



noise 3D online™ Newsletters

Bi-monthly newsletters will enable a regular communication of the *noise3D online* team with their customers and prospects from the noise control engineering community. This is the second edition of the newsletter and we hope you will enjoy reading.

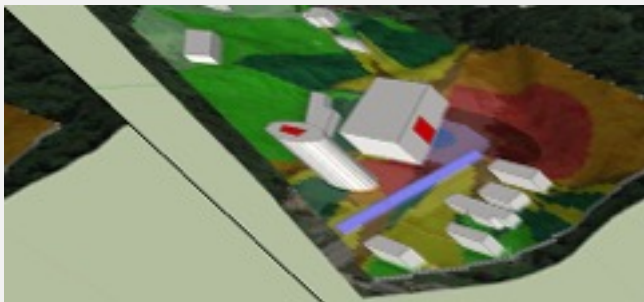
The *noise3D online* Team

noise3D online Release Schedule

• 3D Terrain - Beta Test 1Q15, Release 2Q15

The next release 2.1 of noise3D online will include a major update of the terrain capabilities. Based on Google Earth™ Geo-location data in SketchUp you will be able to import a 3D terrain for noise calculation purposes. Acoustic elements (e.g. buildings, screens, or noise sources) will be placed at correct terrain levels into the model. The noise calculation reflects terrain height levels. Once completed the noise map folds onto the terrain.

All results can be fed back into Google Earth or sent to customers as KMZ files. They will be greatly surprised to be able to look at the noise map in Google Earth without having SketchUp or noise3D online on their PCs.



Please follow the link, unzip the download and view the [Noise Map in Google Earth](#)

• Import of Spectra from Sound Level Meters

When sound power levels have been measured using a professional sound level meter the upcoming release 2.1 will allow download of spectra data into noise3D online. Are you interested? Let us know which meter you are using. info@noise-calc.com

Join the noise3D online groups in LinkedIn and Xing

In case you are subscriber of one of the business networks LinkedIn or Xing then please consider subscribing to the noise3D online groups in those networks.

In a first step those groups have been established with preliminary data and allow subscription by any network users. We intend to build a platform for two way communication that allows us to share news even more regularly and allows you to provide feedback, ask questions or communicate amongst each other. With more customers joining noise3D online we expect lively discussions and mutual support and help amongst group members. Please goto noise3D@Xing and noise3D@LinkedIn

Connected with Google? Then watch noise3D@google which will be coming later this year.

If you have questions in the field of acoustics ...

Ask questions thru our service portal [noise3D service](#).

You will be able to use a number of service topics around noise3D online, the noise control calculation process or general questions in the field of acoustics.

So, in case you get stuck with a problem, be it generic or a specific question, then do not hesitate and get connected. We will swiftly help with our noise experts or technical staff.

This is a free service.



Newsletter #4

... coming soon. We will continue with our story in newsletter #4 which will be published to all customers and prospects of the noise3D online service on April 1, 2015.



Future Releases and Beta Testing

In 2015 we will see yet another functional release providing **full Traffic Noise capabilities**. At this time traffic noise can be simulated using a line source with pre-defined octave spectra sound pressure levels. Many times such sound levels, however, are difficult to define since traffic may grow in the morning and slow down later during the day. A more effective approach is providing characteristic data, e.g. number of trucks or cars during the day, width of the road, type of pavement, etc. Such are fined in e.g. 'RLS-90' Richtlinien für den Lärmschutz an Straßen (noise protection at roads/traffic, Germany) or 'CRTN' calculation of road traffic noise (UK).

The next major release 3.0 of noise3D online will implement traffic noise standards based on the Kramer Schalltechnik calculation engine.

Customers and interested noise control engineers are welcome to participate in the development and testing of this new capability

- development 2Q15
- beta testing 3Q15
- availability to customers 4Q15

Are you interested, please let us know [Info](#)

noise3D online will go Spanish



Since Spanish is one of the most spoken languages in this world we intend to extend noise3D into Spanish language as well. In order to provide an excellent and unambiguous solution we plan to partner with a noise engineering company or organization in the Spanish spoken language area.

Are you interested to partner with SCI GmbH. We will provide an outstanding business proposition, please contact us at [Spanish Language Partnership](#)

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Youtube Channel

We have launched a number of small videoclips introducing noise3D online and its features and capabilities. In the future more videos will be added that will focus on specific features or noise control engineering processes. Also, frequently asked questions may be picked up for more in-depth discussion through a video clip. When getting to the channel you will be able to subscribe and receive notifications whenever new clips will surface.

Please visit the channel at youtube.com/c/noise3Donline for more information.

For our European Customers - VAT changes effective 2015

On January 1, 2015 rulings for VAT on service invoices have changed for European business. Rather than applying 19% VAT on our invoices we will now apply the local VAT in your country, e.g. 20% for the UK. We will also transfer VAT to the revenue administration of your country. For business outside Europe we will continue to apply no VAT.

Sonja Christiansen Informatik

SCI was founded in 1992 by the Information Technology professional **Ms Sonja Christiansen**.

The company has delivered successfully projects in the areas of

- turn key software development (desktop and web enabled/client-server)
- IT project management
- innovation
- consultancy

More recently the focus has been on noise protection solutions.

SCI is closely associated with Kramer Schalltechnik GmbH, a leading German supplier of solutions in the field of noise calculation software. [Sonja Christiansen Informatik GmbH](#)