

3 Day EASE Seminar 28th, 29th and 30th July 2009

Location: Fohhn Audio AG, 72622 Nürtingen (close to Stuttgart), Germany

Language: English

1. Day

- Introduction and Overview
- General settings in EASE
- Construction of a room model in EASE, closing the model, checking holes
- Determination of the properties of wall materials, resulting statistical reverberation time
- Adding loudspeakers, audience areas and listener seats to the model
- Looking at the rendered model and first calculations in Standard Mapping

2. Day

- Advanced functions for a faster and more efficient work in Edit Room (How to work with Objects, Tables and Optimize Room RT)
- Import / export functions (DXF, ASCII)
- Speaker Database / Wall Material Database
- Details / background of Standard Mapping (maximum levels, speech intelligibility)
- Auralisation of direct sound from Standard Mapping
- Line array simulation in EASE based on DLLs
- Using Raytracing (cases of use, calculation settings, analysis)

3. Day

- Use of Raytracing Impacts (cases of use, calculation settings, analysis in Probe)
- Using AURA Mapping / AURA Response (cases of use, scattering coefficients, calculation settings, analysis and comparison of results).
- Auralisation of AURA Response and Raytracing Impact files, special acoustical cases
- Exporting results from EASE to measurement programs (EASERA) for direct comparison of measurement and simulation
- Presentation utilizing Vision

Who is concerned?

- **for beginners who work with EASE Junior:**
Covers all functions available in EASE Junior.
- **for advanced users who already know how to build a model in EASE:**
Working fast and efficient with EASE, covers advanced simulation and auralisation.

Participation fee (3 days): 700,- €
Minimum number of participants is 8.

Contact **ADA** for registration:

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