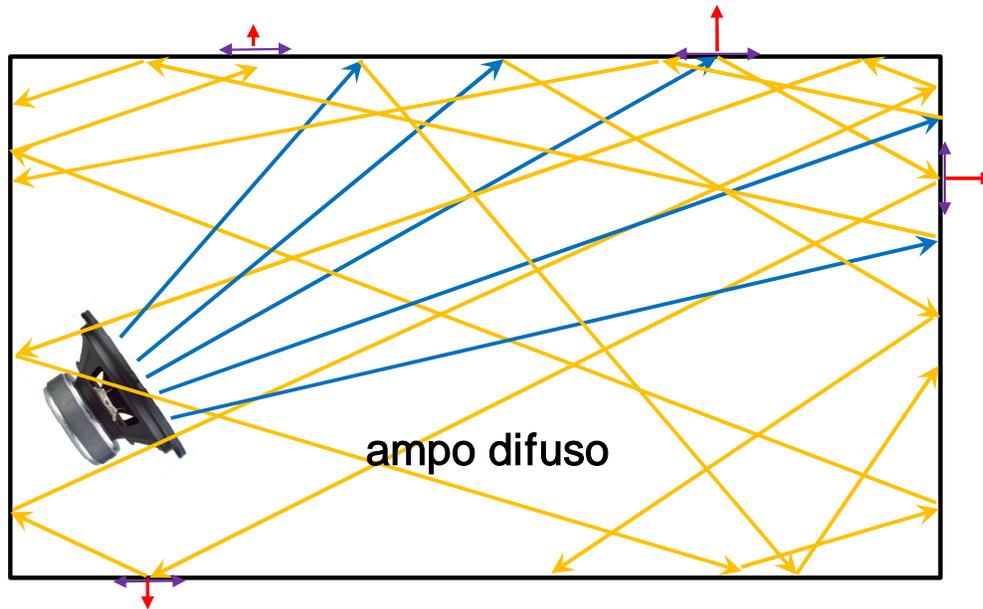
$$1000\text{Hz} = 0,3 + 0,55 + 0,15 = 1$$

coeficientes r α τ de una sala

Ejemplos($1 = 0,6 + 0,1 + 0,3$ \longrightarrow ! in acustiar

$1 = 0,2 + 0,5 + 0,3$ \longrightarrow con tratamiento acústico

Reflección en una sala cerrada – coeficiente r



tiempo de reverberación

A mayor r , mayor tiempo de reverberación “Tr”

$Tr_{teatro} \rightarrow 0,7s \text{ a } 1,1s$

$Tr_{sala de grabacion} \rightarrow 0,1s \text{ a } 0,7s$

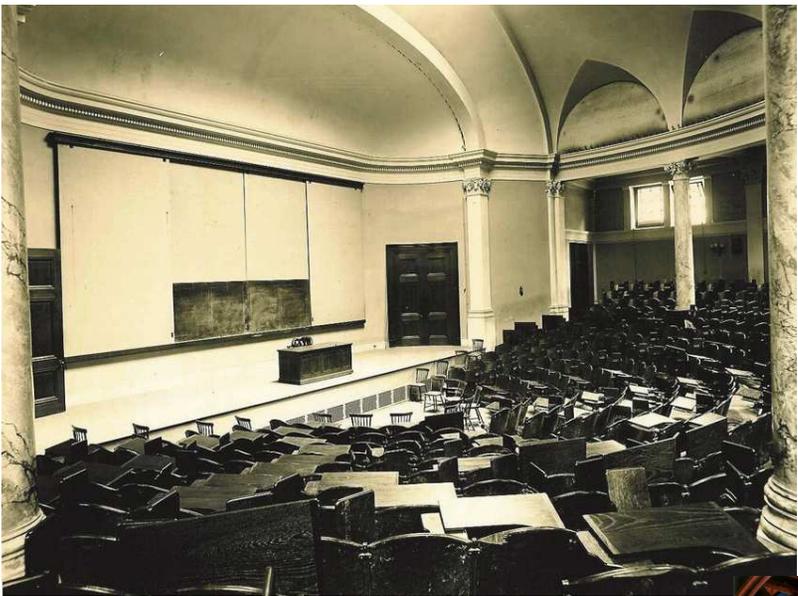
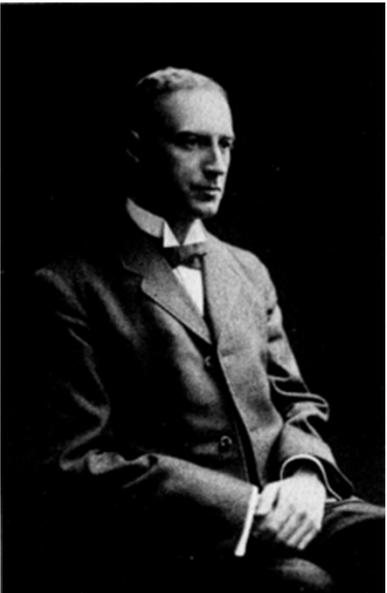
$Tr_{sala de control} \rightarrow 0,1s \text{ a } 0,2s$

$Tr_{sala de concierto} \rightarrow 1,1s \text{ a } 2s$

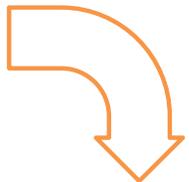
Ejemplos e*xtremos de salas

<https://www.youtube.com/watch?v=DXmUQfohYHg>

/ allace ! abine



En 1895, se le encomendó la mejora acústica de la sala Fogg Lecture Hall



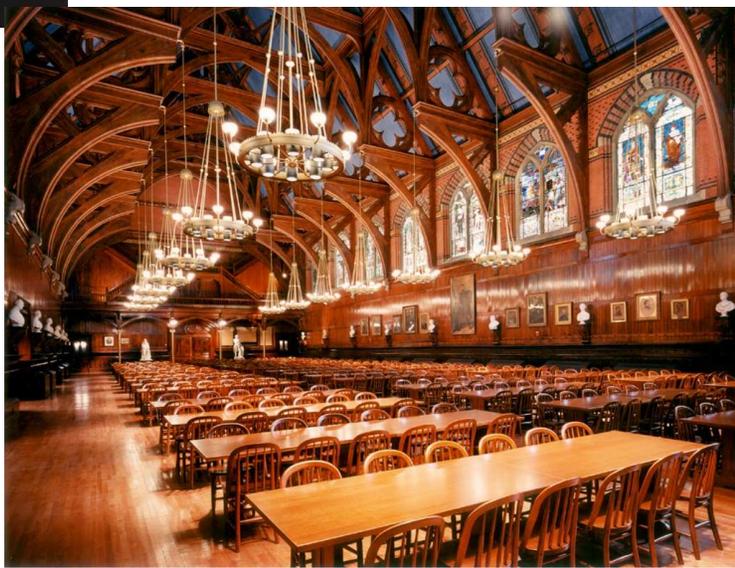
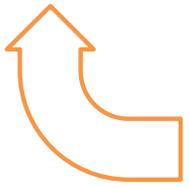
Sanders Theater



=



Órgano de tubos

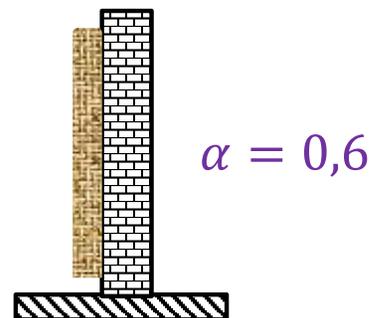
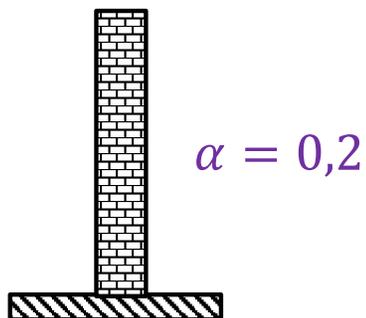


Formula de / allace ! abine " Rt60

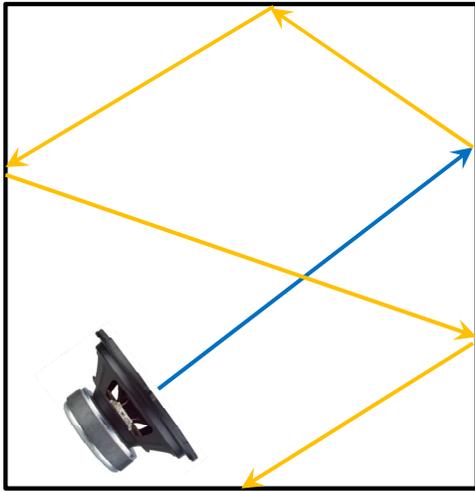
$$Tr = R_{T60} = 0.161 \frac{V}{\alpha S}$$

 Solumen de la ! ala m^3
 ! uperficie o Area de absorcion m^2

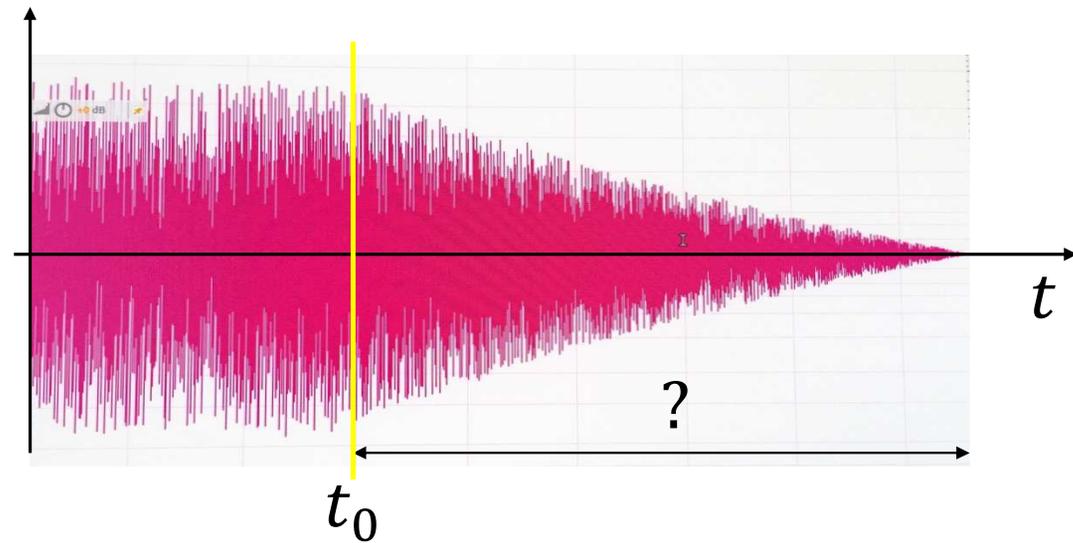
$$R_{T60}[s] = 0.161 \frac{V}{\alpha_1 S_1 + \alpha_2 S_2 + \alpha_3 S_3 + \dots + \alpha_n S_n} = 0.161 \frac{V}{\sum_{i=1}^n \alpha_i S_i}$$



Reverberación – Tiempo R_{T60}



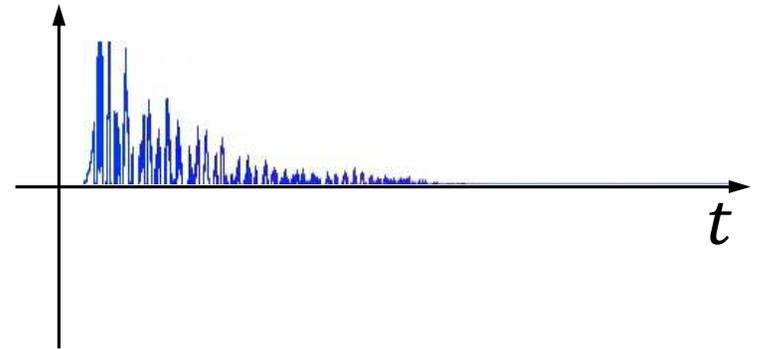
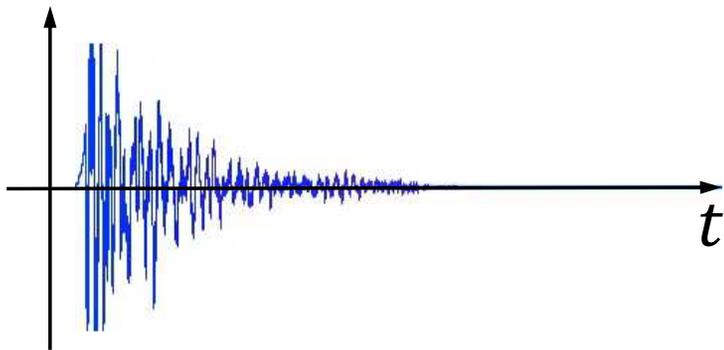
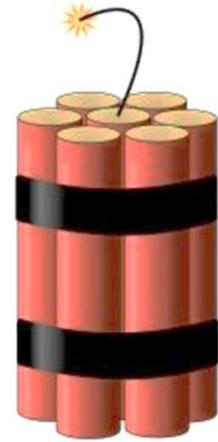
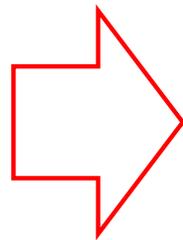
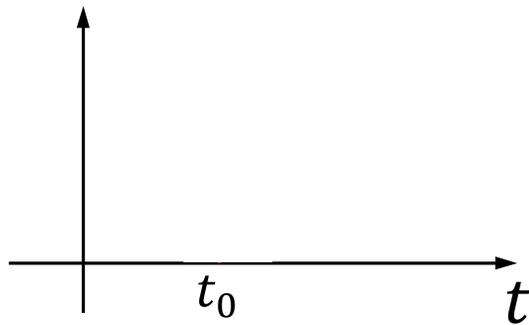
R_{T60} = “Tiempo que demora una señal en atenuarse 60db, una vez que el sonido inicial cesó”



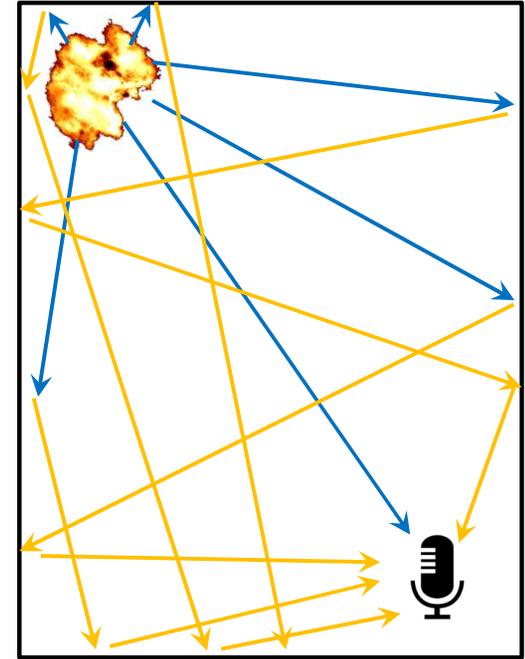
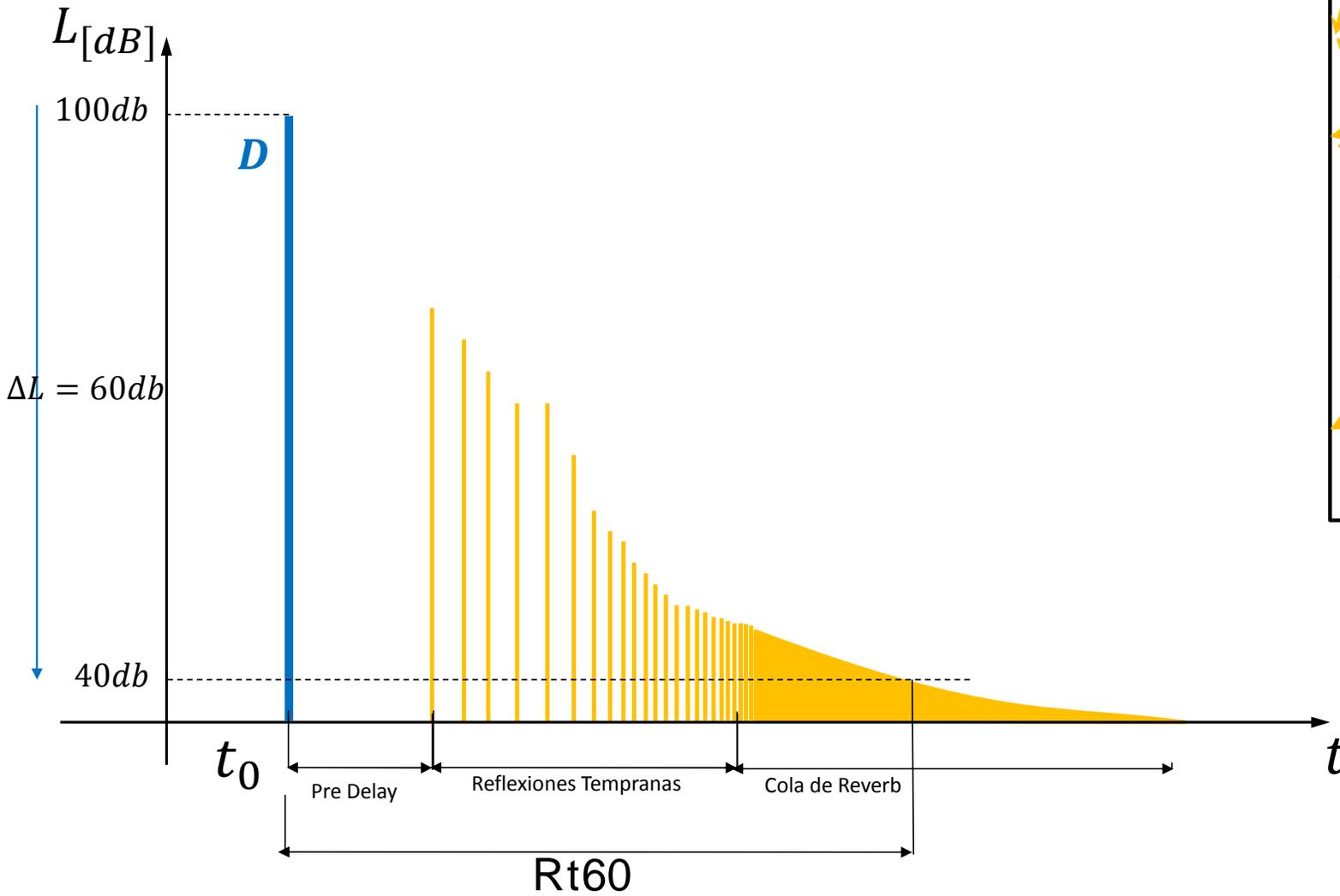
¿Cómo medimos el R_{T60} ?

E*citación de cualquier sistema

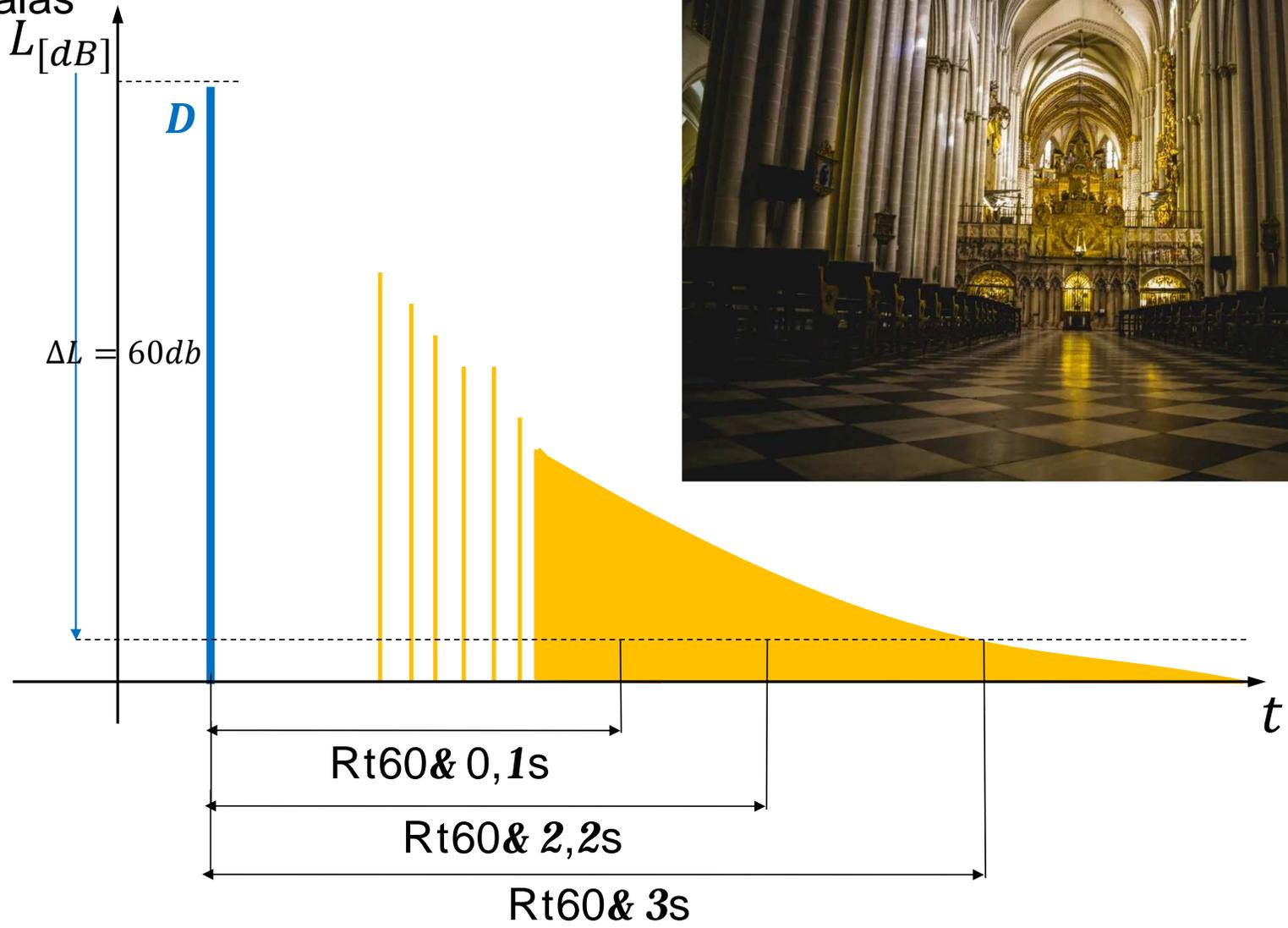
Función %mpulso μ_{-1}

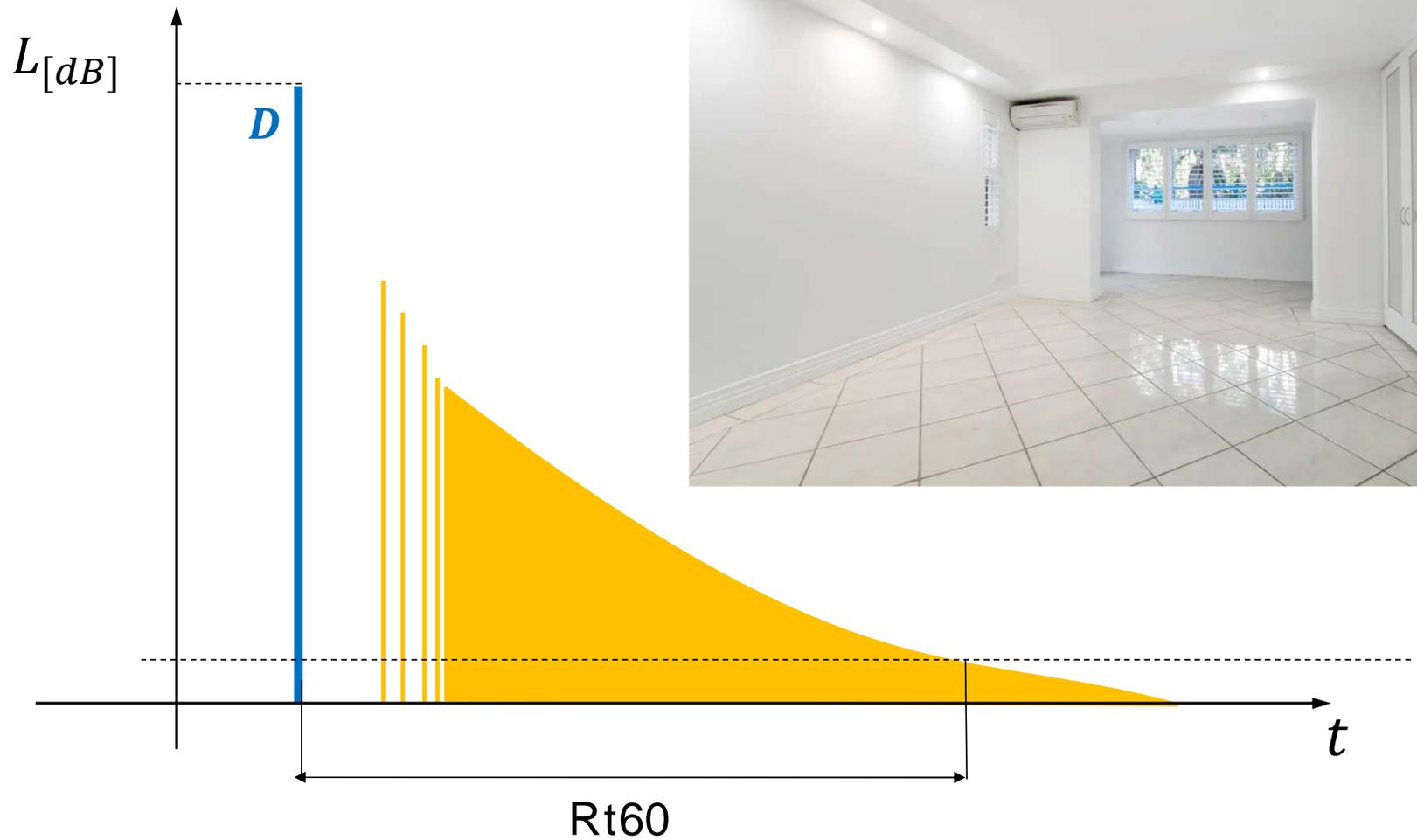


Rt60(Tiempo 0 ue demora el nivel de μ_{-1} en caer 60db



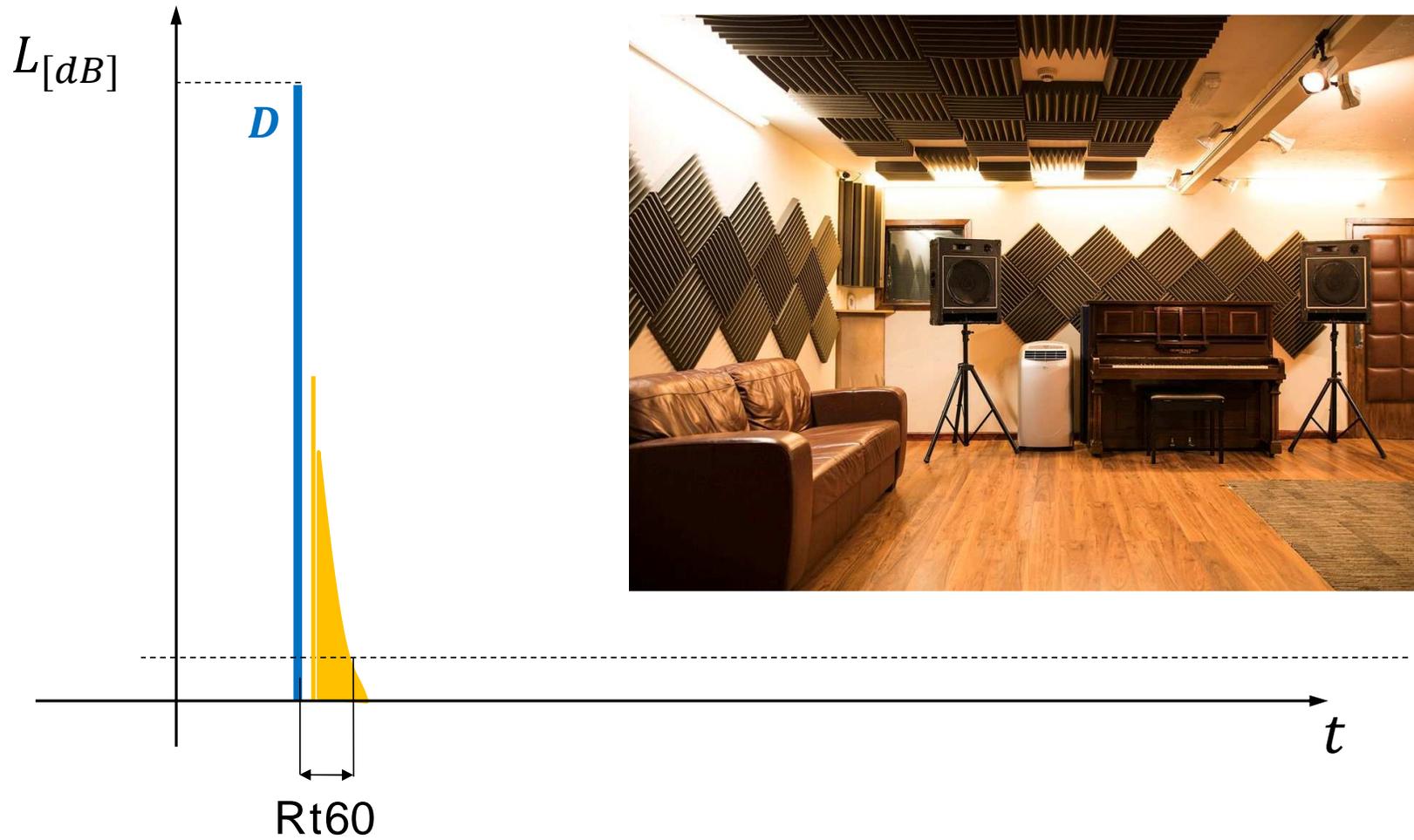
Ejemplos de salas





! ala Mas c4ica 0ue la anterior pero muy reflectiva

! ala de 5rabación

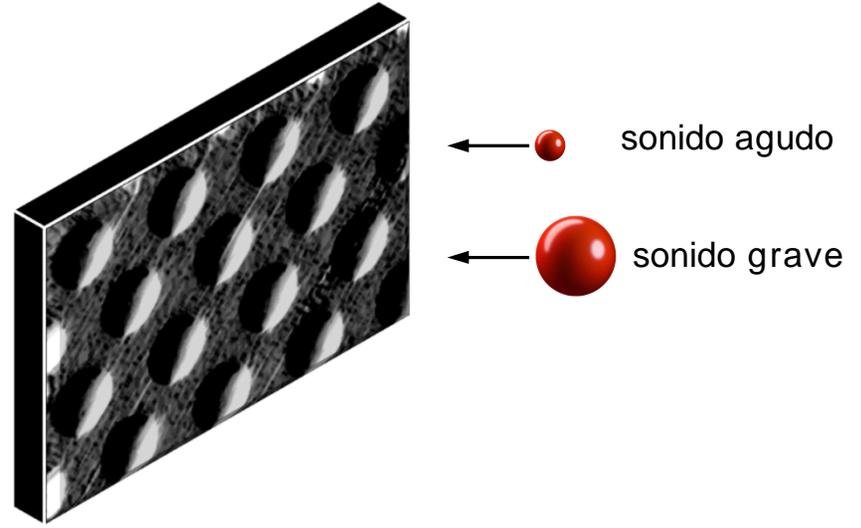
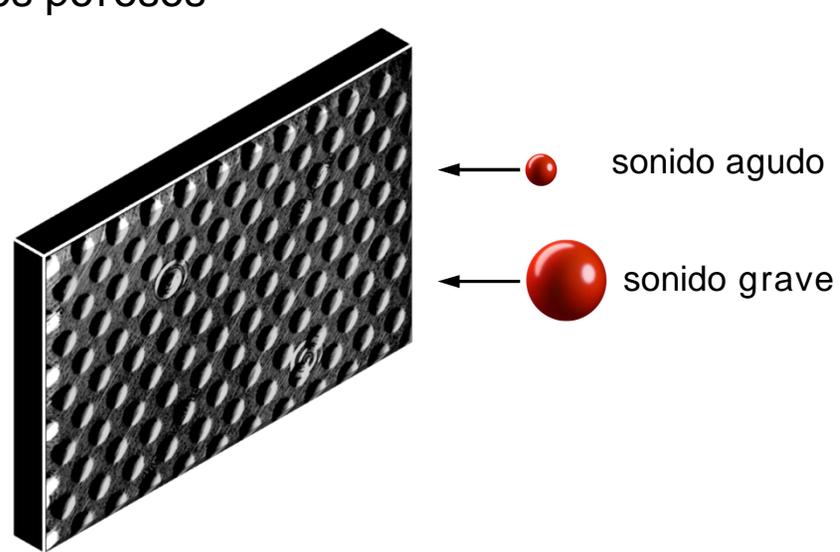


, o muy grande -6*7m. Muy absorbente

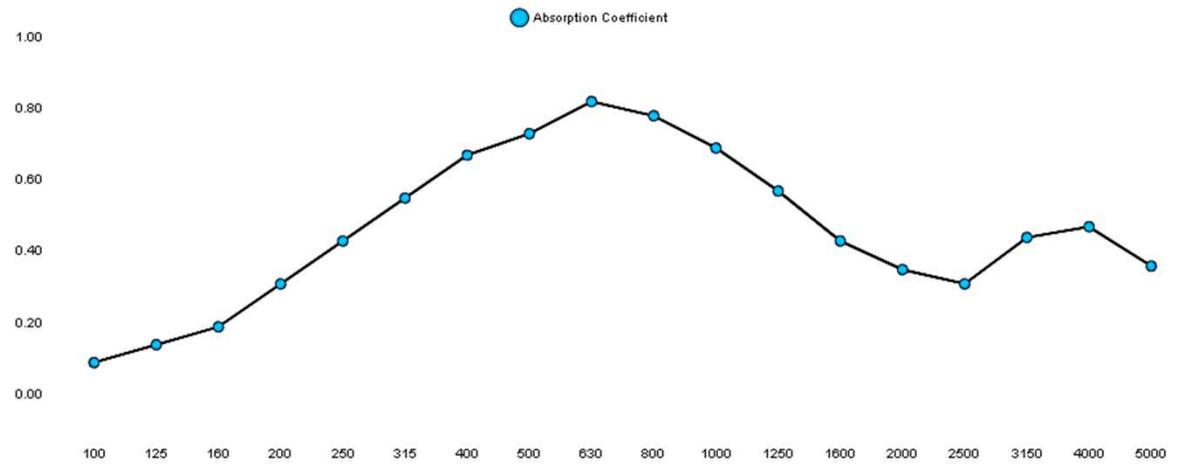
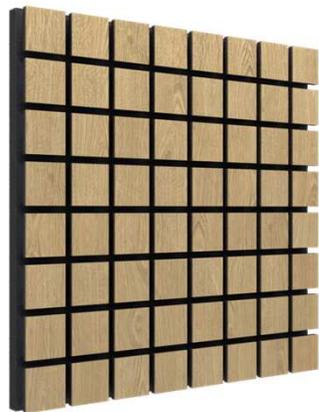
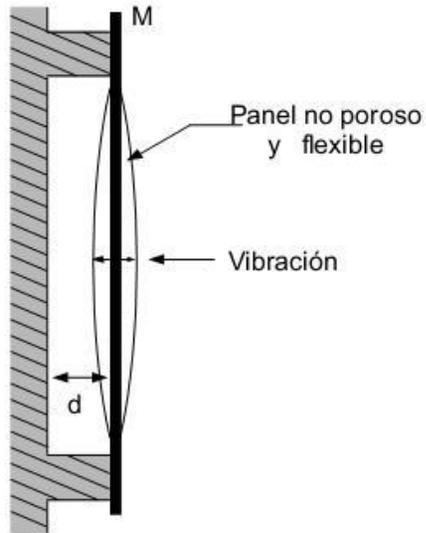
Principio físico de los materiales acústicos



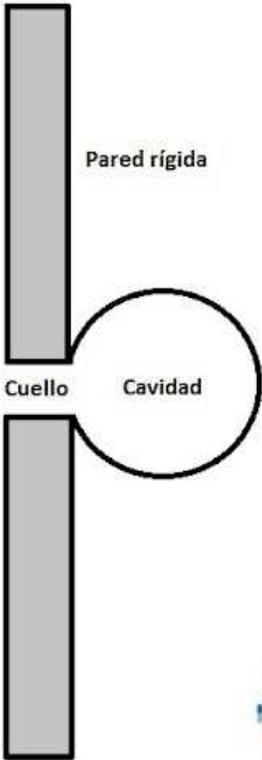
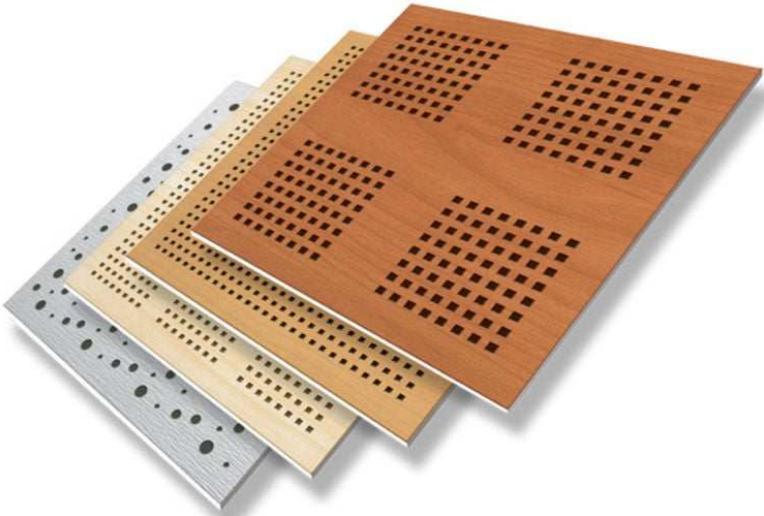
materiales porosos



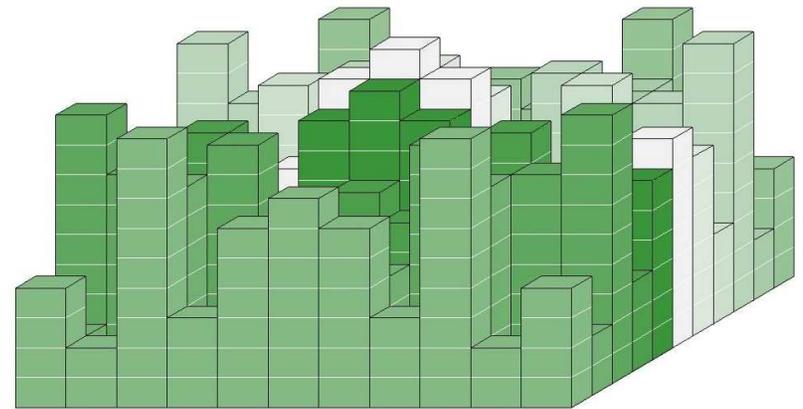
Materiales fle*ibles



Materiales resonantes “trampas de graves”



Materiales difusores





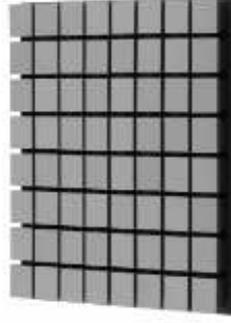
Flat Panel 60.2



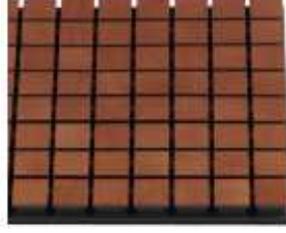
Flat Panel 60.4



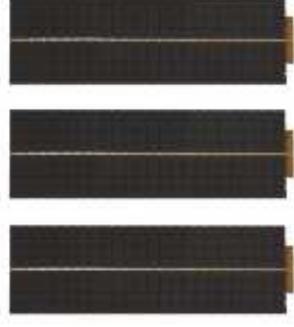
Super Kit MD55 Light



Flexi POL A50



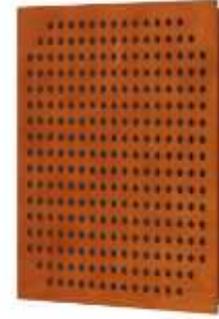
Flexi Wood A50



Flexi Wall



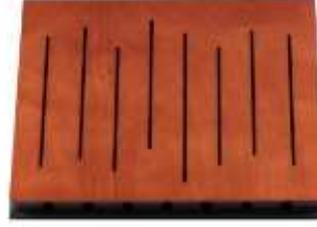
Pulsar Panel



Square Tile 60.4



Omega Wood



Vari Panel Kit

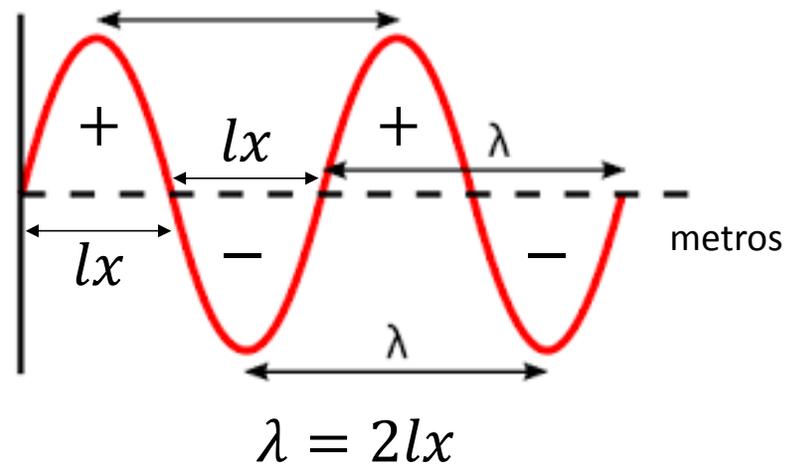
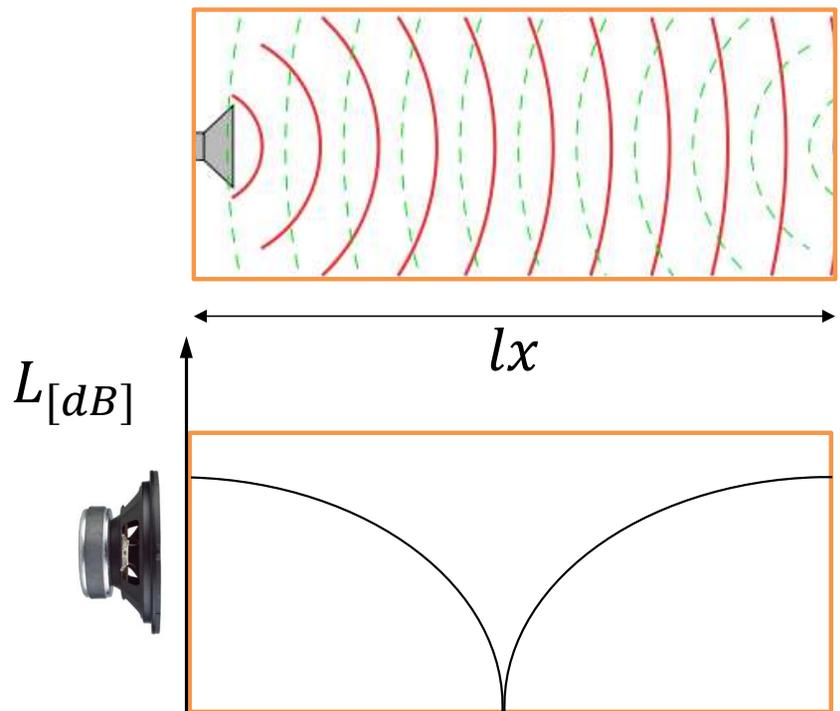


Wavewood



Cinema Round

Modos , ormales de resonancia en un recinto



Resonancia “Amplitud má*ima de oscilación de un elemento, cuando sus dimensiones coinciden con el “ λ ” de una onda, o con múltiplos enteros de la misma”

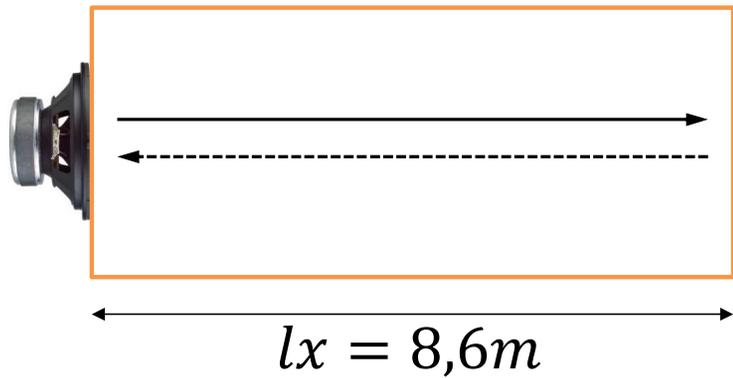


uerda guitarra 2

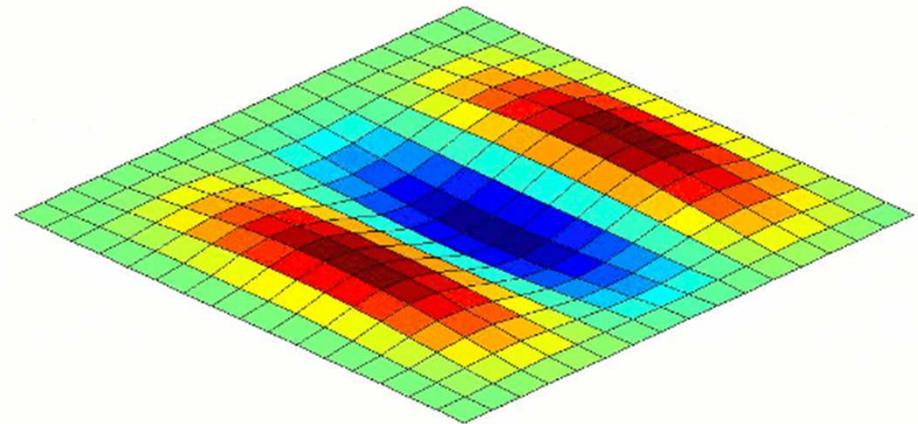
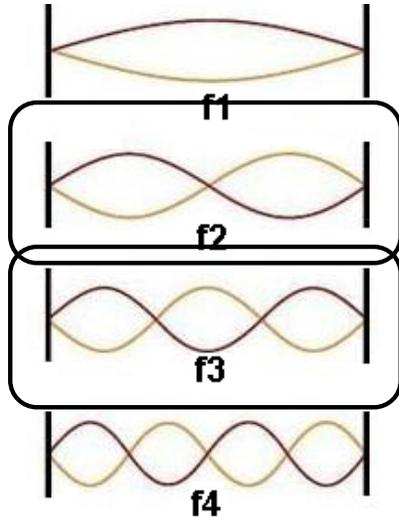


uerda guitarra 3

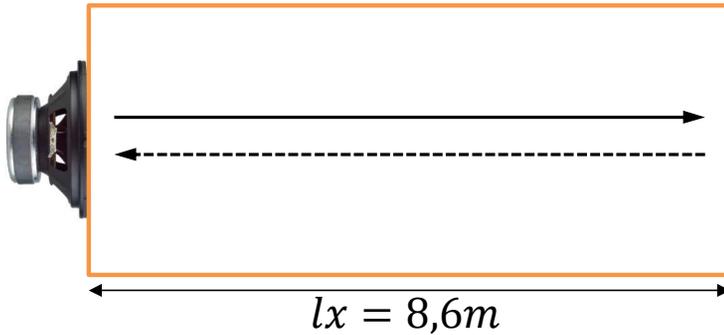
Frecuencia de resonancia del modo normal



$$f_{lx} = \frac{\vec{v}}{\lambda} = \frac{\vec{v}}{2l_x} = \frac{344}{2(8,6)} = 20Hz$$



alculo de frecuencia de resonancia del modo normal de orden superior



$$f_{lx} = \frac{\vec{v}}{2l_x}$$

$$f_{1x} = \frac{\vec{v}}{2l_x}$$

modo normal 3

$$f_{2x} = 2 \left(\frac{\vec{v}}{2l_x} \right) = 2 \left(\frac{344}{17,2} \right) = 40Hz$$

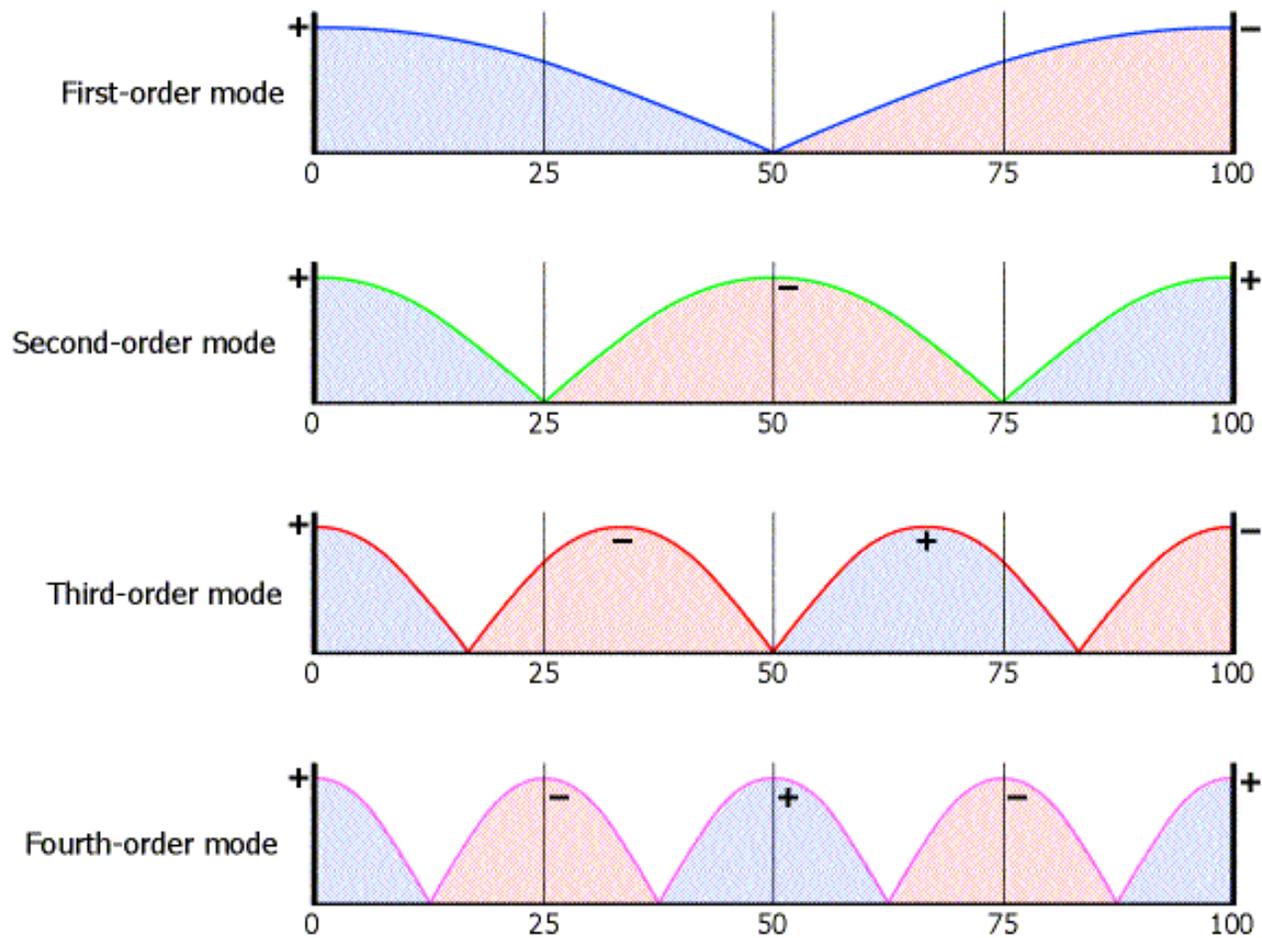
modo normal 8

$$f_{3x} = 3 \left(\frac{\vec{v}}{2l_x} \right) = 3 \left(\frac{344}{17,2} \right) = 60Hz$$

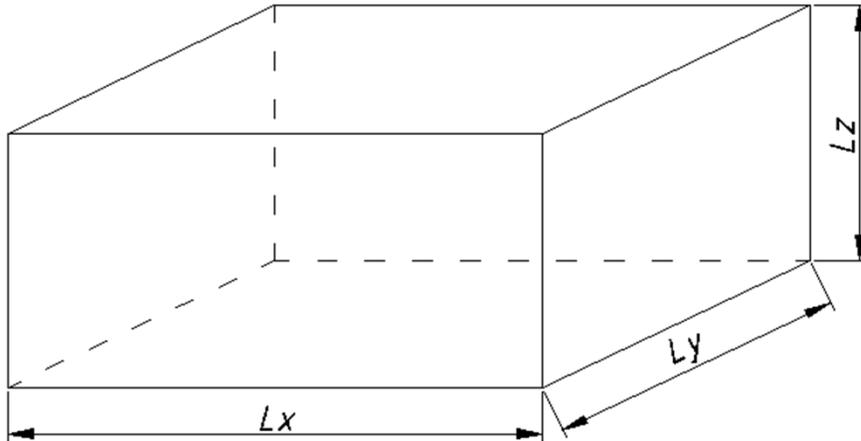
En general

$$f_{nx} = n \frac{\vec{v}}{2l_x}$$

Frecuencia de resonancia del modo normal



alculo de frecuencia de resonancia de los modos normales en 8 e+es



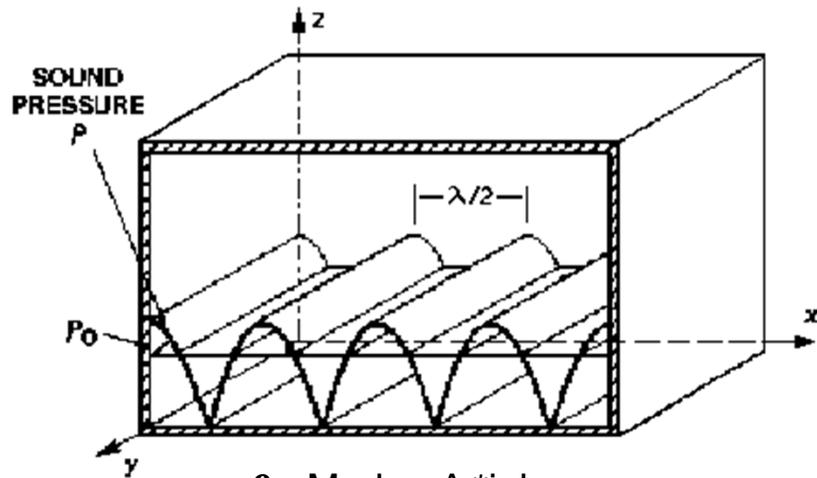
Tipos de Modos , ormales

- a9 Modos A*iales
- b9 Modos Tangenciales
- c9 Modos : blicuos

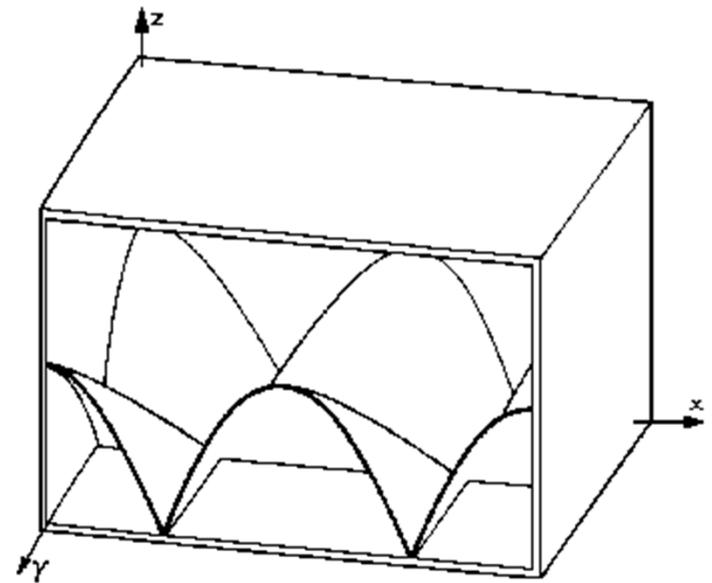
Ecuación general para todas las frecuencias de todos los modos

$$f_{n_x, n_y, n_z} = \frac{\vec{v}}{2} \sqrt{\left(\frac{n_x}{l_x}\right)^2 + \left(\frac{n_y}{l_y}\right)^2 + \left(\frac{n_z}{l_z}\right)^2}$$

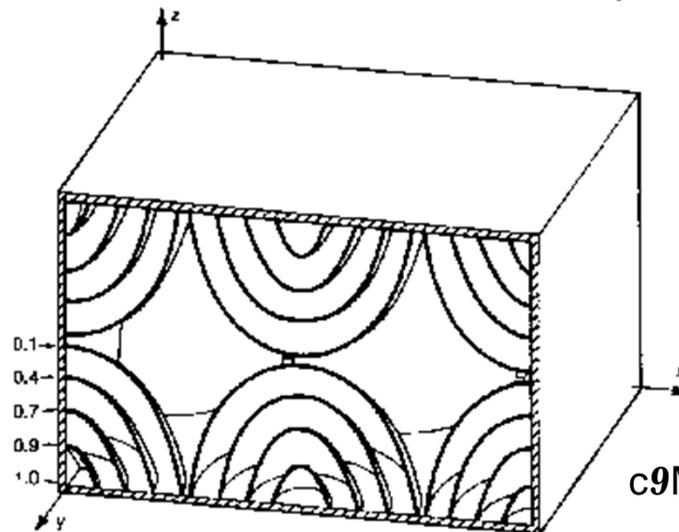
Resonancias de los modos normales en 8 e+es



a) Modos Axiales



b) Modos tangenciales



c) Modos oblicuos

Acustificación de salas

Acustificación

Aislación

#esde cero

; a construido

2" Aislación → Muros densos
→ Muros dobles

3" Romper o atenuar. → Modos normales → Evitar paralelismo
→ Trampas de graves

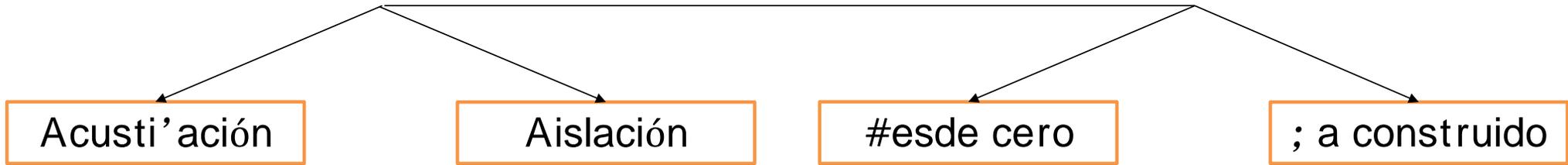
8" Fijar un RT60 → #estino de la sala → !abine → !uperficie
oeficiente α

7" Aplicar material absorbente → Paredes o Tec4os

6" Medir respuesta en frecuencia → %leal(respuesta plana

6" Medir y corregir(Modos normales, RT60 y Respuesta en frecuencia

Acusti'ación de ! alas



1" olocar difusión → Paneles difusores → , o 4ay calculo
! ensación de amplitud

<" Medición final



- Los peores modos normales son los a*iales → Evitar paralelismo entre muros, y entre pisos y tec4os
- ! i a pesar de todo, aparecen modos molestos → Trampas de graves sintoni'adas

Ejemplos

