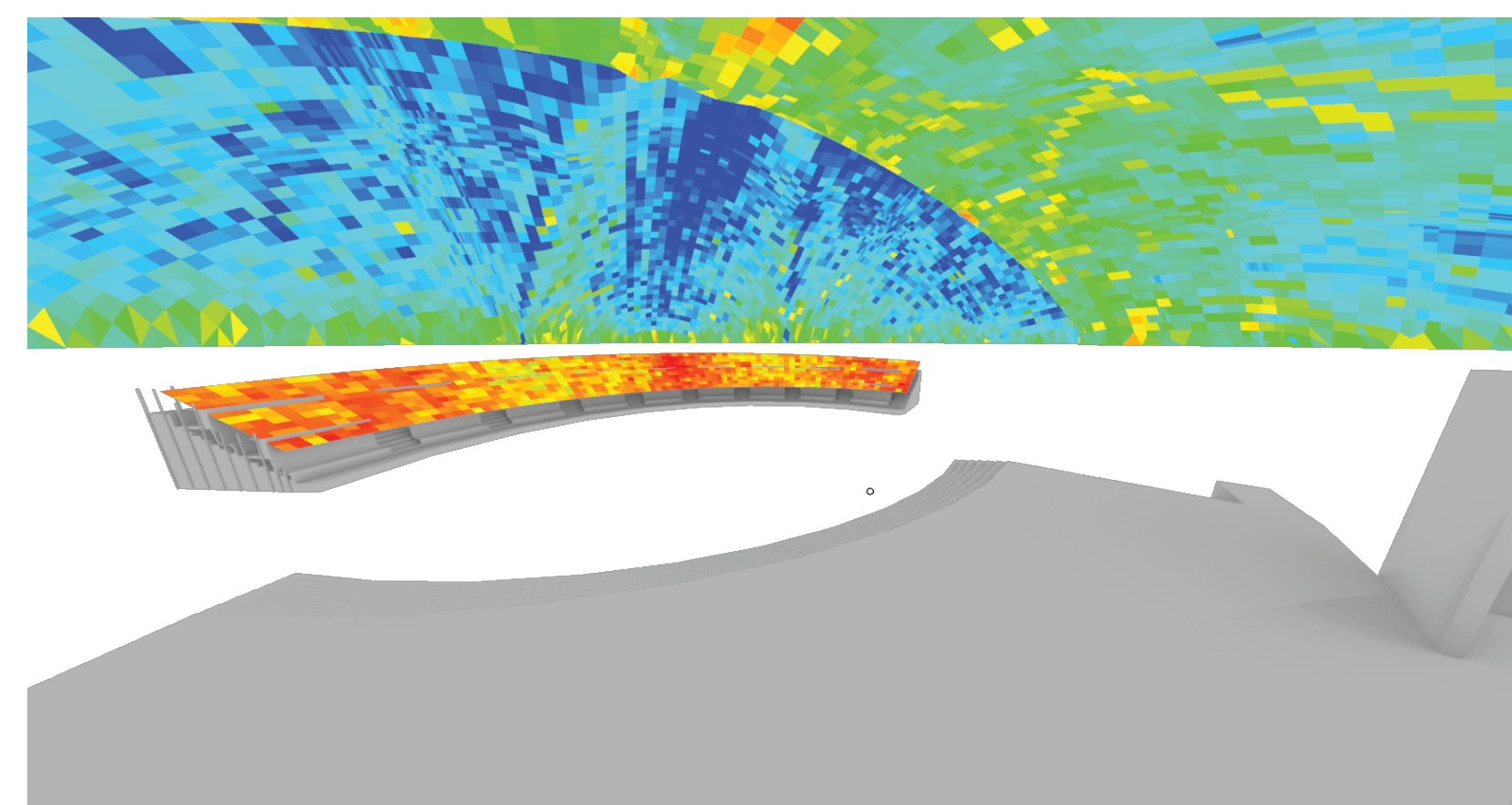
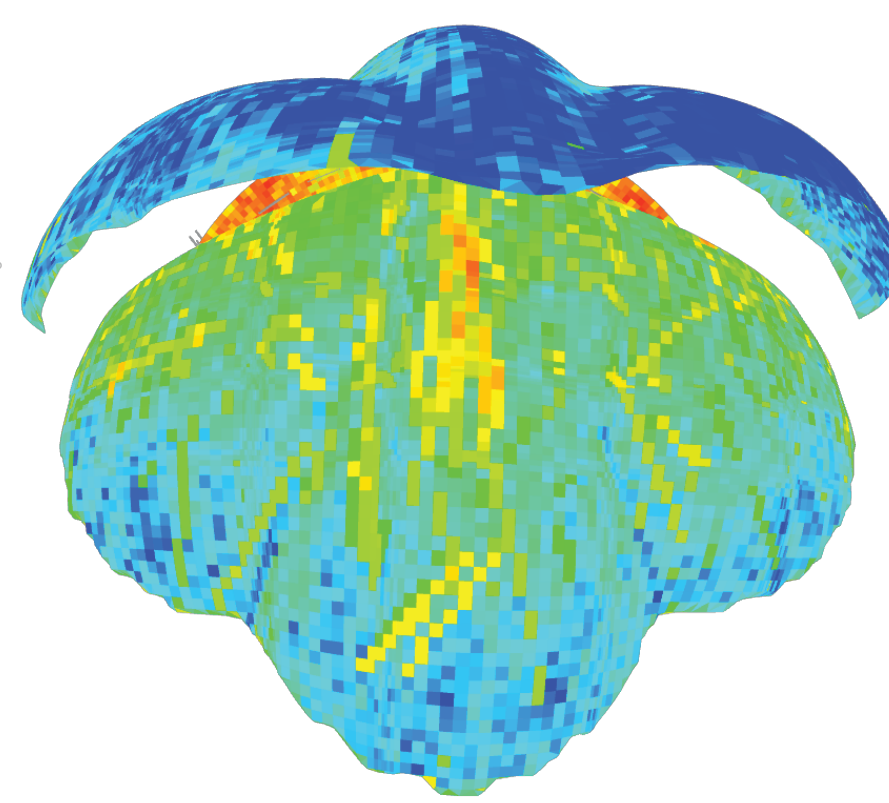
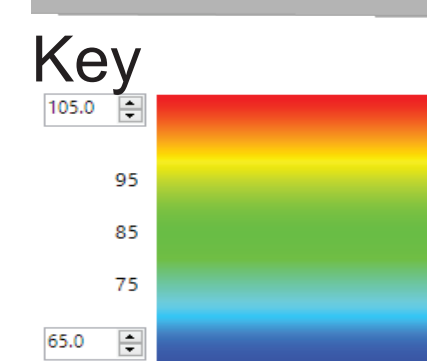
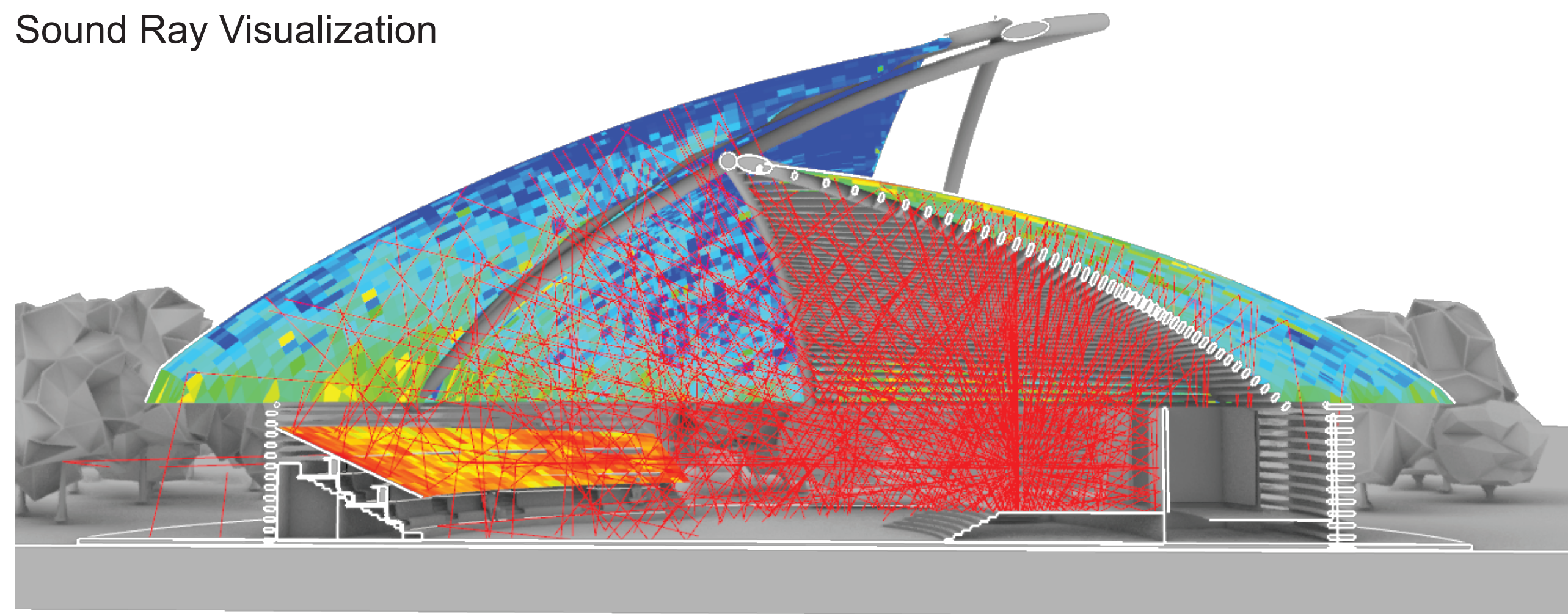


Renderings



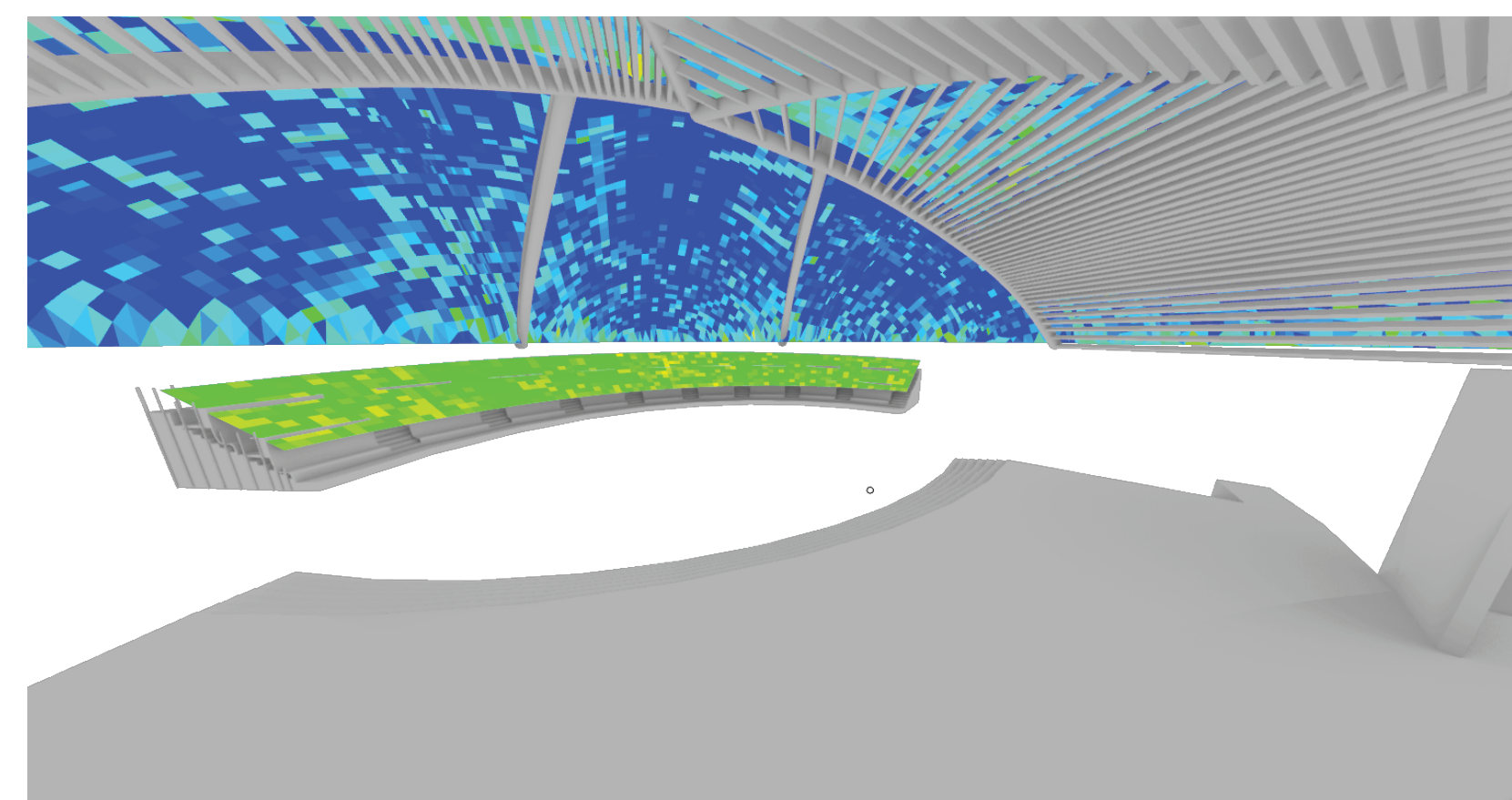
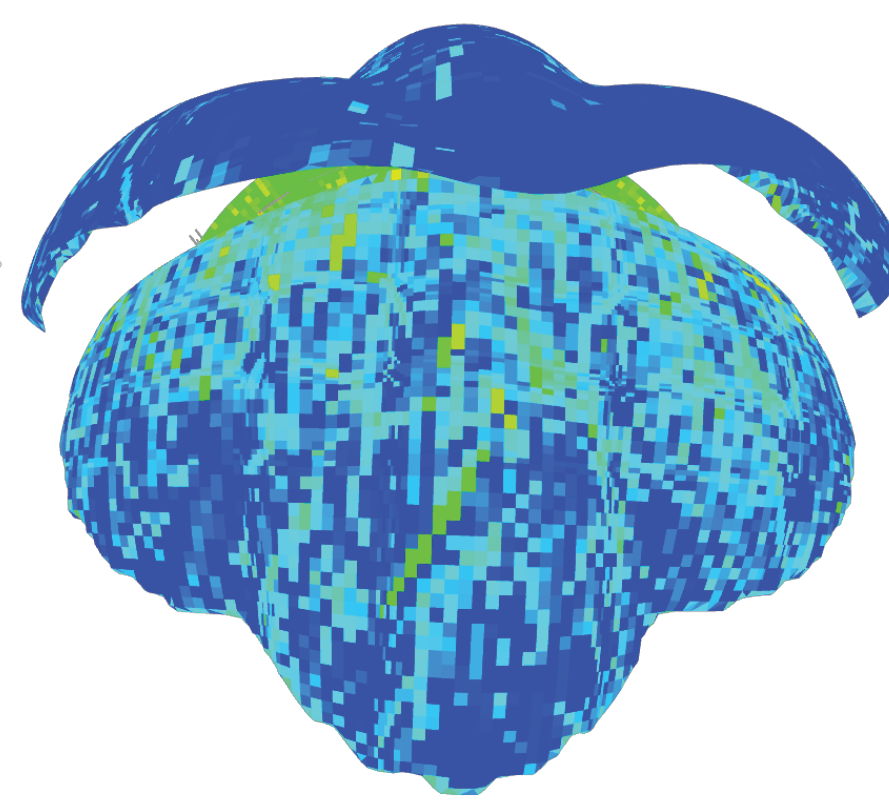
Sound Ray Visualization



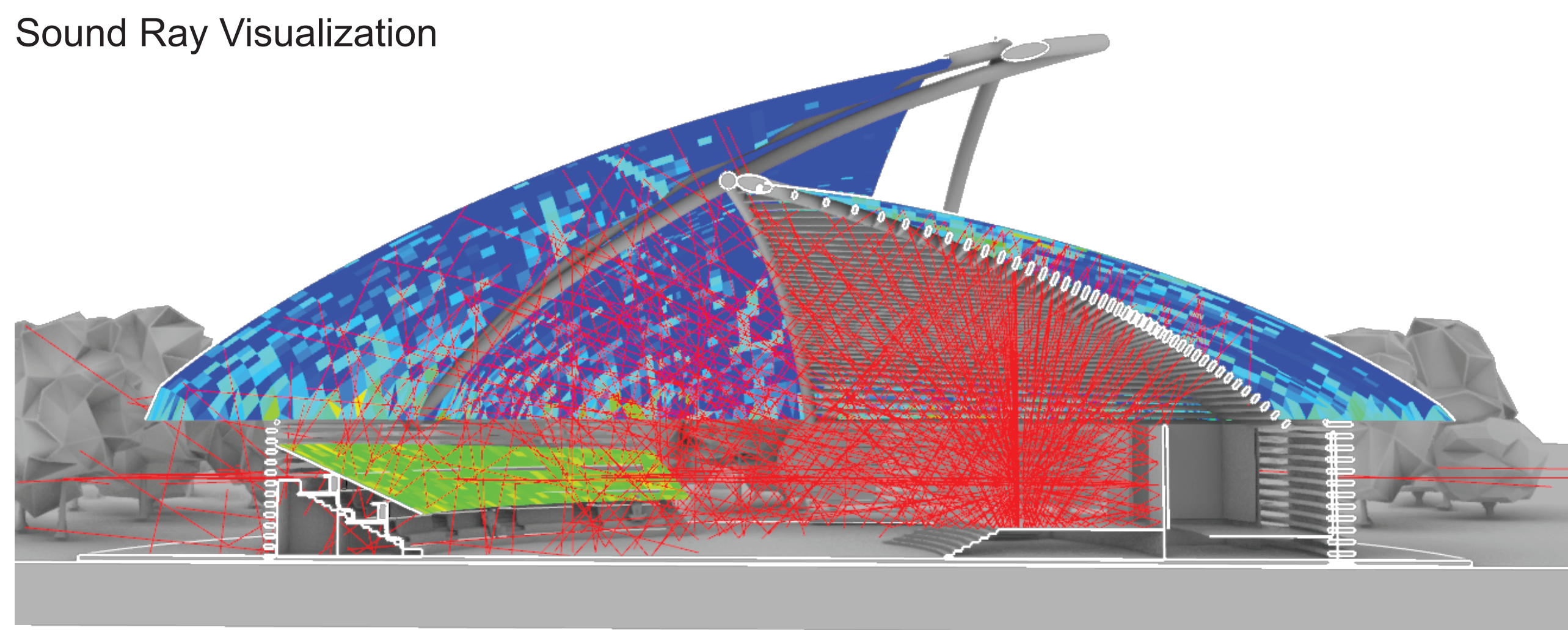
Explanation

The Mapping shows the respective sound power level for the space, each Square testing the Sound rays and measuring. The recommended level for theatre/preformance spaces is 85 db

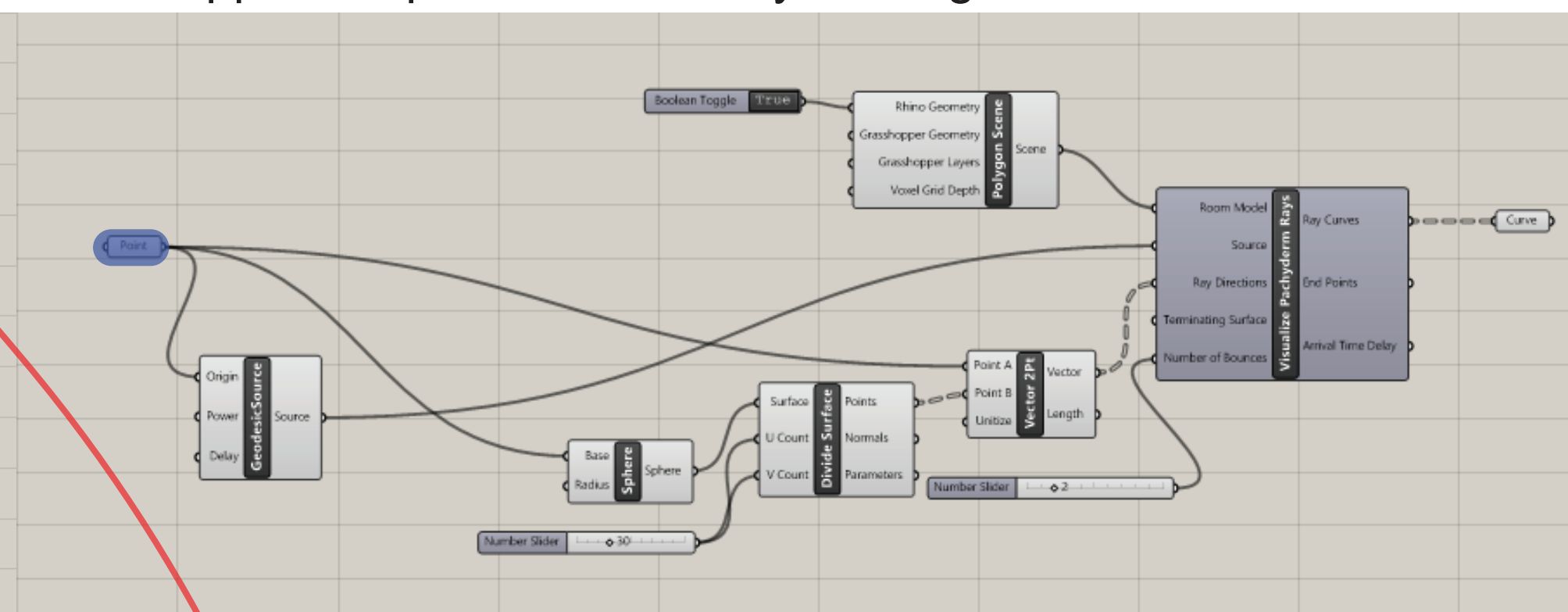
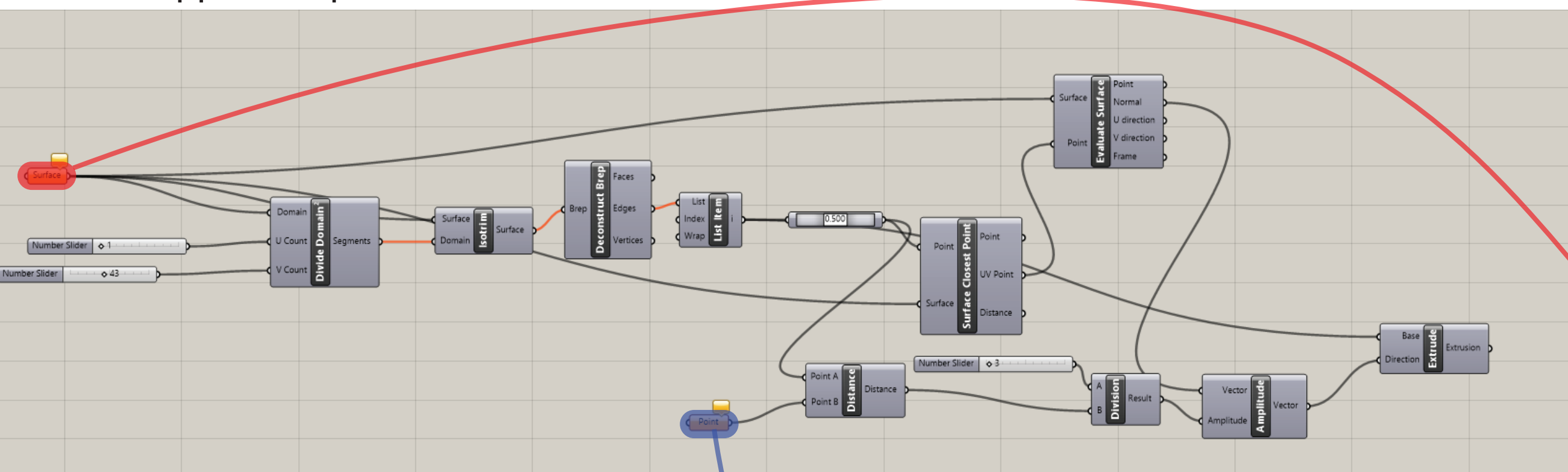
Acoustic analysis with treatment



Sound Ray Visualization



Grasshopper Script For Louvre



Louvre Script Explanation

The **surface** where you want the louvre to be set is the first surface and the point is the **sound** source. The script adjusts the depth and space between the louvres in order to react to the sound source

Ray tracing

This script takes a single point and turns it into a sound source, which then can be used to analyze sound rays and their behavior in a space.

