Concert Halls and Opera Houses: how to make them sound. The use of parametric design tools in room acoustics

14. DEGA-Symposium "Interaktive Auralisierung für die Planung von Räumen" 12. November 2021

Dr. Eckhard Kahle

Kahle Acoustics, 188 avenue Molière, B-1050 Brussels www.kahle.be









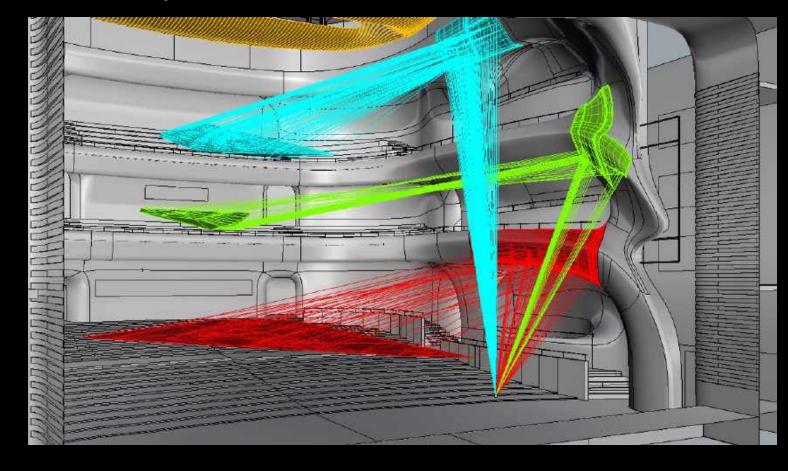


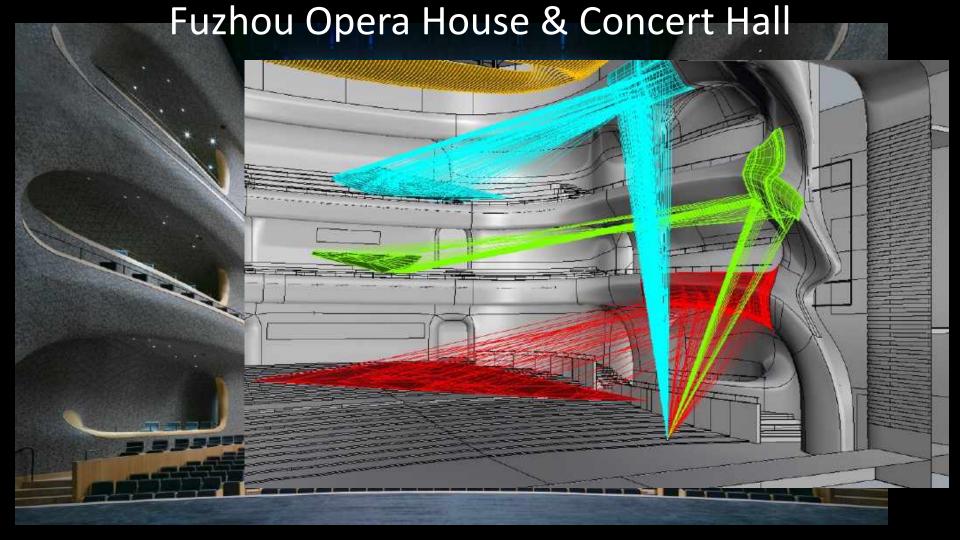






Fuzhou Opera House & Concert Hall







Why do we optimize reflection coverage?

- 1. Because we have to ...! (WC Sabine already indicated this ...)
- 2. To increase the "kit" of potential solutions...!
- 3. Curved surfaces...!
- 4. Because every concert hall and architectural design is different... and should be different...!
- 5. To get away from the "shoebox or vineyard" typology paradigm, there are a lot of interesting options in between...!
- 6. Avoid errors and find problems before they are built...!
- 7. *It is fun...!*

Why do we optimize reflection coverage?

1. Because we have to...!

Wallace Clement Sabine ("Reverberation", 1900):

In order that hearing may be good..., it is necessary that the sound should be sufficiently loud; that the simultaneous components of a complex sound should maintain their proper relative intensities; and that the successive sounds in rapidly moving articulation, either of speech or music, should be clear and distinct, free from each other and from extraneous noises.

Which means:

- 1. Loudness.
- 2. Distortion of Complex Sounds: Interference and Resonance.
- 3. Confusion: Reverberation, Echo and Extraneous Sounds.

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- Actually $G \ge 3dB$, and $G_{early} > 0dB$

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- Which means we need...: **direct sound plus 15 reflections** before 80ms (for a 1500 to 2000-seat concert hall), at least ≥ 10 reflections!

Requirements for symphony concert halls:

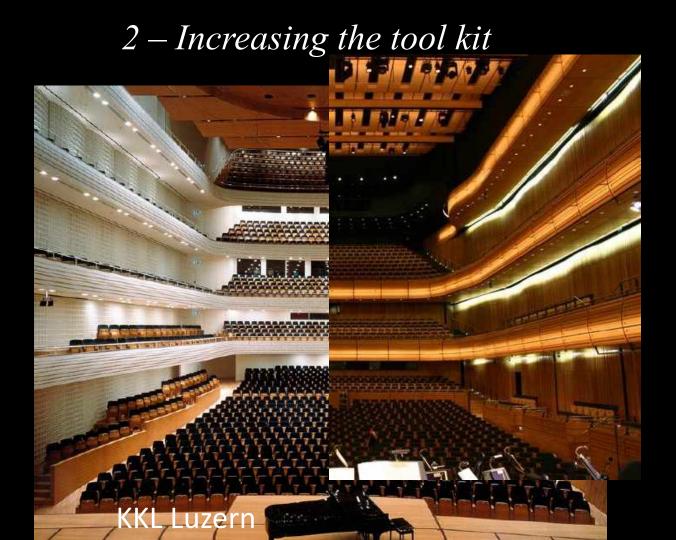
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Life is tough... or life is fun, finding/creating these multiple reflections!

2 – Increasing the tool kit



The Sage (UK) – Shoebox Concert Hall

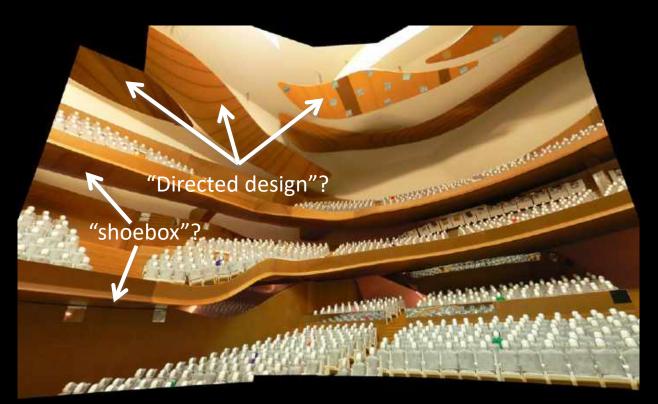


2 – Increasing the tool kit



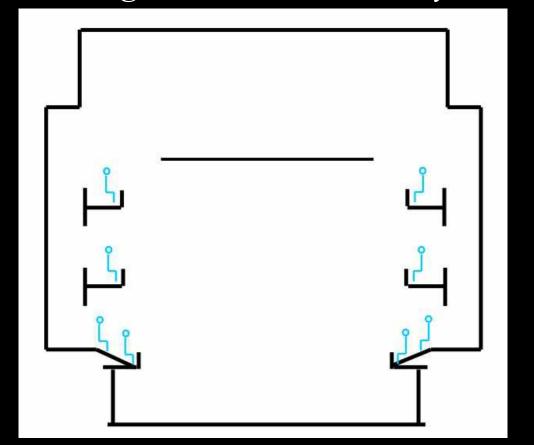
Philharmonie Paris - Vineyard

2 – Increasing the tool kit

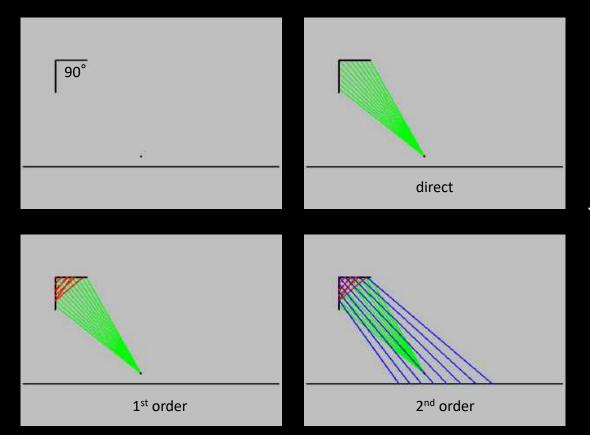


Philharmonie Paris – 1:10 acoustic scale model

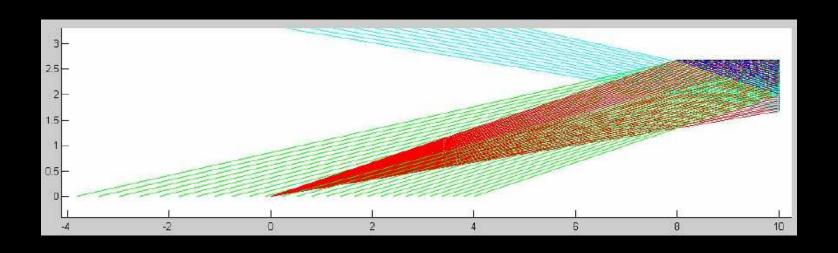




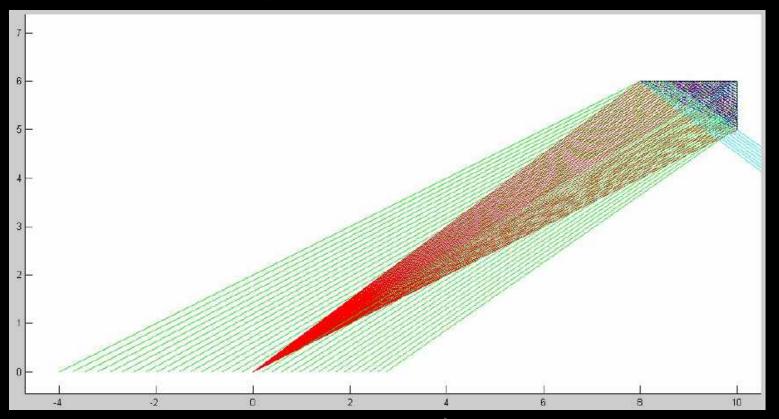
Stavanger floating balconies with downstands



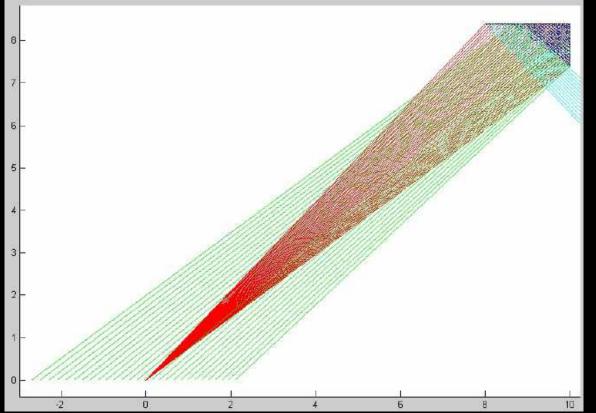
Principle of functioning of shoe-box



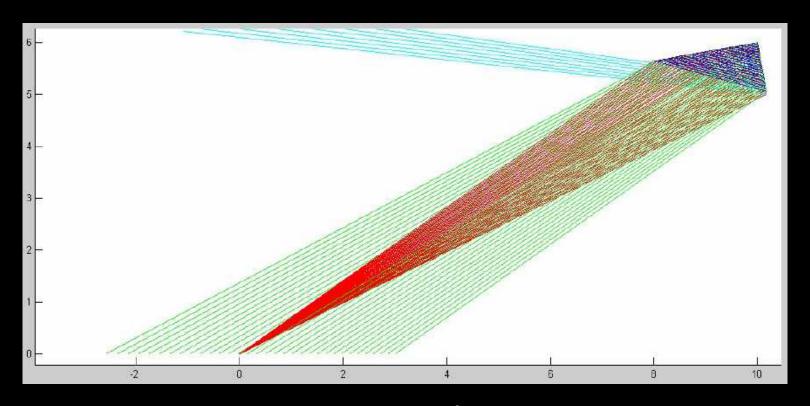
Lower side balcony: angle 15°, coverage [-4; 4]



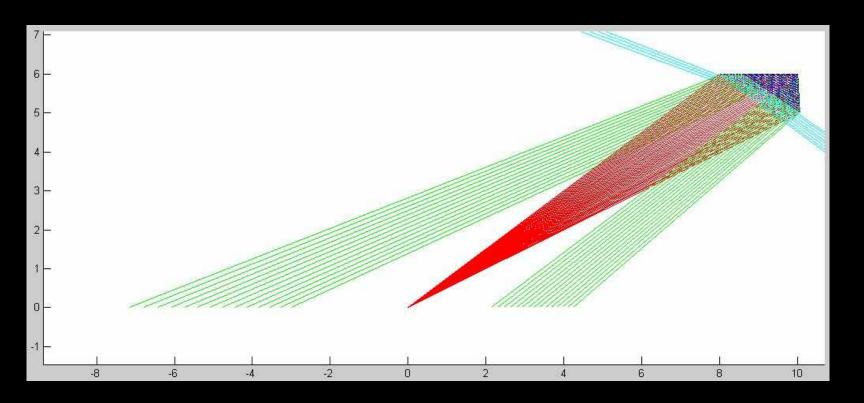
Middle side balcony: angle 26°, coverage [-4; 2.5]



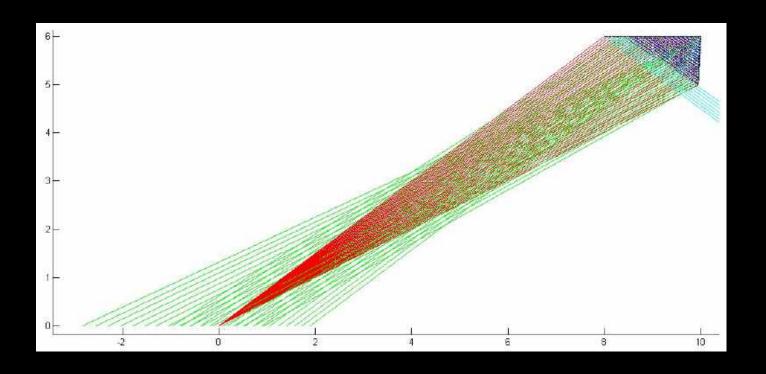
Upper side balcony: angle 40°, coverage [-3;2]



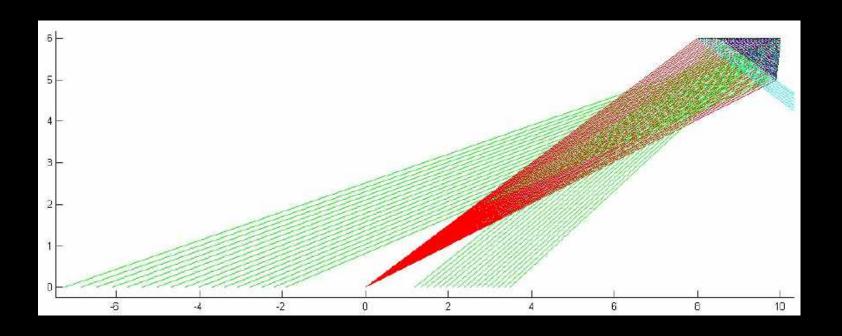
Middle side balcony: angle 10°, coverage [-2.5; 3]



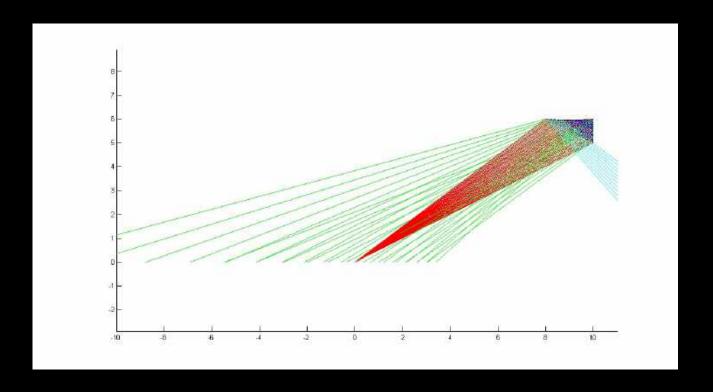
Middle side balcony: angle 93°



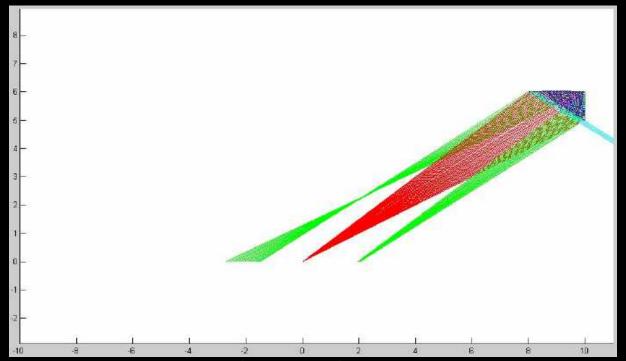
Middle side balcony: angle 87°



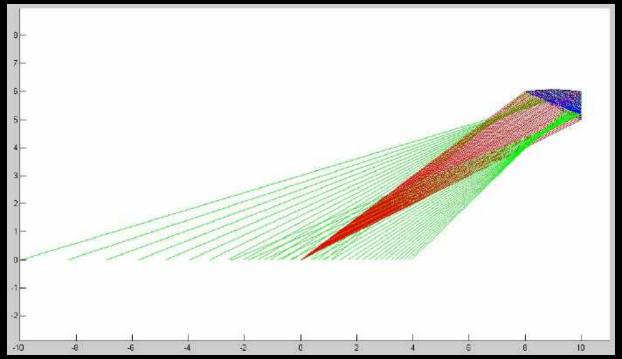
Middle side balcony: angle 84°



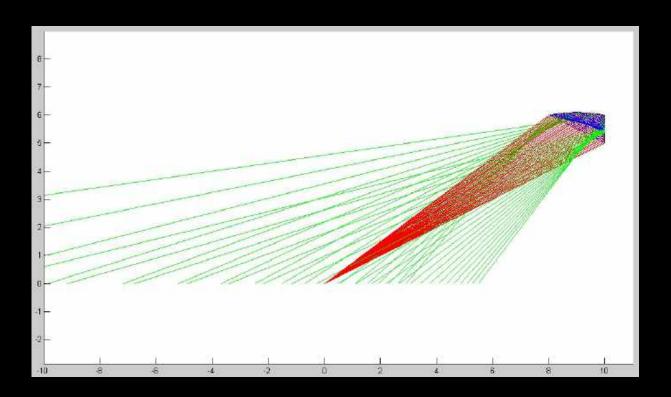
Convex curved (R=20m): better coverage but losses...



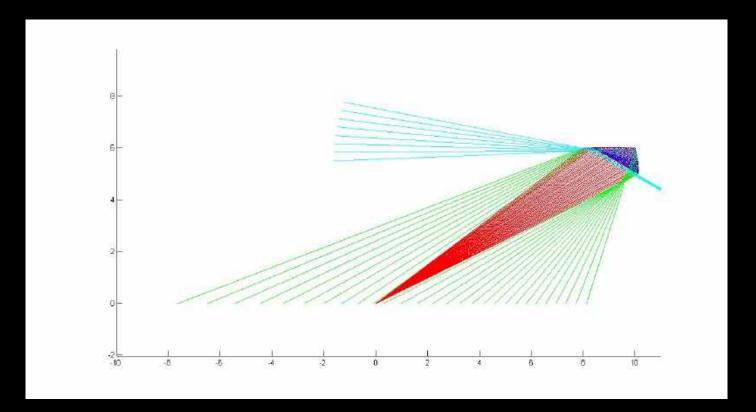
Concave curved (R=20m): less coverage and dangerous focusing close to audience plane...



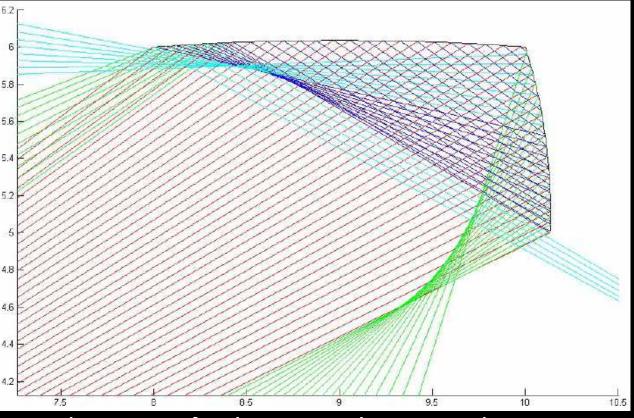
Concave curved (R=8m): much more coverage and some overlapping...



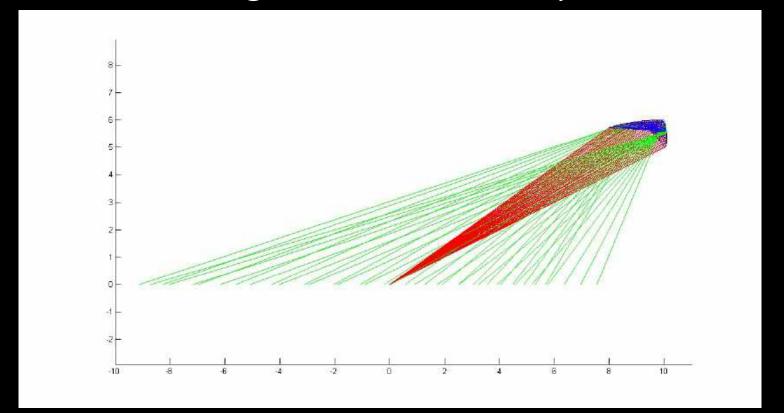
Concave curved (R=5m): very wide coverage!



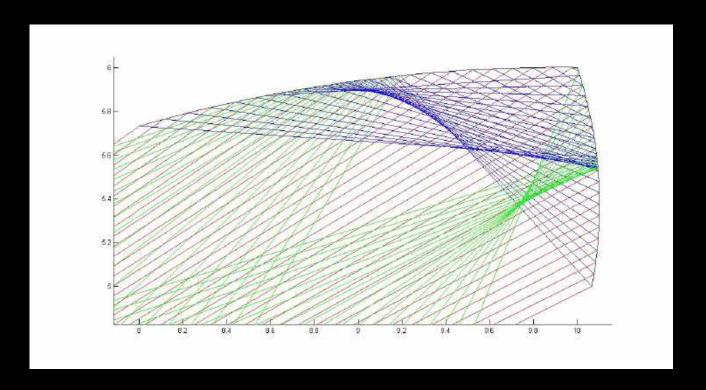
Ideal solution with no overlapping, R1=14m, R2= 3m



Close-up of solution with no overlapping



Ideal solution with overlapping, R1=7m, R2= 2m



Close-up of ideal solution with overlapping

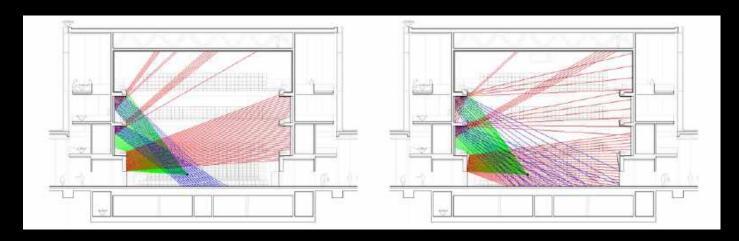


They have been built...: Auditorium de Bordeaux, 2013



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2-Increasing the tool kit – balcony fronts



Competition design

(non-optimized)

- Reflections go up to the ceiling and to side walls
- Reflections in 2nd order only create partial coverage of parterre

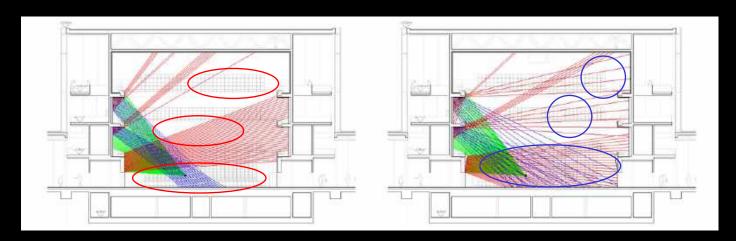
With acoustic optimizations

(vertically inclined balcony fronts and convex undersides of balconies)

- Reflection coverage of full parterre and balconies from balcony fronts
- Reflections in 2nd order equally cover the entire parterre



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Animation of reflection coverage in short section



Competition design

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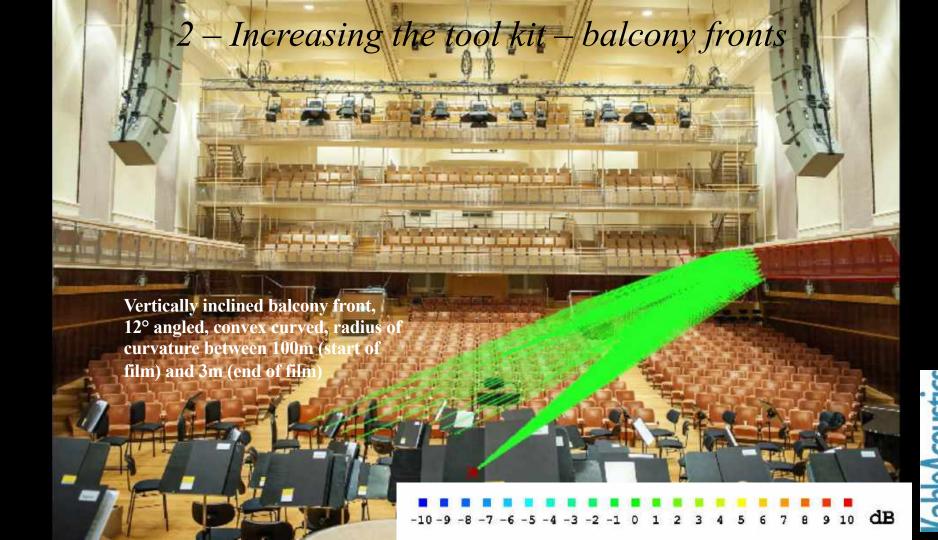
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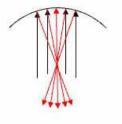


Common thinking about curved surfaces



Convex surface

- = acoustically diffusing
- = GOOD



Concave surface

- = acoustically focusing
- = BAD

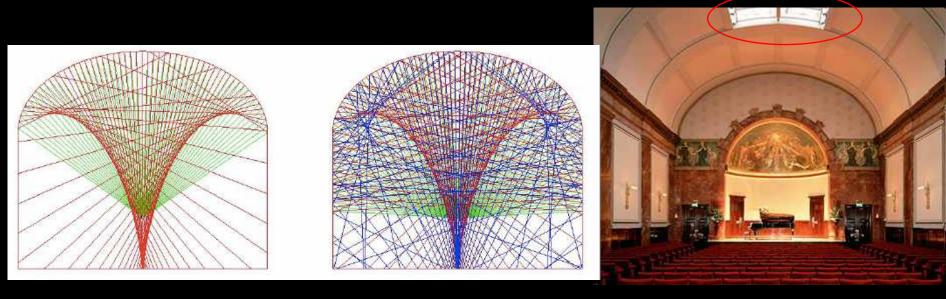


La Monnaie / De Munt opera, Brussels



Kulturcasino concert hall, Bern

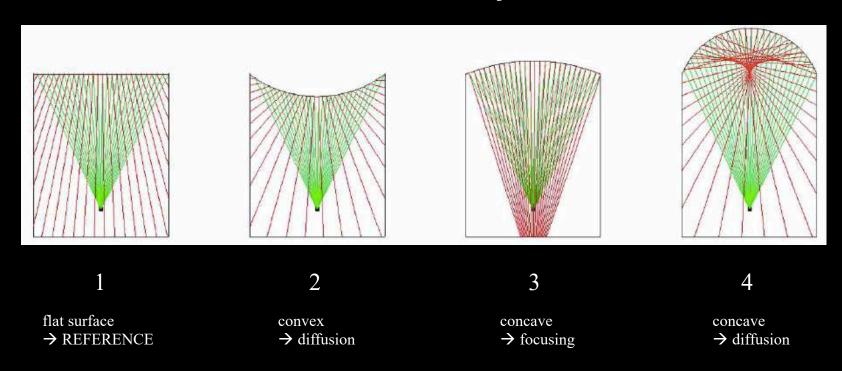
So why do these historic halls work well?



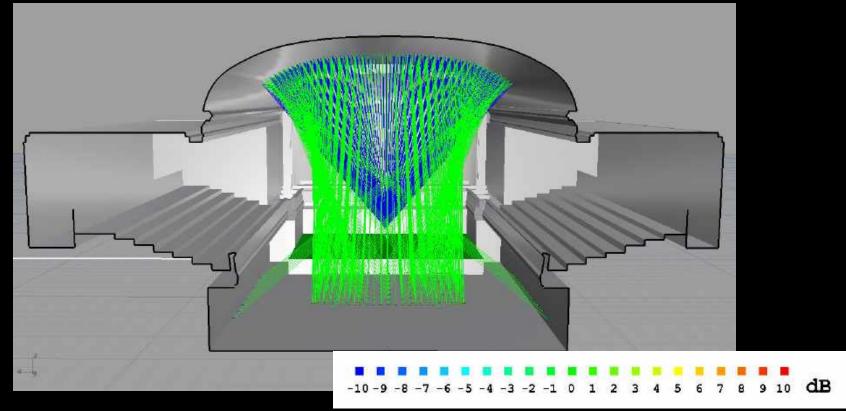
1st order reflections

2nd order reflections

Wigmore Hall, London, 550 seats, 1901



If focusing can be kept outside audience plane and/or kept moderate, then *all* curved surfaces can be beneficial

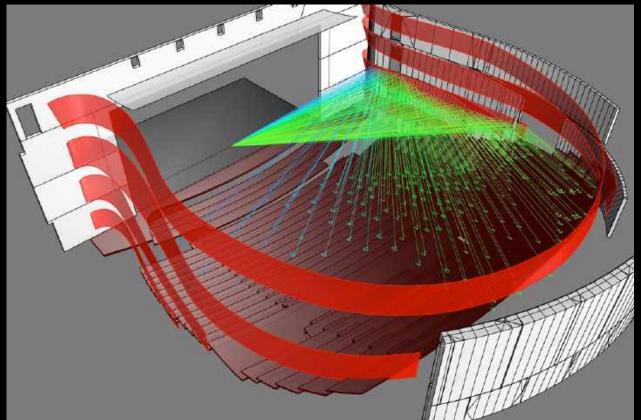


Kulturcasino Bern: moderate focusing and some spreading...

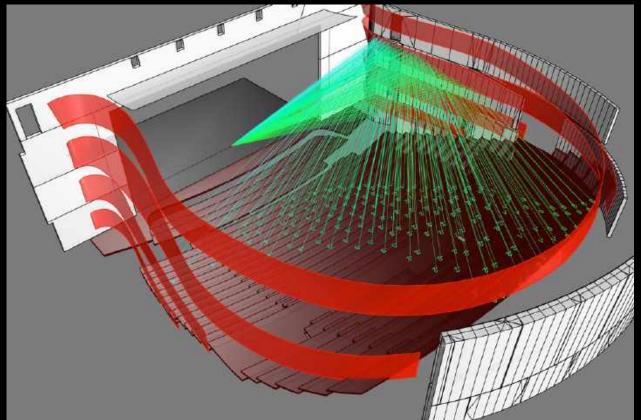
3 – Curved surfaces



Comédie de Clermont: cupola and curved "acoustic bands"...



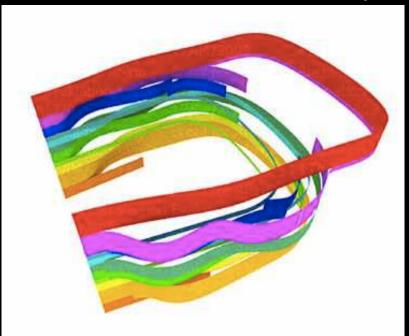
Comédie de Clermont: cupola and curved "acoustic bands"...



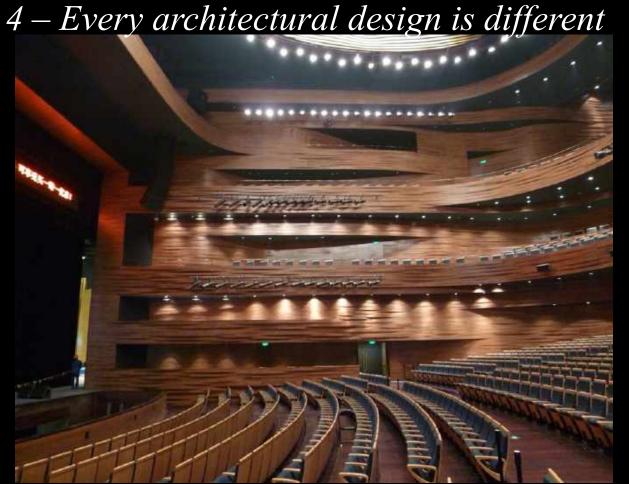
Comédie de Clermont: cupola and curved "acoustic bands"...

4 – Every architectural design is different

Wuxi Grand Theatre - "banded" opera house

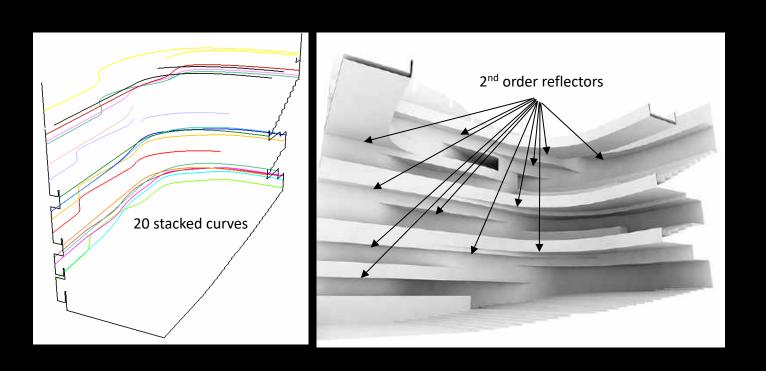


Architect: Martin Lukasczyk (PESark)

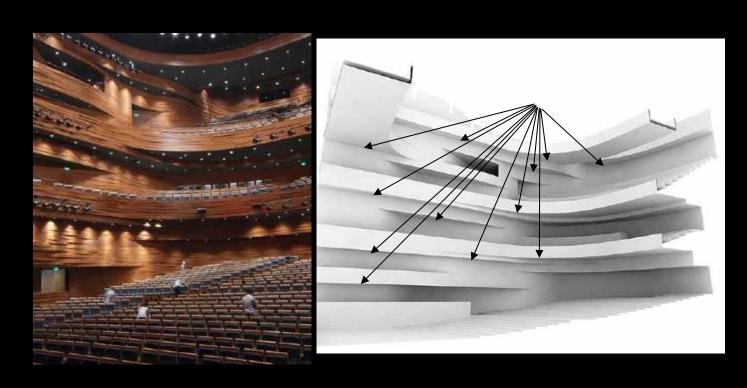


Wuxi Grand Theatre - "banded" opera house

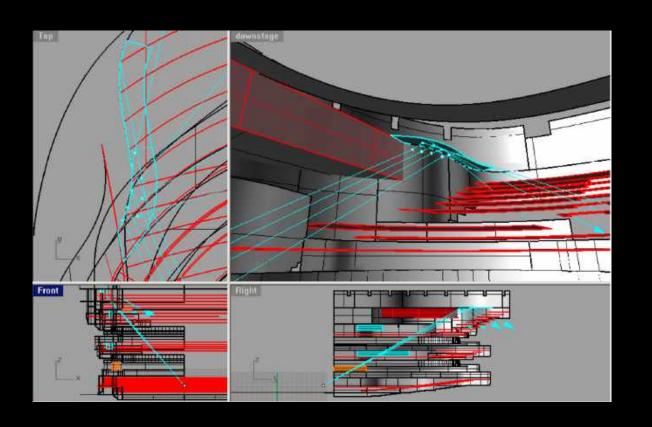
Wuxi Grand Theatre - "banded" opera house



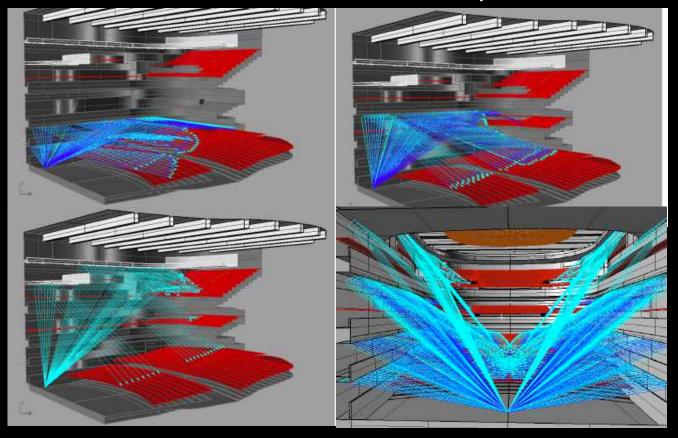
Wuxi Grand Theatre - "banded" opera house



Rhino (3D NURBS modeling)



Wuxi Grand Theatre - "banded" opera house



We may be approaching our 15 reflections here...!



Opéra des Nations, Geneva, 1100 seats



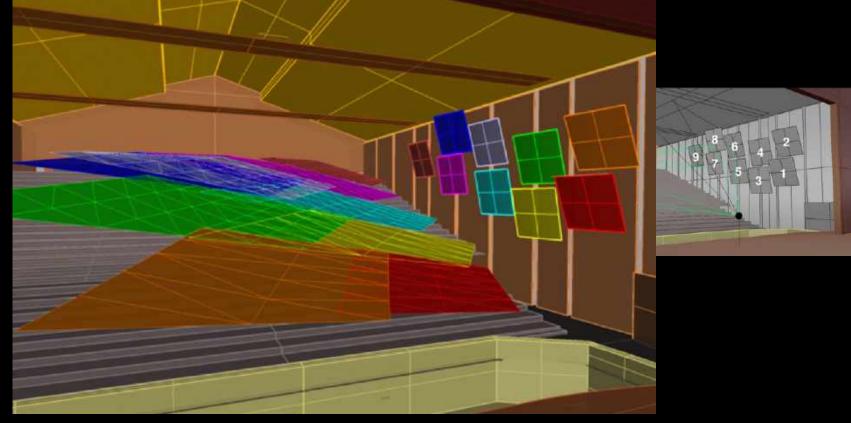
Théâtre Ephémère de la Comédie Française, 700 seats



Ceiling reflectors not required/beneficial for opera!?!



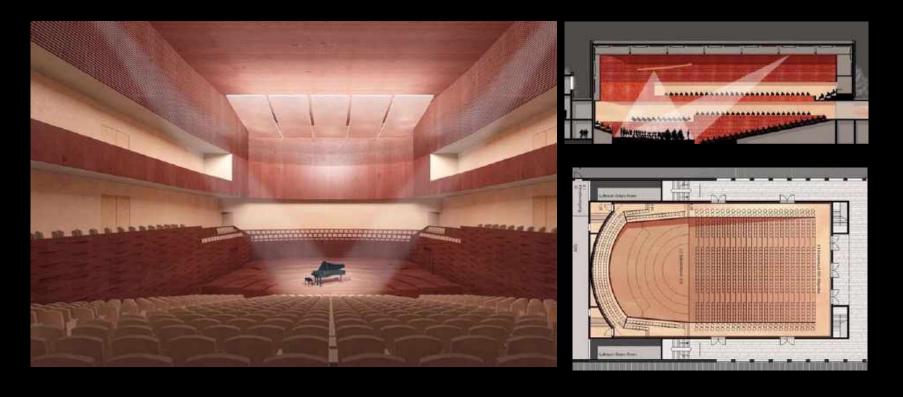
Opéra des Nations, Geneva, 1100 seats



Opéra des Nations, Geneva, 1100 seats – full coverage through side reflectors

5 - Getting away from the "shoebox or vineyard" Musikforum Bochum

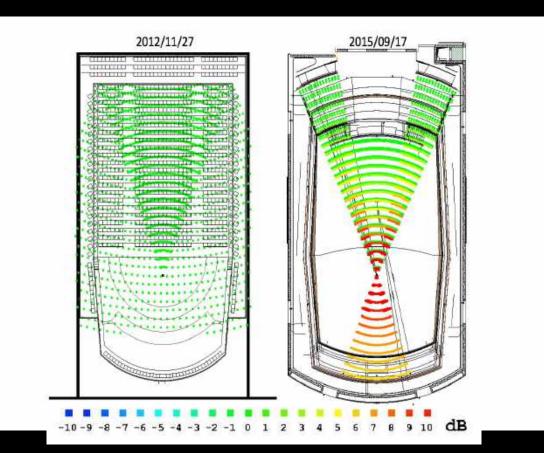
5 – Getting away from the "shoebox or vineyard"



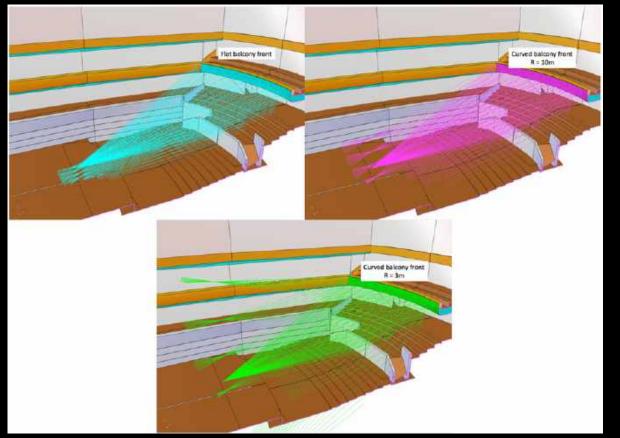
Musikforum Bochum, competition design



5 - Getting away from the "shoebox or vineyard"



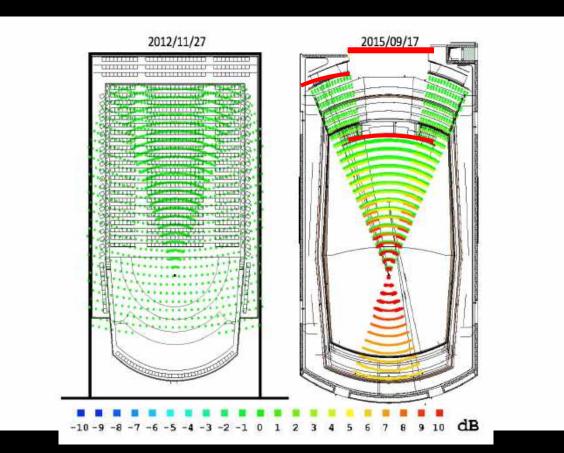
5 – Getting away from the "shoebox or vineyard"



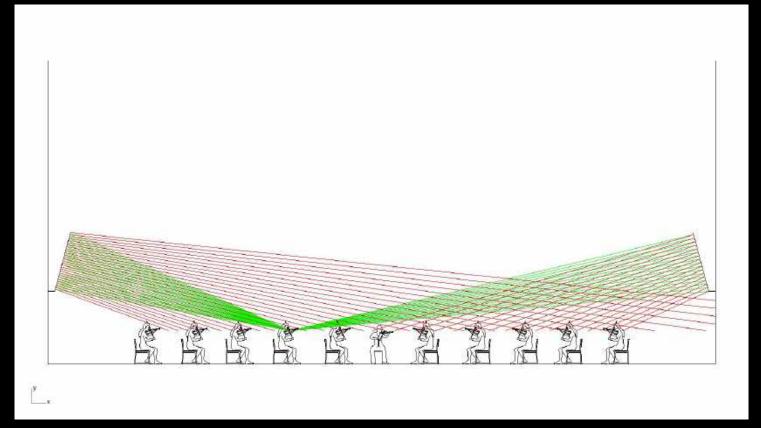
Rather than fighting the architectural concept, the focusing on stage was solved in 3D by breaking up in plan some of the curves into a number of segments, by optimising the radius of curvature of each segment, and by angling the segments in section in order to send the focal points safely above the heads of the musicians.

All optimisations were carried out by means of parametric modelling in Rhino/Grasshopper with real-time monitoring of the focusing behaviour and amplitude up to 3rd reflection order. Some balcony fronts were also given a convex shape in section in order to distribute the sound energy to alleviate focussing hot spots and eliminate flutter echoes.

5 - Getting away from the "shoebox or vineyard"

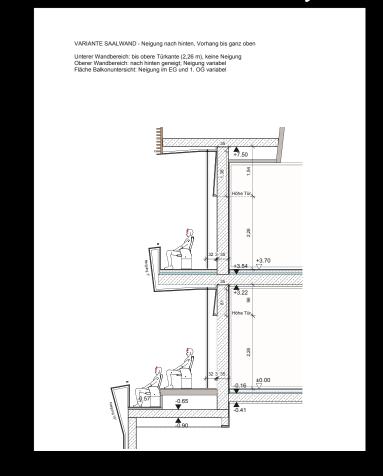


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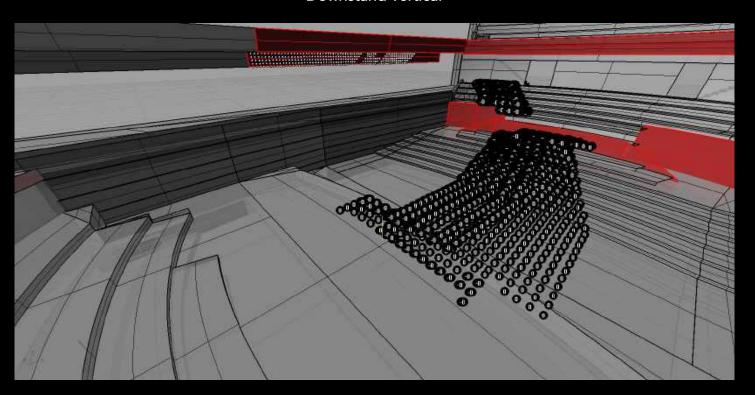


Vertically inclined balcony fronts as cross-communication reflectors for musicians

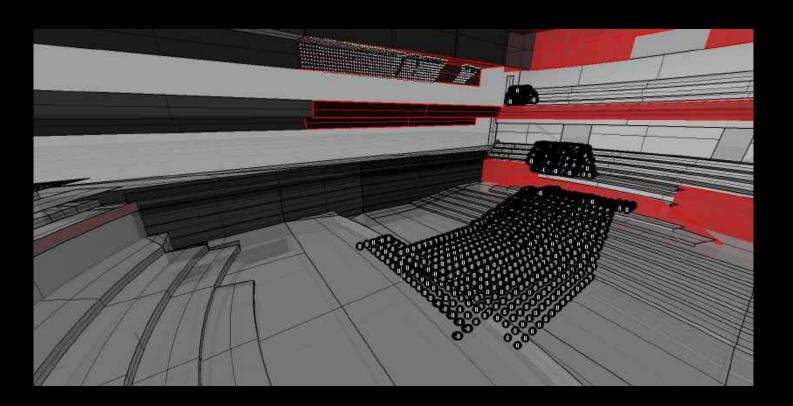
5 – Getting away from the "shoebox or vineyard"



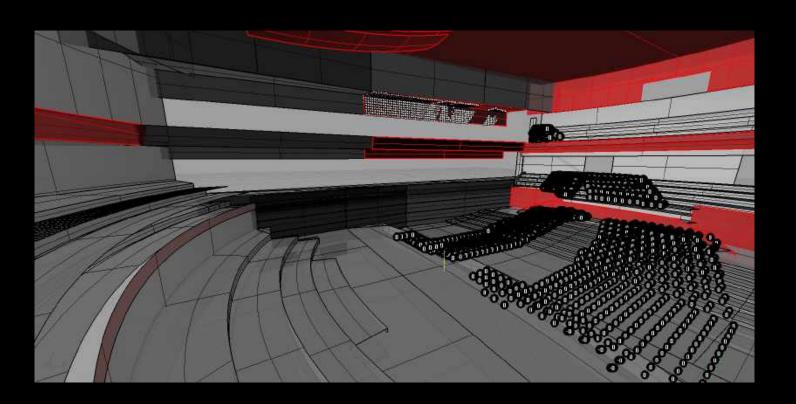
Lower soffit S1 – 2° to 3° Downstand vertical



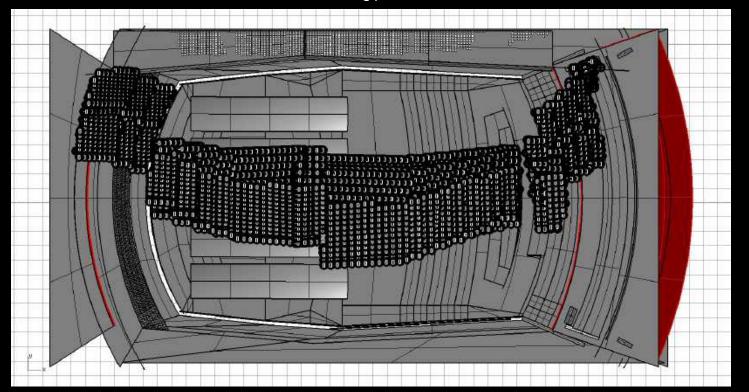
Upper soffit S1 – h 3° to 4° - v 0°



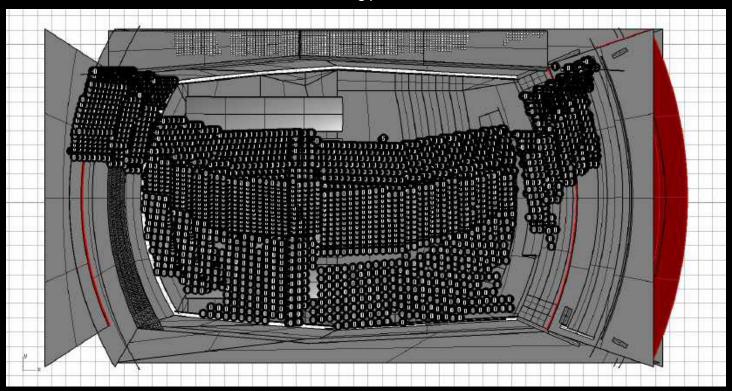
Upper soffit S1 – h 3° to 4° - v 3°



Lower soffit (h 2° to 3° v 0°) + upper soffit (h 3° to 4° - v 0°) S1



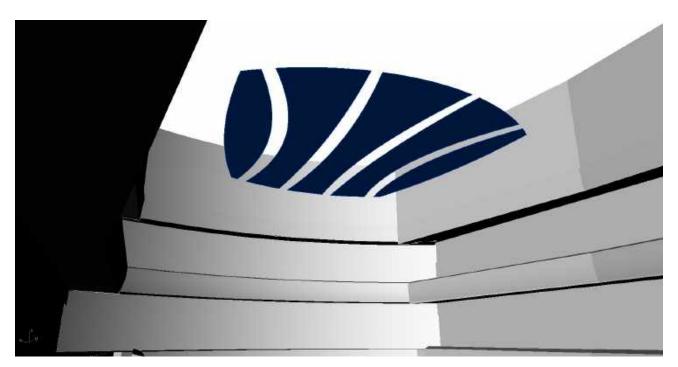
Lower soffit (h 2° to 3° v 3°) + upper soffit (h 3° to 4° - v 0°) S1



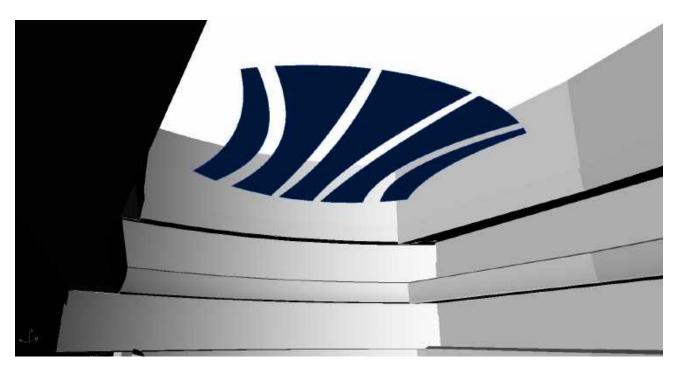
The center is covered by the lower soffi The borders by the upper one.

5 – Getting away from the shoebox: canopy

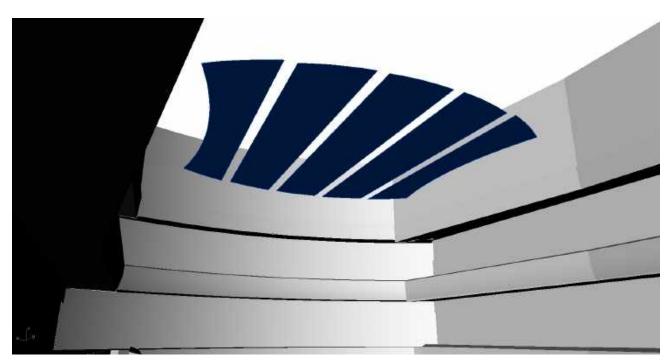




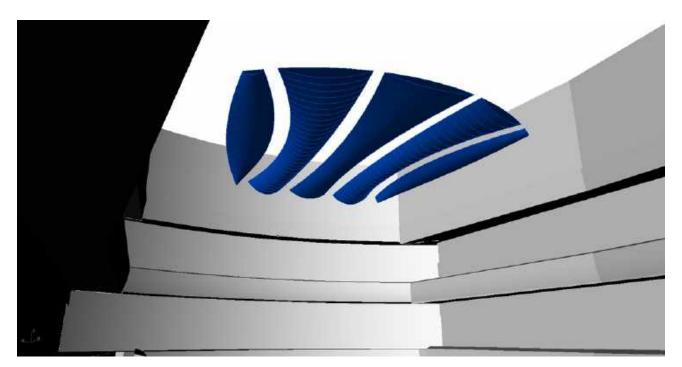
shape A - flat



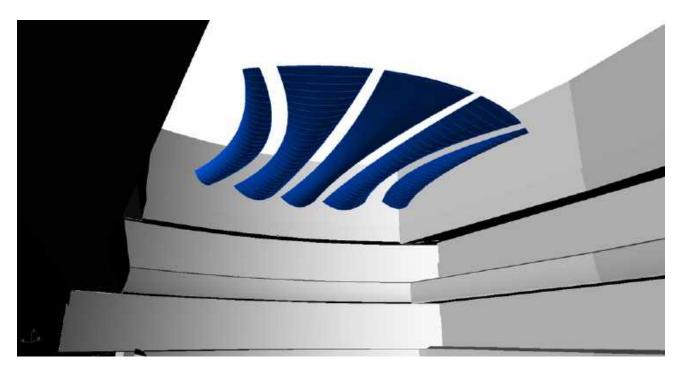
shape B - flat



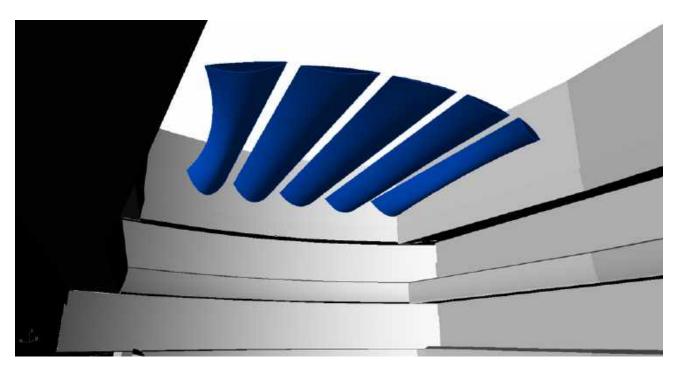
shape C - flat



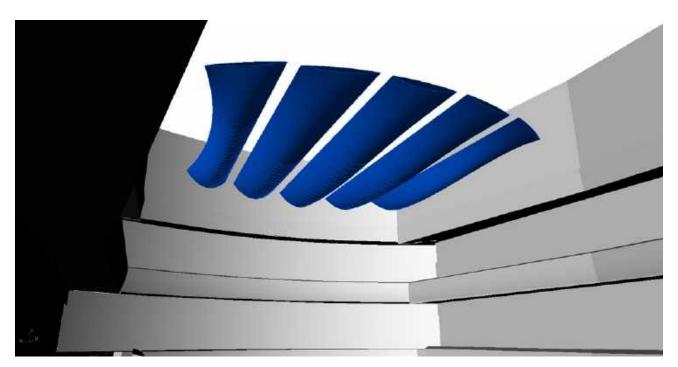
shape A – 3D



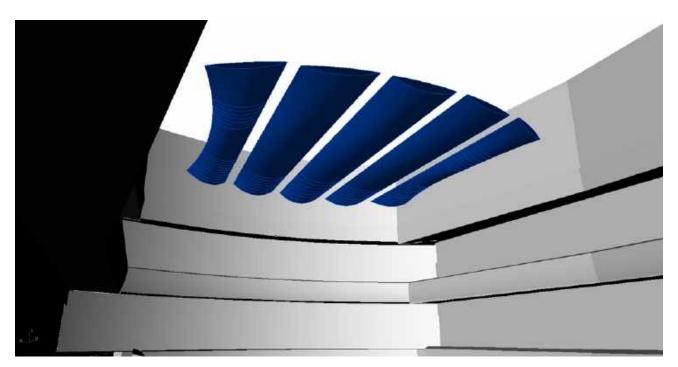
shape B – 3D



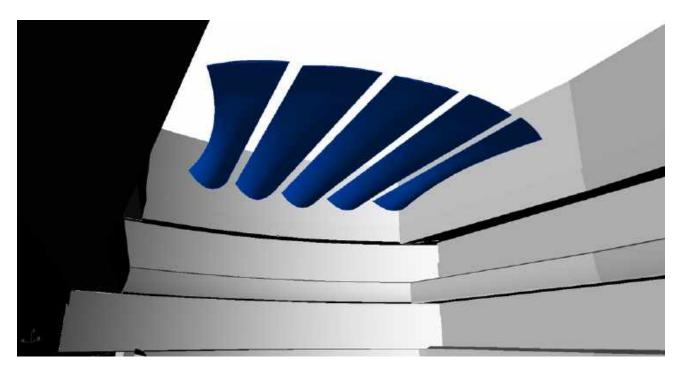
shape C – 3D variation 0



shape C – 3D variation 1



shape C – 3D variation 2



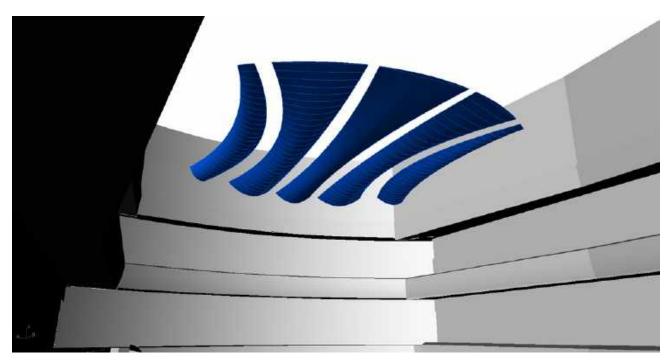
shape C – 3D variation 3

Flat – old shape



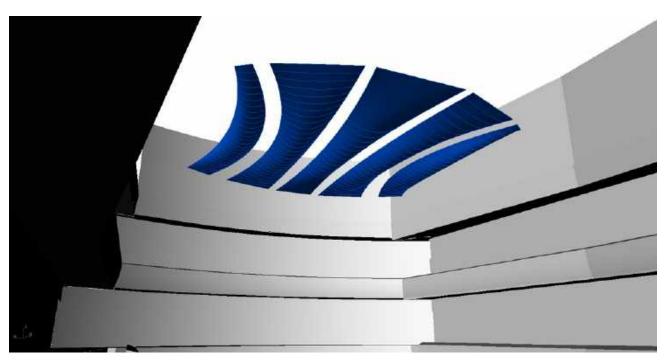
shape B - flat

3D – front flat, back curved in section

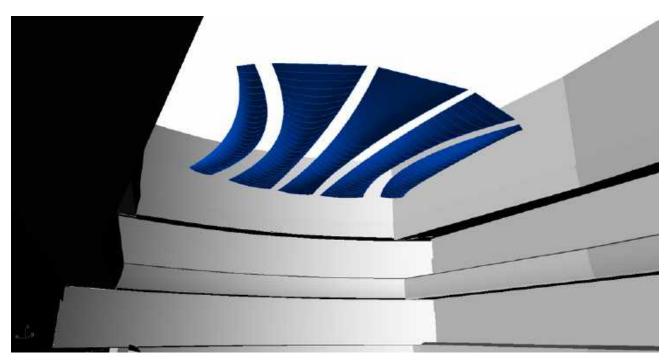


shape B - 3D

3D – front flat, back flat (and straight panel edges)

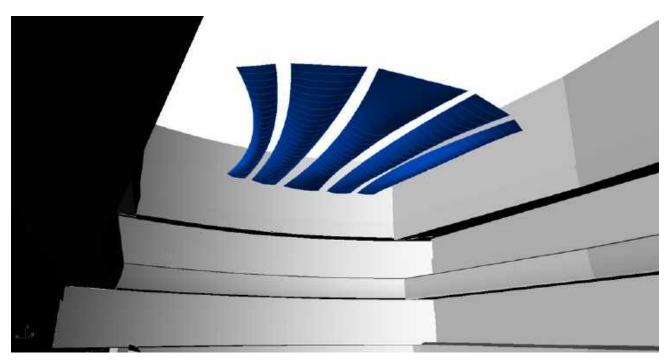


3D – front flat, back slightly curved



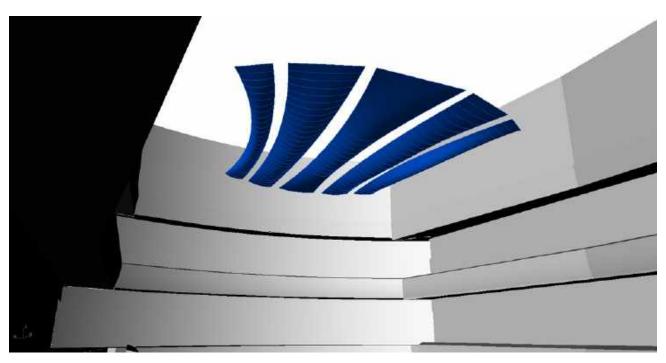
shape B – 3D

Shape changed – slim at back

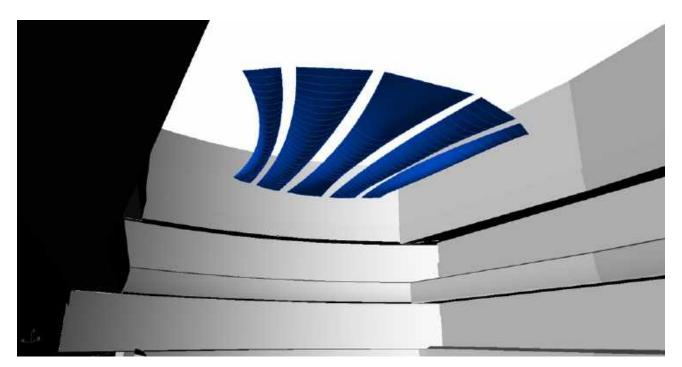


shape B – 3D

Back more curved in plan

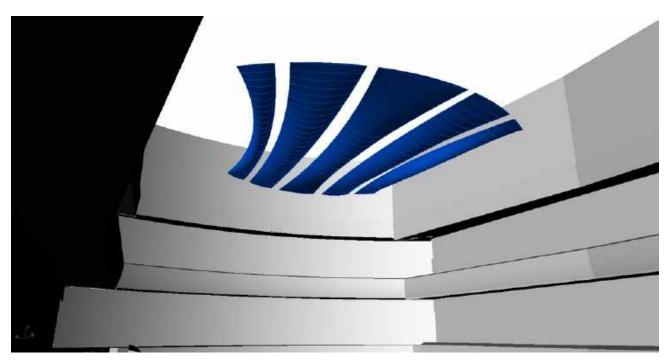


shape B – 3D



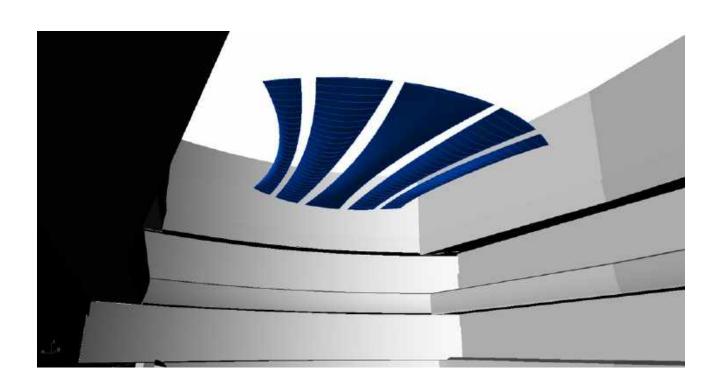
shape B – 3D

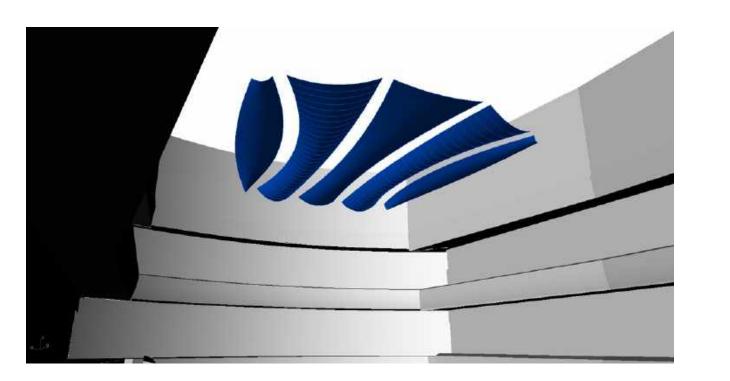
All front panel edges curved in plan



shape B – 3D

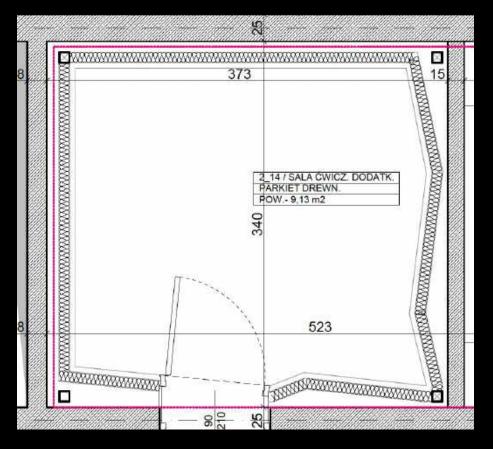
Less curved – more realistic...





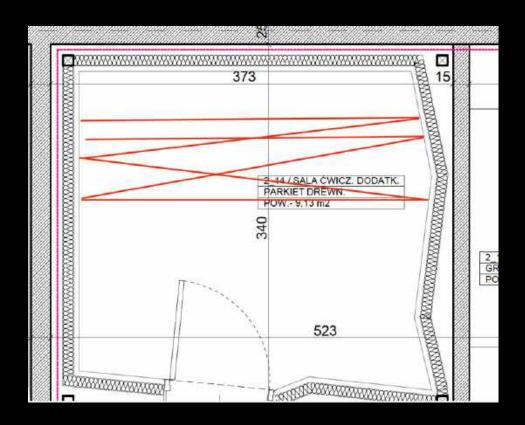


6 – Avoiding problems ...



Anti-flutter-echo treatment, but are you sure it will work?

6 – Avoiding problems...



Better check before... otherwise there may be surprises...!

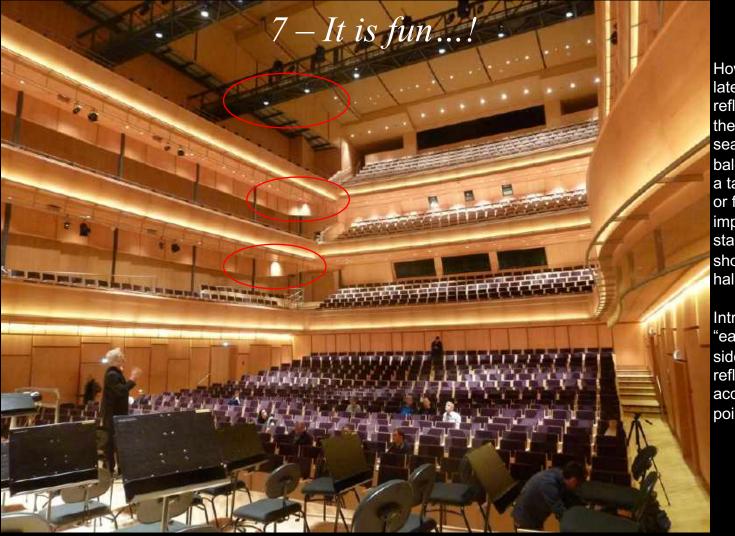
Summary and outlook

- 1. Optimizing reflections is required and G is a key parameter
- 2. Playing billiard in shoeboxes is "easy", with 90° angles. But for playing billiard with non-90° angles, we do need computers... (at least I do...)
- 3. Curved surfaces create great opportunities for acoustic design and for me curved surfaces are preferred acoustically over diffusing surfaces.
- 4. Every concert hall is different and should be different, and this will continue to be the case, including many designs that will try to go away from the classical shoebox.
- 5. Using interactive design tools for avoiding errors and fix problems before they are built should and needs to become the standard
- 6. Outlook: what about scattering?





Congress Hall: Flutter echo with the path including the highly absorbing (≥90% open) ceiling, scattering by regular structure seems sufficient to create problems.



How to get lateral reflections into the centre seats of upper balconies... - a task nearly or fully impossible in standard 90° shoebox halls...

Introducing
"ears" into
side wall
reflectors (and
access
points)...





Concert Halls and Opera Houses: how to make them sound. The use of parametric design tools in room acoustics

14. DEGA-Symposium
"Interaktive Auralisierung für die Planung von Räumen"
12. November 2021

Questions???

Dr. Eckhard Kahle

Kahle Acoustics, 188 avenue Molière, B-1050 Brussels www.kahle.be