

# Hljóðfræði IB – Acoustic design

*Music and engineering*

# About the course

Í áfanganum verður unnið með nemendum verkfræðideildar Háskóla Íslands að útfærslu samstarfsverkefnis þar sem sett verður fram ætlun um hljóðhegðun hlutar eða rýmis útfrá listrænni hugmynd og útfærslan útfærð með aðstoð greiningartækja og verklags verkfræði. Nemendur öðlast reynslu í að móta hugmynd um hljóðhegðun og fullvinna í samstarfi við verkfræðinema þar sem útkoman verður ápreyfanleg, eða kannski frekar áheyrnleg, í listaverki.

## Lecturers:

- Þráinn Hjálmarsson, composer and instrument designer
- Halldór Úlfarsson, visual artist and instrument designer
- Hans Jóhannsson, violin maker
- Einar Rúnarsson, stage manager in Harpa
- Dr. Fjóla Jónsdóttir, teacher at University of Iceland

# About the course

## Week 1

Tuesday. – Oct 8<sup>th</sup> - *Inngangur að áfanganum, fyrirlestur um hljóðfæri/hljóðrými og eðlisfræðihugtök um rýmishegðun kynnt.*

Thursday – Oct 10<sup>th</sup> - *Halldór Úlfarsson lectures*

## Week 2

Tuesday – Oct 15<sup>th</sup> – *Hans Jóhannsson lectures*

Thursday – Oct 17<sup>th</sup> – *“I am sitting in a room”*

## Week 3

Tuesday – Oct 22<sup>th</sup> – *Site visit: Einar Rúnarsson guides us through Harpa*

Thursday – Oct 24<sup>th</sup> – *Dr. Fjóla Lectures*

## Week 4

Tuesday – Oct 29<sup>th</sup> – *Working on the project*

Thursday – Oct 31<sup>st</sup> – *Working on the project*

*“Can architecture be heard? Most people would probably say that as architecture does not produce sound, it cannot be heard.*

*But neither does it radiate light and yet it can be seen. We see the light it reflects and thereby gain an impression of form and material. In the same way we hear the sounds it reflects and they, too, give us an impression of form and material. Differently shaped rooms and different materials reverberate differently.”*

-Steen Eiler Rasmussen – Experiencing Architecture (1959)

*“In Planning for good acoustics Hope Bagenal explains why the acoustical conditions of such a church must by their very nature lead to a definite kind of music. When the priest wished to address the congregation he could not use his ordinary speaking voice. If it were powerful enough to be heard throughout the church, each syllable would reverberate for so long that an overlapping of whole words would occur and the sermon would become a confused and meaningless jumble. It therefore became necessary to employ a more rhythmic manner of speaking, to recite or intone.”*

-Steen Eiler Ramussen - Experiencing Architecture (1959)

# *Acoustic space as a medium*

- Relation between music and acoustics
  - Hreinn Steingrímsson on Kvæðaskapur in turf houses
  - Hope Bagenal regarding development of music in relation to architecture.  
=>Resonant spaces as the foundation of tonal thoughts/chords?
- Other example – Vocal technique of the opera – large spaces

# Comparison of resonances in Churches

- <http://youtu.be/YVVqNtOsolo>



# *Resonance*

- In physics, resonance is the tendency of a system to oscillate with greater amplitude at some frequencies than at others
- A resonator is a device or system that exhibits resonance or resonant behavior, that is, it naturally oscillates at some frequencies, called its resonant frequencies, with greater amplitude than at others.

# *Resonance Frequencies*

- An acoustically resonant object usually has more than one resonance frequency, especially at harmonics of the strongest resonance. It will easily vibrate at those frequencies, and vibrate less strongly at other frequencies. It will "pick out" its resonance frequency from a complex excitation, such as an impulse or a wideband noise excitation. In effect, it is filtering out all frequencies other than its resonance.

# *Resonance - Q*

The quality factor or Q factor is a dimensionless parameter that describes how “under-damped” an oscillator or resonator is, or equivalently, characterizes a resonator's bandwidth relative to its center frequency.

Higher Q indicates a lower rate of energy loss relative to the stored energy of the oscillator, i.e. the oscillations die out more slowly. Sinusoidally driven resonators having higher Q factors resonate with greater amplitudes (at the resonant frequency) but have a smaller range of frequencies around that frequency for which they resonate; the range of frequencies for which the oscillator resonates is called the bandwidth.

Wikipedia – Q-factor, from the internet 22.04.2012

Link: [http://en.wikipedia.org/wiki/Q\\_factor](http://en.wikipedia.org/wiki/Q_factor)

# *Shape of things and resonance*

- Thumb rule of resonators is that the simpler the form of it – cylindrical, rectangles, spheres, the higher the Q is on the resonant frequencies (formants)
- It is most often easy to calculate the frequency for the simpler shape - [http://en.wikipedia.org/wiki/Acoustic\\_resonance](http://en.wikipedia.org/wiki/Acoustic_resonance)
- Rectangles have multiple resonance frequencies where as standing waves can occur where surface is opposed another surface. See: Room Modes

# *Alvin Lucier (f. 1931)*

- Much of his work is influenced by science and explores the physical properties of sound itself: resonance of spaces, phase interference between closely tuned pitches, and the transmission of sound through physical media
  - *Music for Pure Waves, Bass Drums and Acoustic Pendulums* (1981) – resonance in bass drums
  - *I am sitting in a room* (1969) – a recording re-recorded again and again inside a room. Resonance frequencies appear (similar to a slow [and more controlled] feedback)

# *Alvin Lucier - Videos*

- *Alvin Lucier: I am sitting in a room (1969)* –  
Performed in 2012  
[http://youtu.be/TSR2LSuzP\\_M](http://youtu.be/TSR2LSuzP_M)
- *Alvin Lucier: I am sitting in a room (1969)* –  
Automated version in 2013 in Hafnarhús  
<http://youtu.be/ZE9xDzVZfz0>
- *Alvin Lucier: Music for Pure Waves, Bass  
Drums and Acoustic Pendulums (1980)*  
<http://youtu.be/SIAGo2e64TY>

# *Thranophones*

- First version made in 2007 – under current development since 2011.
- Uses “Larsen-effect”/audio feedback to amplify the resonance frequencies of a given cavity.
- Development of the instrument is documented at

<http://thrainnhjalmarsson.info/thranophones>

# Positive Feedback/Larsen Effect

Audio Feedback is a special kind of positive feedback which occurs when a sound loop exists between an audio input (for example, a microphone or guitar pickup) and an audio output (for example, a loudspeaker). In this example, a signal received by the microphone is amplified and passed out of the loudspeaker. The sound from the loudspeaker can then be received by the microphone again, amplified further, and then passed out through the loudspeaker again. This re-amplification is an example of positive feedback.

The frequency of the resulting sound is determined by resonance frequencies in the microphone, amplifier, and loudspeaker, **the acoustics of the room**, the directional pick-up and emission patterns of the microphone and loudspeaker, and the distance between them.

Wikipedia – Larsen effect, from the internet 22.04.2012

Link: [http://en.wikipedia.org/wiki/Larsen\\_effect](http://en.wikipedia.org/wiki/Larsen_effect)



*Demonstration of Thranophone #1*



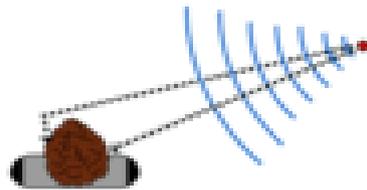
*Thranophone #2 – Uses Tuba as the resonant cavity*

# *Physics in relation to spaces*

**Reverb** – sound bouncing of a surface that comes back in the time of 0.1-1 ms

**Echo** – rebound of a surface that comes back later than 1ms

**Haas effect** (or *precedence effect*) delay of the sound is used to position it. Distance between the 2 ears. Used in Wave Field synthesis for example



# *Projects in the Course*

- In a manner to use the knowledge of the engineers, a 3 simple outlines are chosen to work from (or as starting thoughts):
  - 1. Design of a chair in a string instrument – which functions as a filter between the strings and the resonating body of the instrument.
  - 2. Building of a resonance body with a preferred set of frequencies is set.
  - 3. Alternation of a resonant space – a space is chosen and attempts are made to alter it's experience.

# Resources

- Steen Eiler Rasmussen, (1959), *Experiencing Architecture*.
- Hreinn Steingrímsson, *Kvæðaskapur*
- Bagenal, Hope. *Influence of building on musical tone*.
- Echo vs. Reverb – Link: <http://physicsclassroom.com/mmedia/waves/er.cfm>
- **Wikipedia:**
  - Haas effect, from the internet 07.10.2013 - Link: [http://en.wikipedia.org/wiki/Precedence\\_effect](http://en.wikipedia.org/wiki/Precedence_effect)
  - Larsen effect, from the internet 22.04.2012 - Link: [http://en.wikipedia.org/wiki/Larsen\\_effect](http://en.wikipedia.org/wiki/Larsen_effect)
  - Acoustic Resonance, from the internet 07.10.2013 – Link: [http://en.wikipedia.org/wiki/Acoustic\\_resonance'](http://en.wikipedia.org/wiki/Acoustic_resonance)
  - Q-factor - Link: [http://en.wikipedia.org/wiki/Q\\_factor](http://en.wikipedia.org/wiki/Q_factor)
  - Resonator – Link: <http://en.wikipedia.org/wiki/Resonator>