



noise3D™ Newsletters

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

The *noise3D* Team

Now: noise3D Desktop Solution

Please be aware that we are about to announce the availability of **noise3D Release 3.0**. Release 3.0 has been developed jointly with Kramer Schalltechnik GmbH – our partner and the inventor of the noise3D calculation engine. It will be the **desktop version** of noise3D online. And these are the characteristics of noise3D:

- **data entry independent from server availability** and server response time
- noise3D calculation process now available on your PC, **no issues with Internet speed** any longer
- built on release 2.1 of noise3D online with similar look & feel and functionality
- requires sufficiently sized desktop PC to perform satisfactorily

And those are the benefits to customers:

- with a capable PC the modeling and noise data entry will become more efficient
- noise3D desktop can still be used even should the central noise3D server be offline
- no limitations when processing highly complex models
- a **life time license** will be made available which may better suite the business model of some of our customers

We are now looking for interested customers who want to get involved in testing the new desktop version. It will be free for the first three months!

Please let us know in case you want to be an early adopter ([email info@noise-calc.com](mailto:info@noise-calc.com))

noise3D has been verified according to ISO 17534-1

The ISO standardization organization have released a new standard 17534-1 which provides to noise calculation software providers recommendations for quality assured implementation of ISO9613-2. The standard defines nineteen test cases with step by step results. The calculation engine of noise3D online has been verified to ISO9613-2 and a declaration of conformity (DOC) will be provided on request

Noise3D Terrain will become available as part of Release 3.0

In total we had 15 beta testers of the noise3D online terrain release who confirmed that the release is stable and free of issues.

A few recommendations have been made which will be included in the final product.

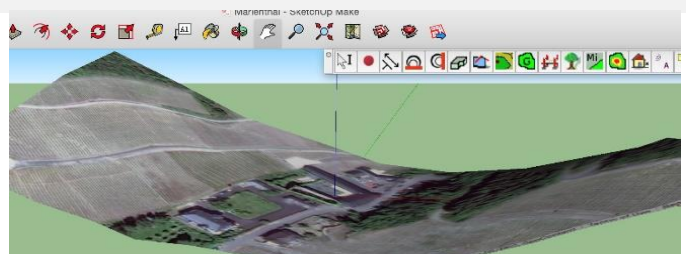
If you are currently working with the production release 2.0.5 or earlier downloaded from our website and you wish to benefit from the new features of the terrain release then let us know (support@noise-calc.com) and we will be able to provide an early version of release 3.0 to you. It is stable and will provide the same correct results according to the ISO standards 9613-2.

What are the benefits of noise3D Terrain?

When you digitize acoustic models in a terrain then you will see how it fits in SketchUp immediately. You will see the height of buildings, the position of objects in the terrain, how receiver points are placed at walls and how noise sources are positioned correctly in the terrain.

So, the benefits will come when you are operating with models in which terrain levels play a substantial role. For more details please also refer to the newsletter #5 or contact info@noise-calc.com.

In addition we have included an **interpolation** function for noise maps which allows you to calculate the noise map with a large grid and perform an interpolation for a finer presentation, an efficient approximation which will probably suit your requirements many times.





Tips and Tricks and Recommendations

... from questions regarding the functionality of the calculation process or the results delivered. Some of the recent questions have been the following:

Ld, Le, Ln, Lde, or Lden

ISO 9613-2 recognizes

- **Lde** sound pressure level day
- **Ln** sound pressure level night

In European regulations we do have as well

- **Ld** sound pressure day excl. recreation time
- **Le** sound pressure recreation time

noise3D online is only operating with Lde and Ln.

However, it does recognize the recreation times (6-7am and 8-10pm). Noise sources operating during recreation times create a penalty which can be avoided by placing receivers in industrial land use.

dB or dB(A)

In one model you should always use exclusively either dB or dB(A) noise levels. Noise3D does not do automatic conversions. If you have to convert dB into dB(A) or vice versa please use our tool box.

Interpolation: Calculation of complex models

A new function implemented in release 3.0 is

Interpolation. When you are working on complex models or large areas then you may face issues creating 3D noise maps and having small grid sizes, simply because of extraordinary long calculation times.

If that is the case then you will welcome the interpolation functions (from the noise3D plug-in drop down menu) which works as following:

- first set-up you project with a wide grid size so that the calculation process works efficiently
- when the noise map has been created then select interpolation from the plug-in and define a smaller grid
- when you now load the noise map you will see that it has been smoothed out by interpolation.

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Kramer Schalltechnik GmbH

Kramer Schalltechnik an established software and consultancy company in Germany, established in 2000.

Formally accredited noise control engineering company (in Germany) specialized in industrial noise, traffic noise, leisure noise, sports noise, construction planning, building and room acoustics, and software development.

Our customer base includes small businesses, large industries, municipalities, media companies and major event management.

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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](http://www.SonjaChristiansenInformatikGmbH.de)