

Prepared for:

Venue ##
Singapore

Prepared by:

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Date: ###

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Un-Weighted

Note:

All simulations are for reference purposes only and are based on the given data information at the time of plotting. All simulations are based on direct SPL A-weighted and total SPL, predicted room RT and simulated STIPA based on the given data and are subjected to change on later revisions.

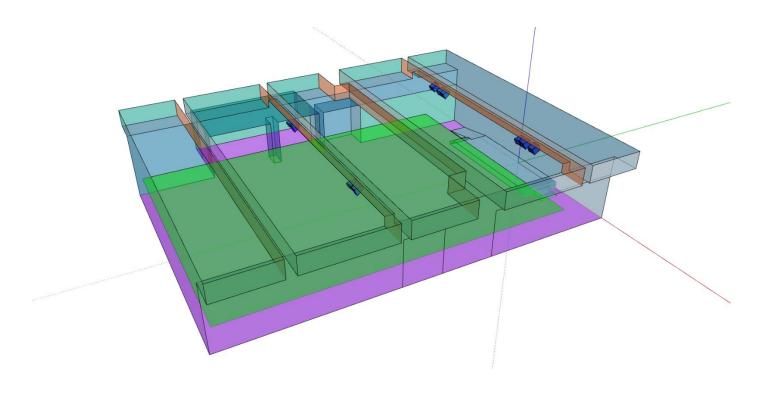
EASE PLOTS AND SIMULATION CREATED BY:

LOU-RIZ GARCIA | Systems Application

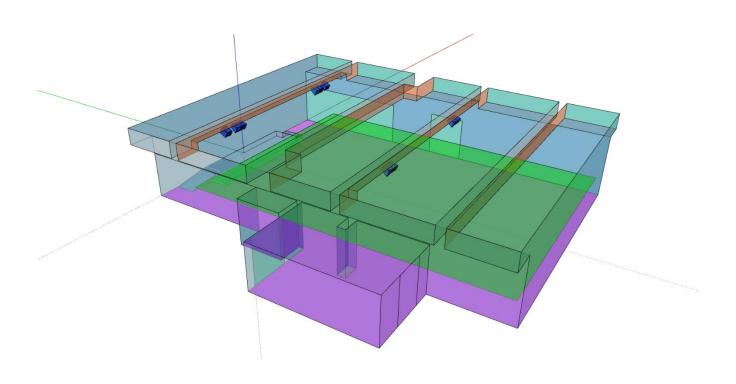
Electronics & Engineering Pte Ltd Singapore

3D Venue Views

3D View REF 003 – Loudspeaker Placement / Position



3D View REF 004 Loudspeaker Placement / Position



SPL Simulations

AVERAGE DIRECT SPL: 106.73 dBA

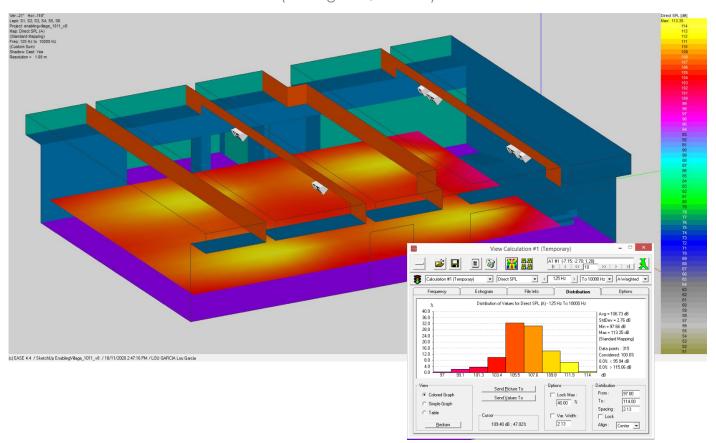
EASE 3D Simulation with Area Mapping

SPL simulation shows the coverage across the audience area within around +/- 3 dB of deviation and a maximum achieved data dBA SPL in about 90 percent of the coverage area.

The A-weighted (dBA) is used in this simulation. It has a frequency curve that reflects the loudness perceived by the human ear.

Below are the extracted frequencies on un-weighted proportions.

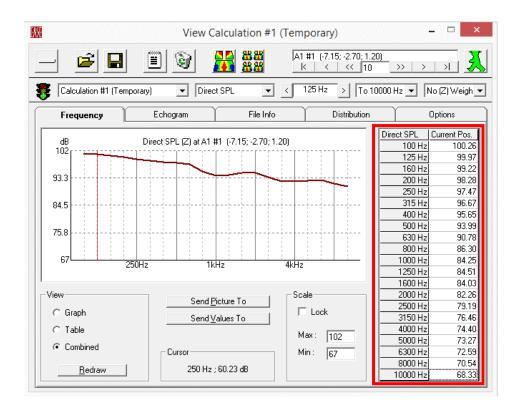
125Hz – 10kHz (A-weighted; REF 003)



The Distribution tab above and below references view calculation window displays a bar graph representation of the selected parameter; Direct SPL focused on a group of frequencies. This is to quickly determine what percentage of the mapped areas fall within certain criteria. In this illustration 90 % call for coverage "flat within 3+/- dB". This window gives you information to the specifications achieved SPL as required at the venue.

FREQUENCY RESPONSES SPL- dBA

(Un-weighted; REF 004)



-END OF REPORT-