

A digitally controlled two dimensional loudspeaker array

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The full staff: LAE and..

- **Paolo Martignon** Project management, geometry and filter design
- **Daniele Torelli** SW development on Linux PC
- **Fons Adriaensen** Consultance on SW, HW and algorithms
- **Roberto Zana** Wiring design and realization
- **Audiolink srl and AIDA srl, Parma** Place, instrumentation, hardware help and consultancy
- **Aldo Piazza** Chandelier iron structure realization

The project: a "sonic chandelier"



- S. Elisabetta church (reverb time 5 sec)

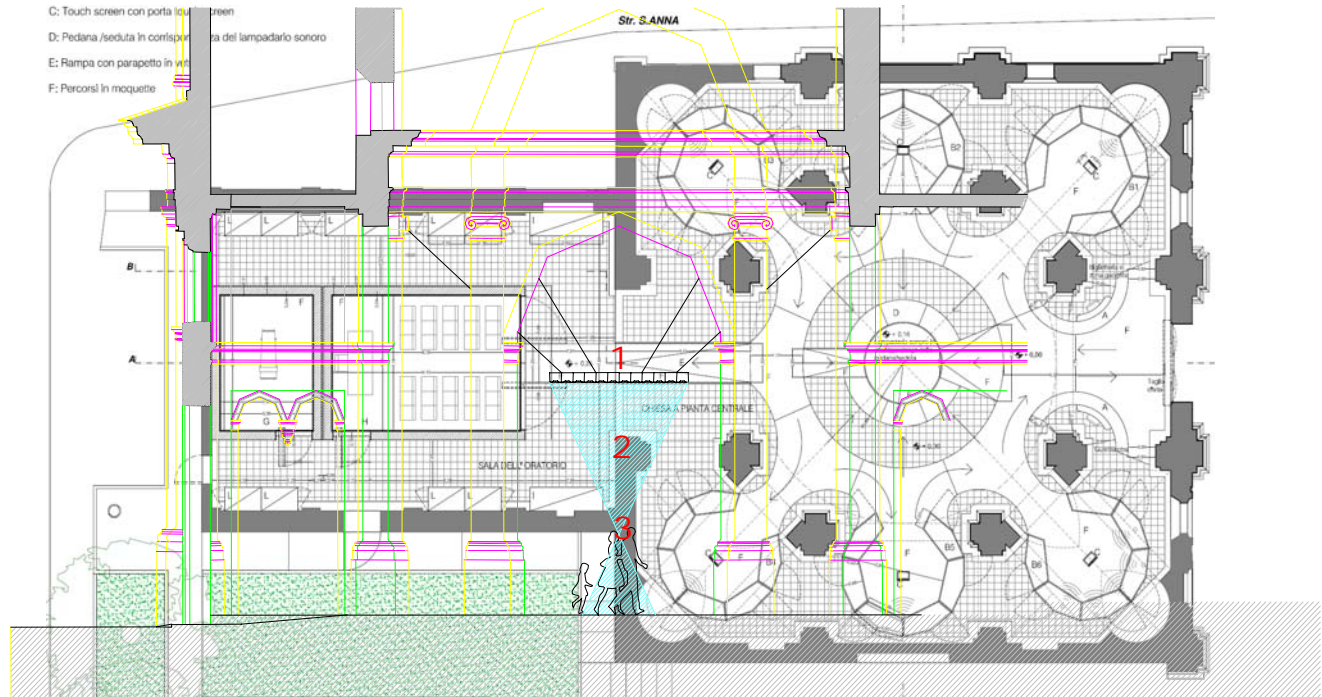
- Sonic chandelier:

○ Moving virtual sources (WFS)

○ Active insulation



- C: Touch screen con porta di accesso
- D: Pedana /seduta in corrispondenza del lampadario sonoro
- E: Rampa con parapetto in corrispondenza del lampadario sonoro
- F: Personi in moquette



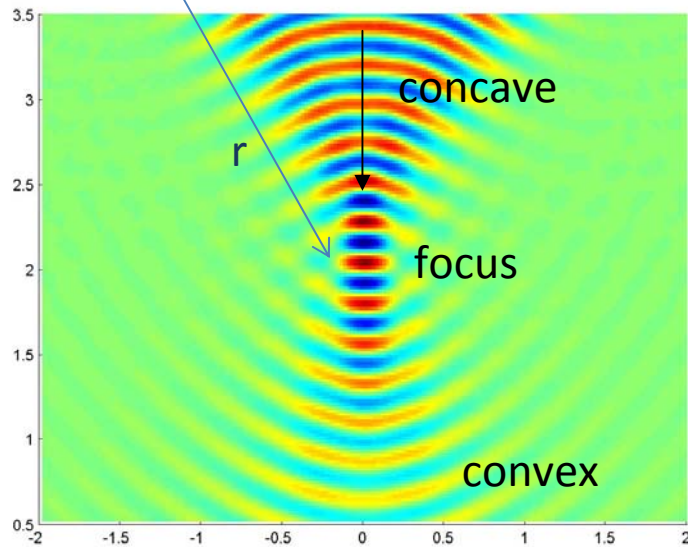
Presentation outline

- **Wave Field Synthesis concepts, spatial aliasing**
- **Speakers choice and line array prototype**
- **2D array design and realization**
- **HW description and signal processing scheme**
- **Filters structure, design and implementation**
- **Validation test and measurement**

Sound focalization by WFS

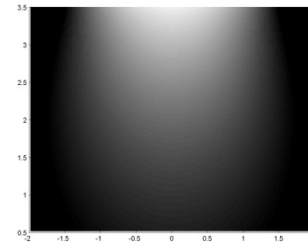
(Delft University of Technology, 90's)

Array

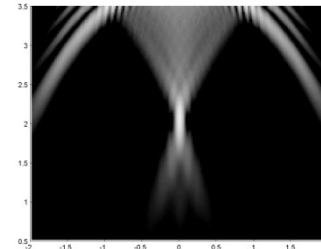


Sensible parameters:

$\frac{A}{\lambda}$ Set the beam width..



$\frac{\Delta x}{\lambda}$ Spatial aliasing, secondary lobes..



The front curvature is obtained by means of a gain-delay set ..

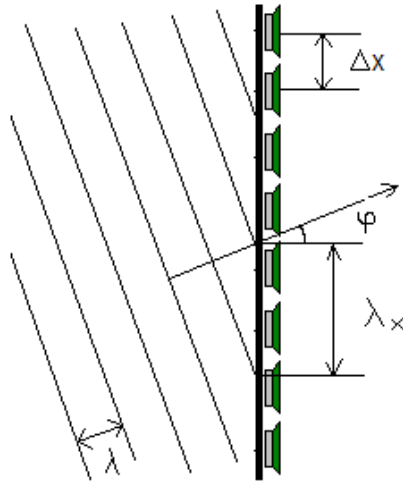
Common filter

$$Q_m^{foc}(x, \omega) = S(\omega) \sqrt{\frac{k}{2\pi i}} \sqrt{\frac{\Delta z_0}{\Delta z_0 - z_0}} \cos \varphi \frac{e^{+ikt}}{\sqrt{r}}$$

Delays

Gains

The spatial aliasing problem



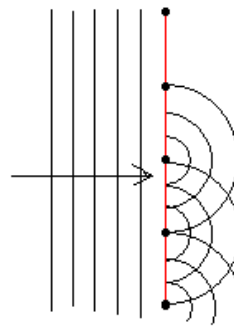
The spatial Nyquist theorem:

Sampling condition: $\lambda_x = \frac{\lambda}{\sin\varphi} > 2 \cdot \Delta x$

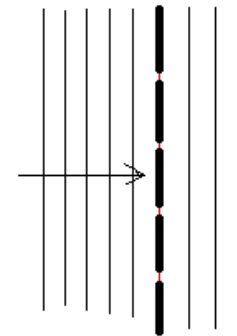
antialiasing sampling filter $\Rightarrow f_{\max} \leq \frac{c}{2\Delta x \sin\varphi}$

Reconstruction condition:

$$\sin\vartheta_{em}(f) \leq \frac{c}{2\Delta x f}$$

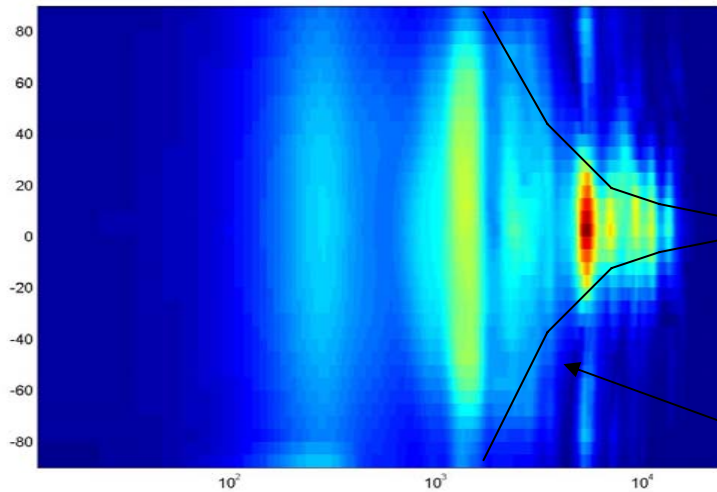
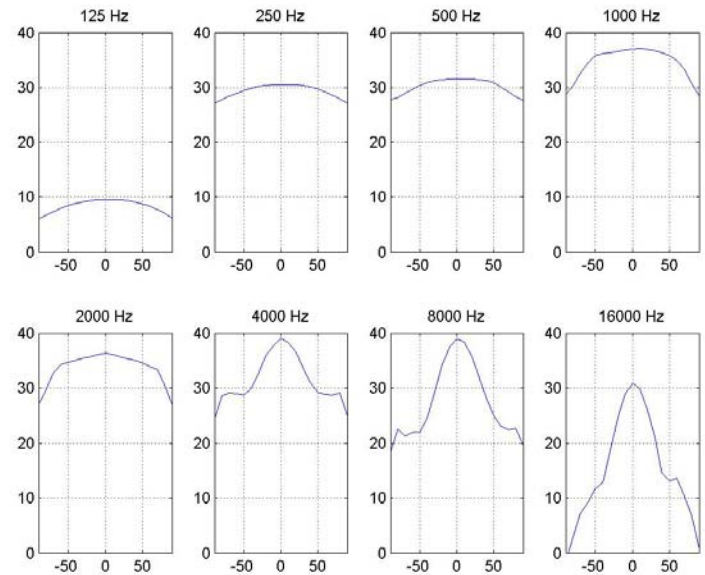
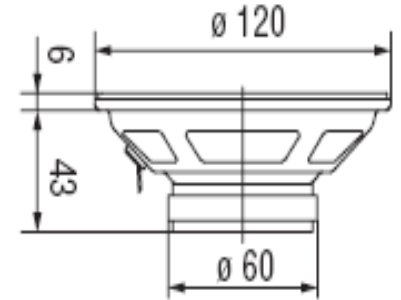
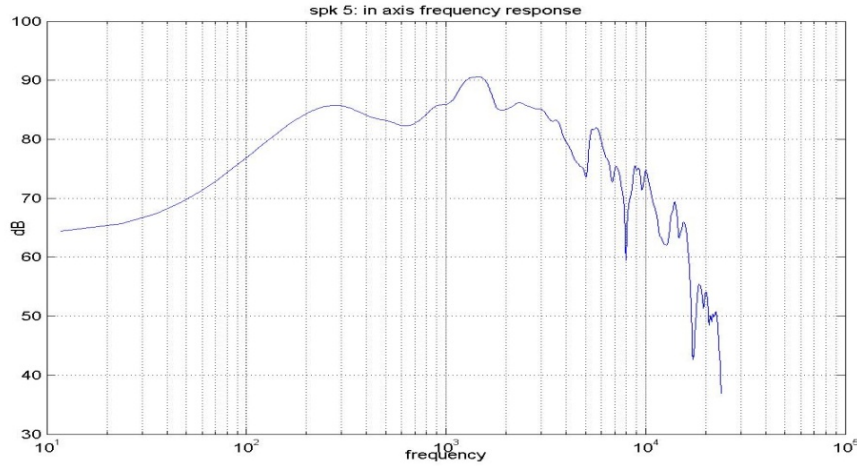


Omnidirectional



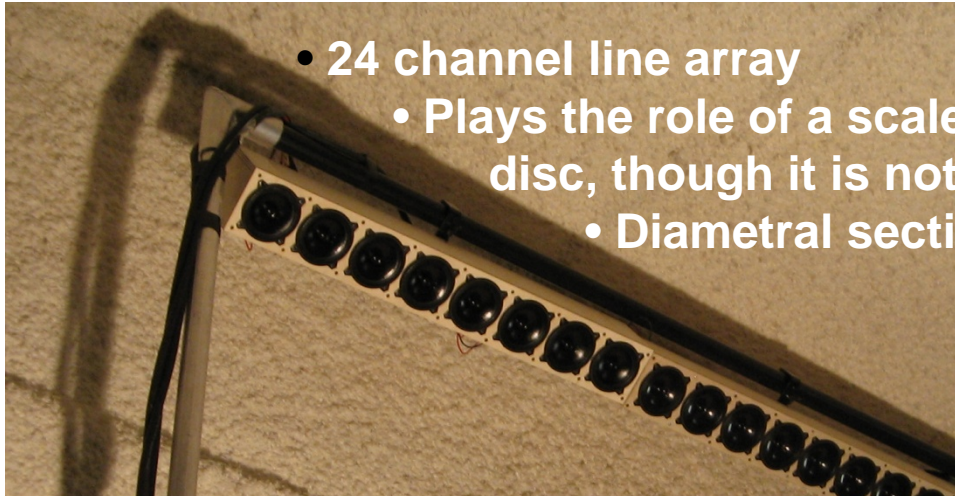
Rigid pistons

Our choice: single transducer, extended range



$$\text{sen } \mathcal{D}_{em}(f) \leq \frac{c}{2\Delta x f}$$

A simplified prototype

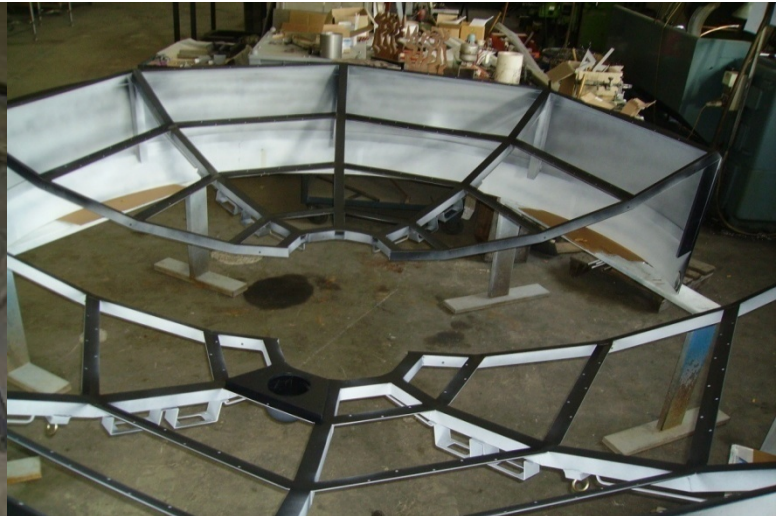
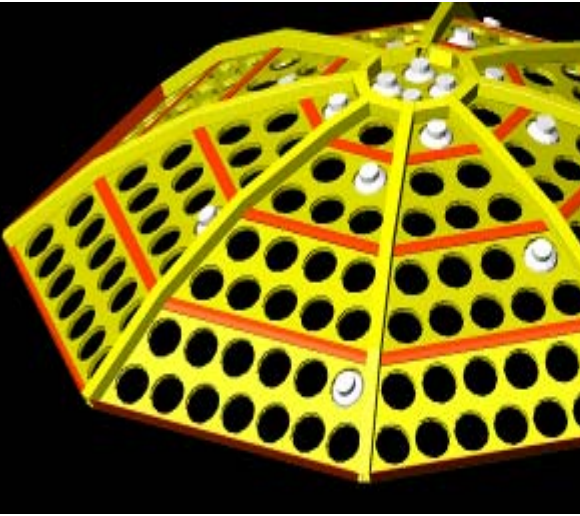


- 24 channel line array
- Plays the role of a scale model of the disc, though it is not
- Diametral section of the disc



- The 3D effect of the disc is projected on a plane
- Algorithm production and testing, speaker testing

Chandellier: design, manufacturing and assembling

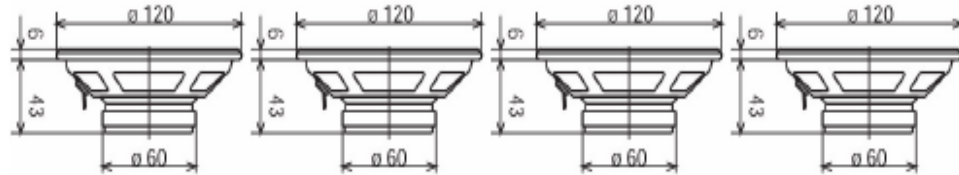
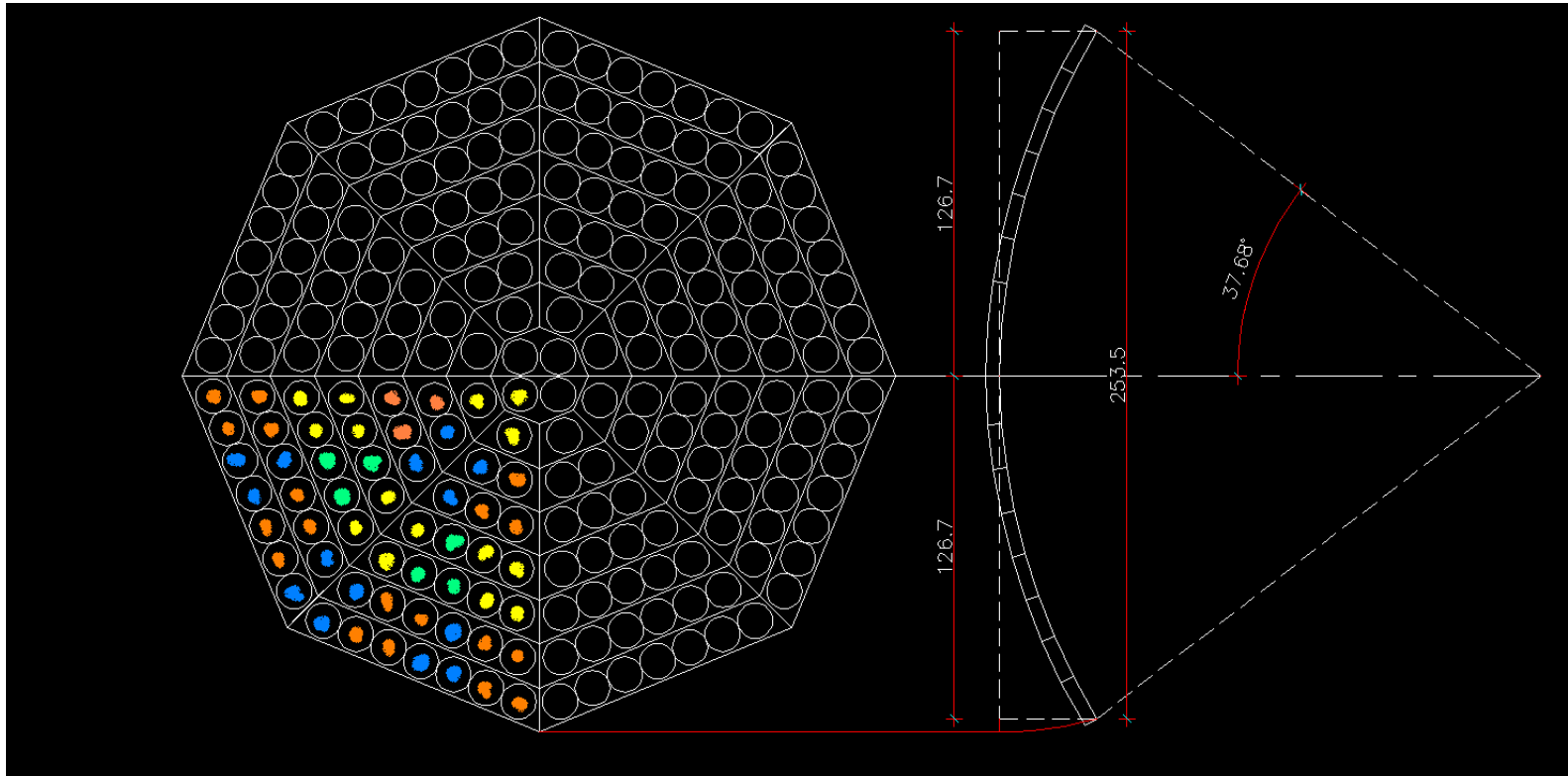


Lifting up..



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Speakers to channel connection



Special 32 Ohm model by Ciare, Italy

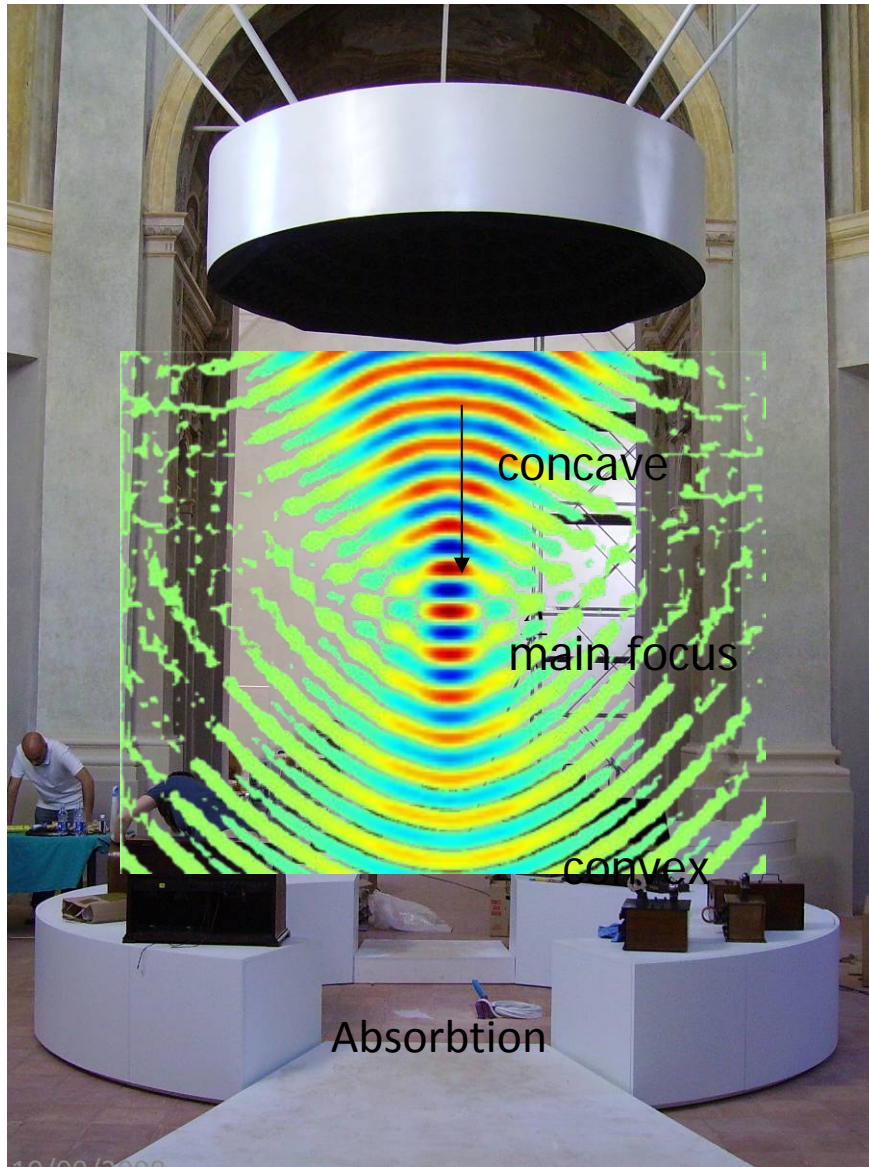
228 loudspeakers
64 channels

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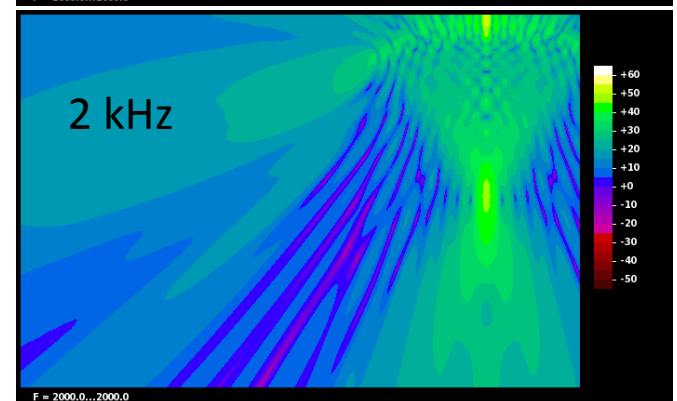
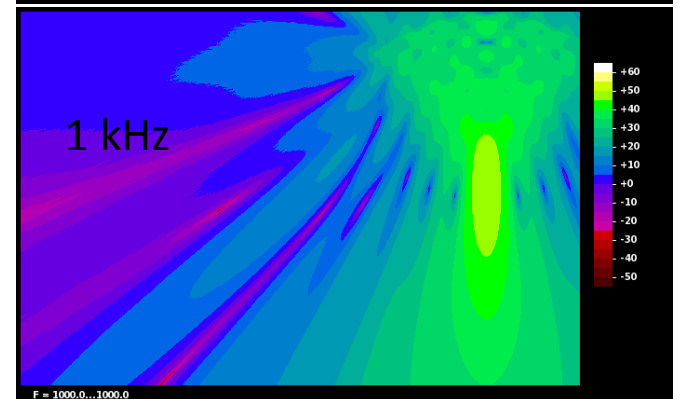
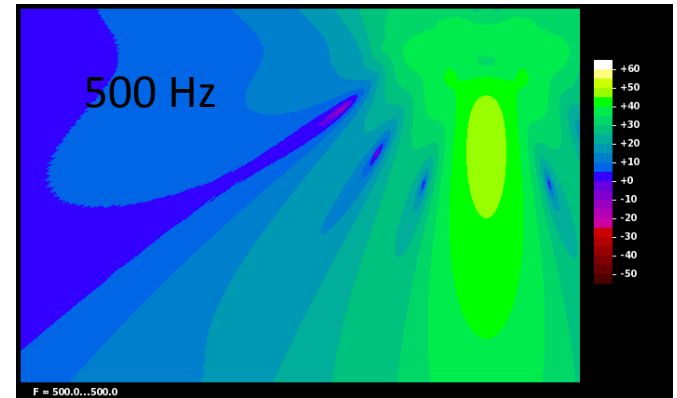
1 channel

Frounhofer distance for a group of speaker at 10 kHz is about 4 meters

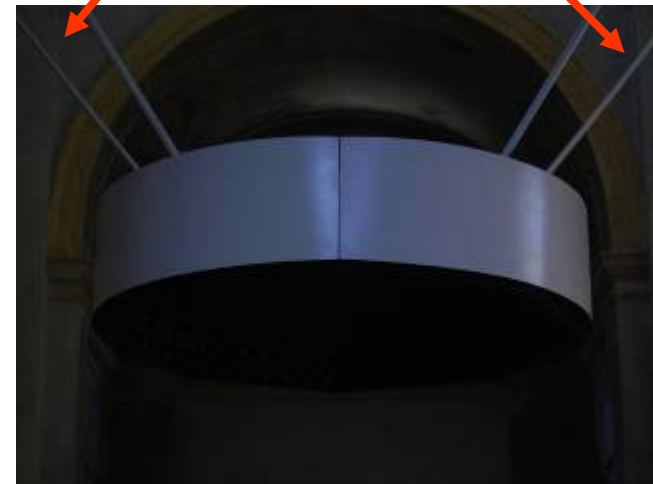
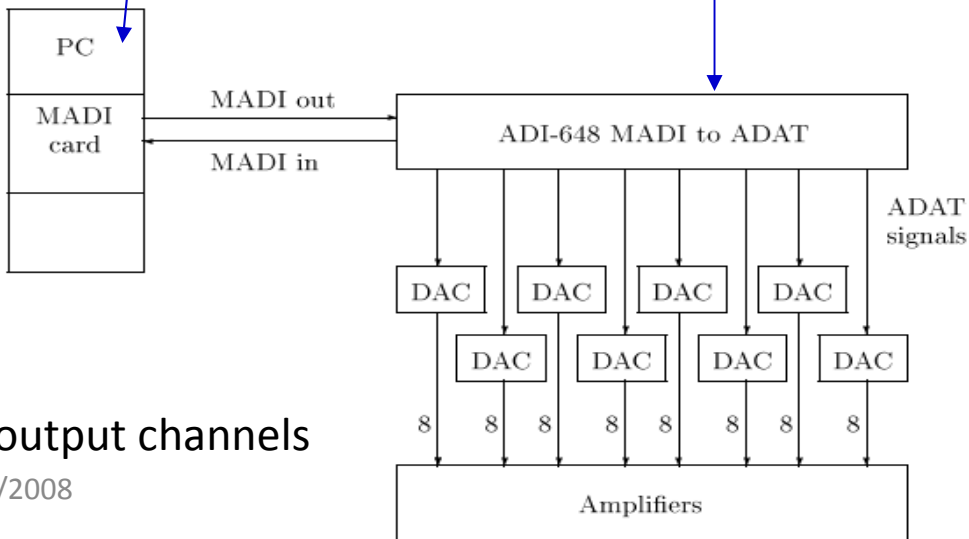
More on the sound field..



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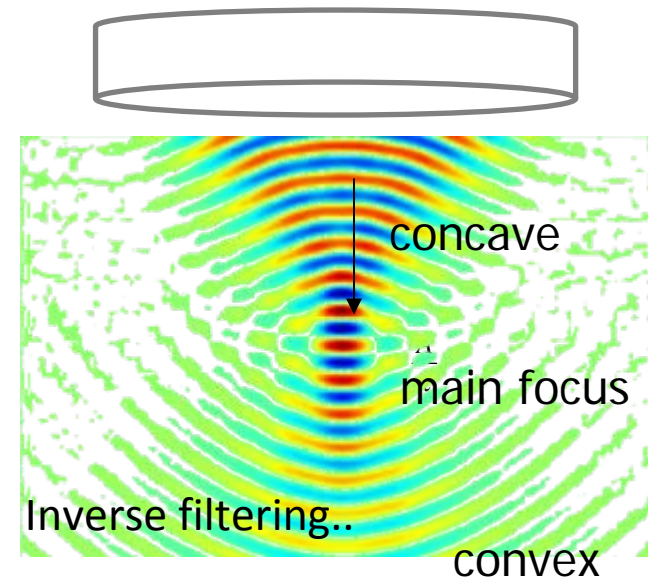
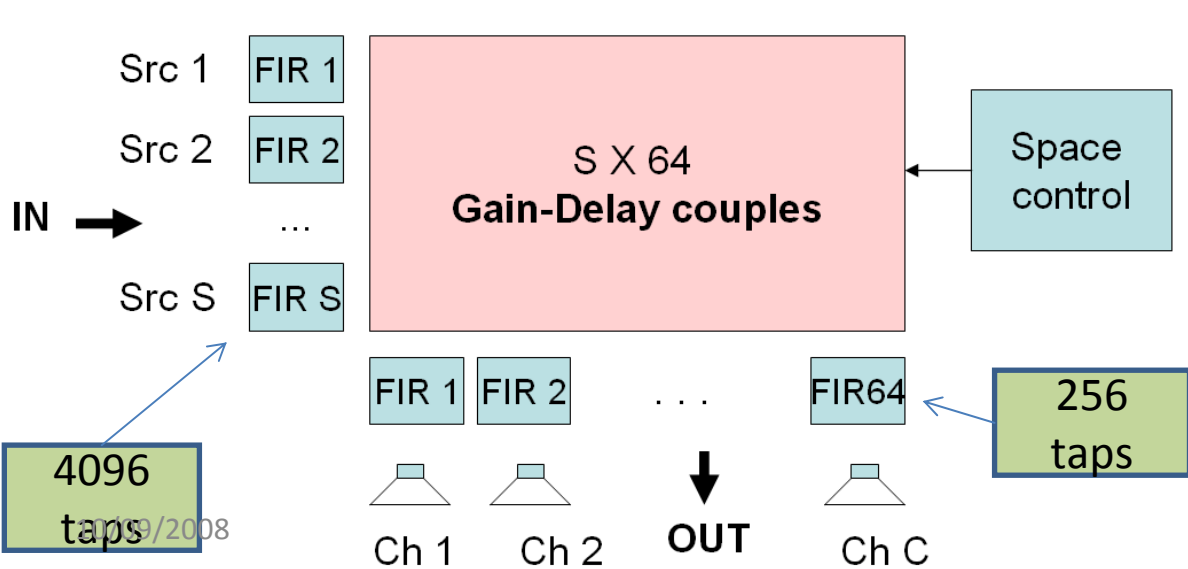
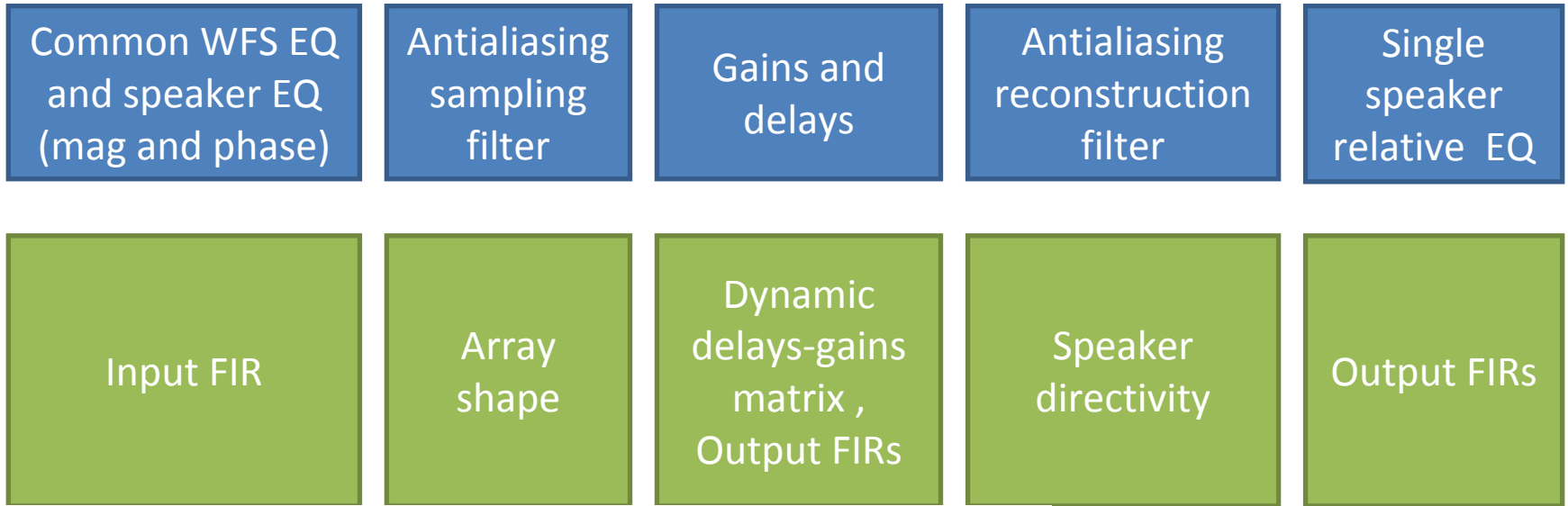
The feeding system



64 output channels

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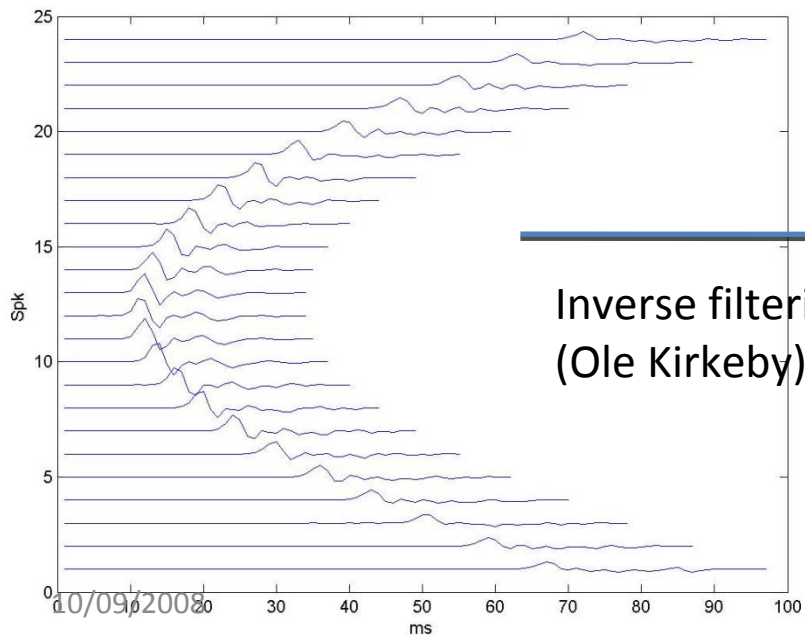
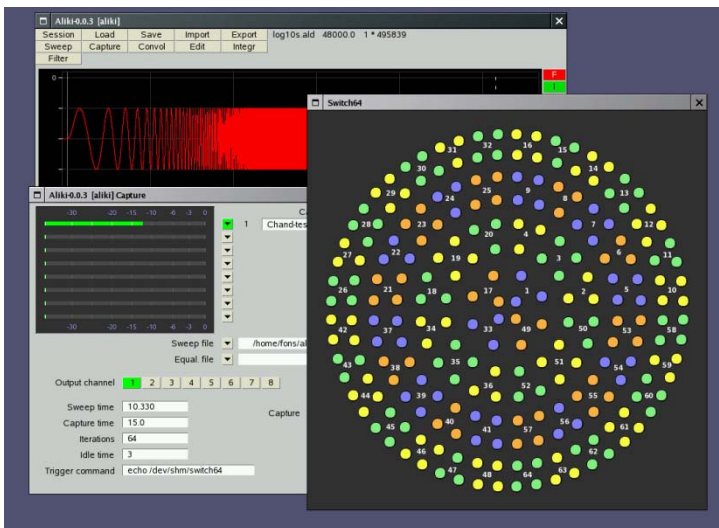
From WFS to filter structure



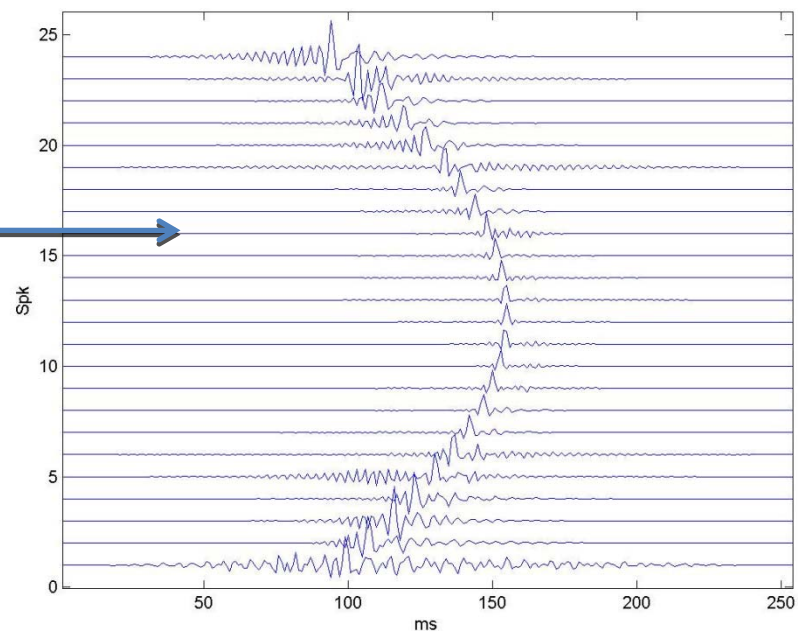
4096 taps

11/19/2008

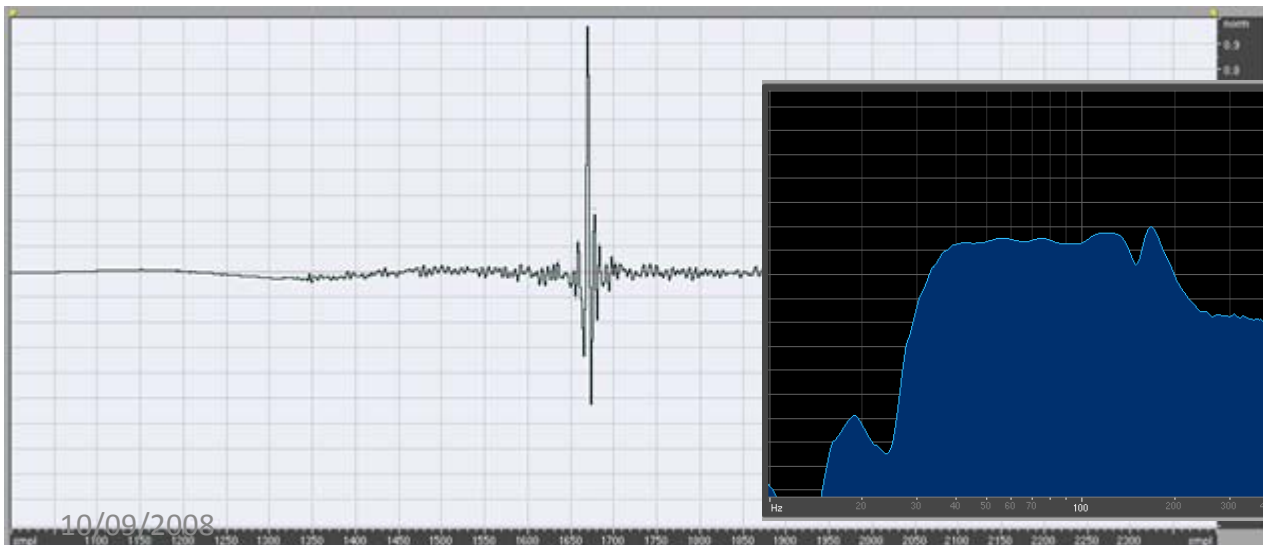
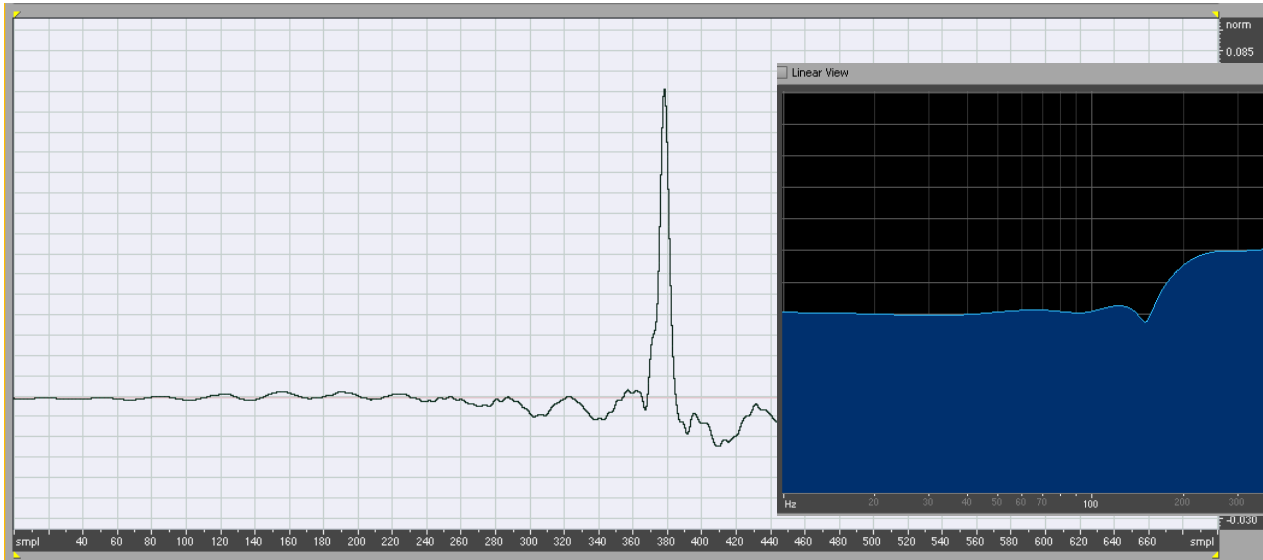
Output FIR design



Inverse filtering
(Ole Kirkeby)



Input FIR design

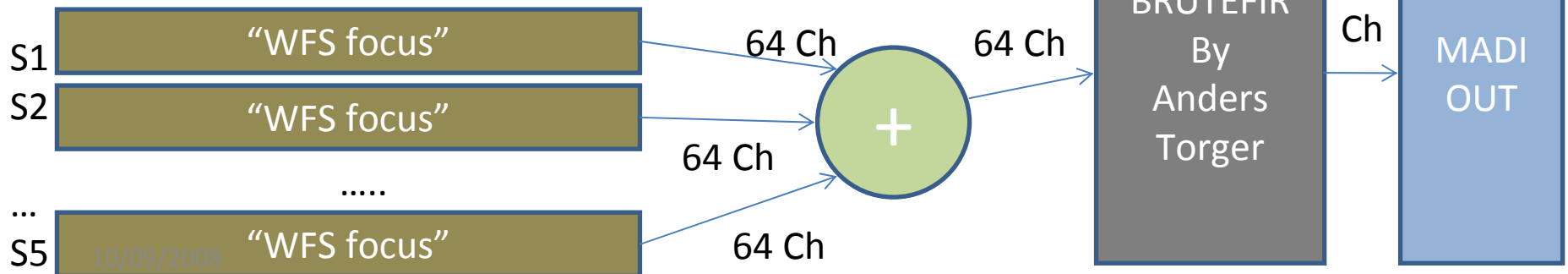


From filter to SW structure

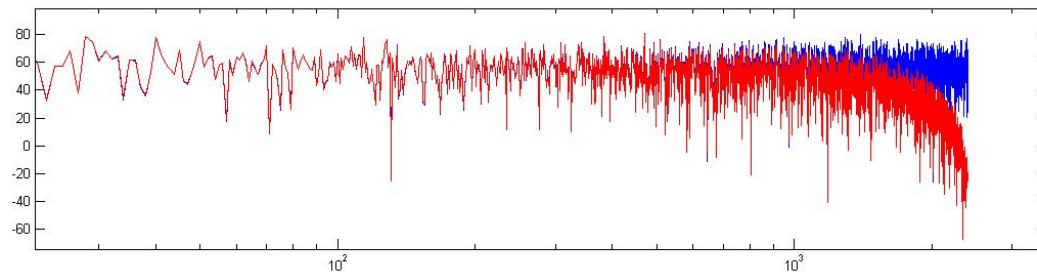
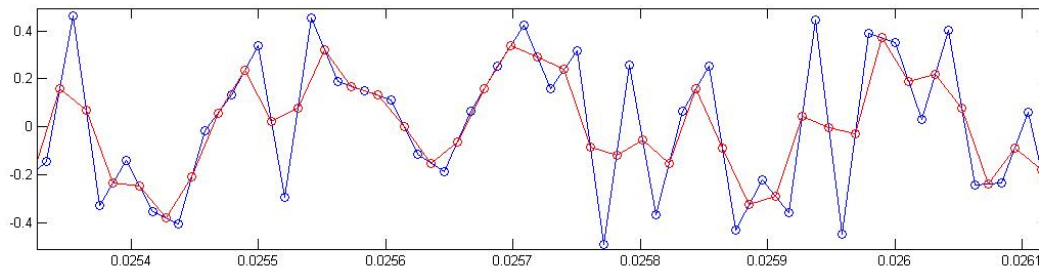
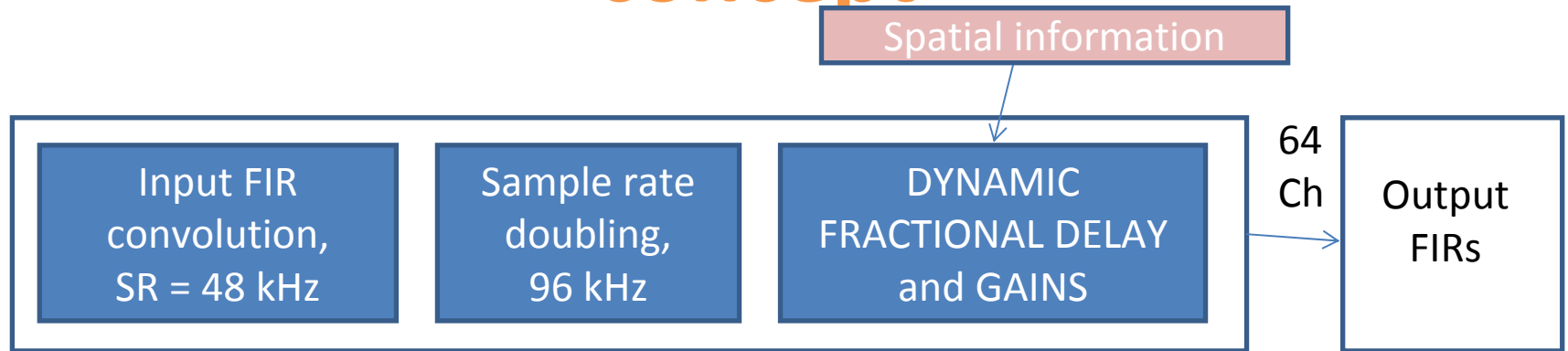


WFS focus:
By Daniele Torelli and Fons Adriaensen

input FIR
dynamic gains and delays

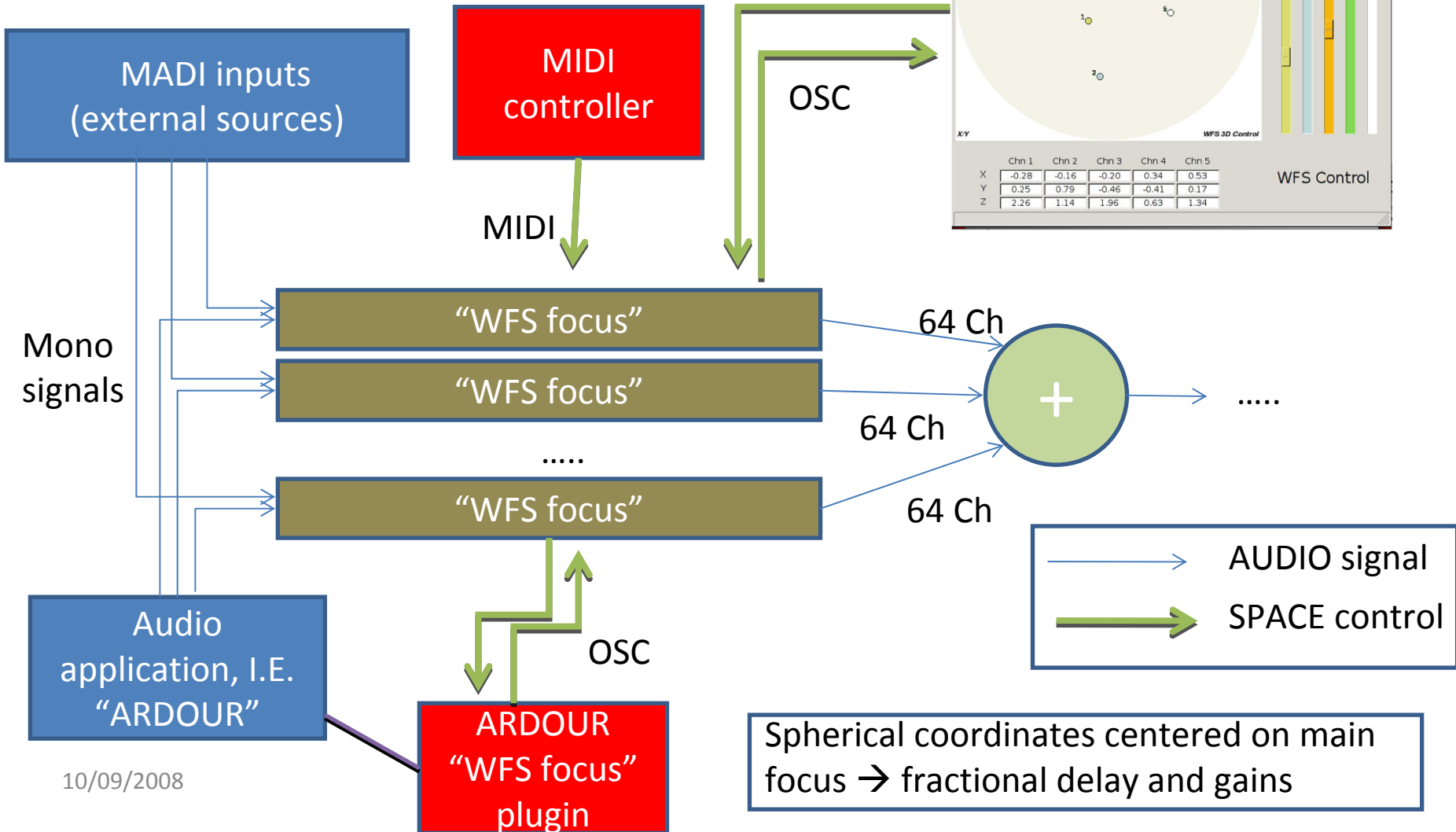


Moving the focus: “WFS focus” concept



Effect of a fractional delay with linear interpolation.

User interfaces



Results

- Precise and smooth, “click” free sound moving
- Appreciable Doppler effect
- “Objective” sound scene
- Good distance perception
- 22 dB decay at medium frequencies between the center and a peripheral point 5 m distant (center of one shell) . Tested with filtered pink noise.
- Very sensible increasing of the active insulation with people beneath the array

Thank you !