



RPG DIFFUSOR SYSTEMS, INC.

RPG encourages the use of Acoustic Consultants that can provide a full scope of services including Room Acoustics, Sound Isolation, Noise Control, A/V System Design & Specifications, etc. To find an Acoustic Consultant in your area or one that specializes in a particular type of project, contact the National Council of Acoustic Consultants (www.ncac.com).

AUDITORIUM LOBBY



The Auditorium Lobby is typically used for a variety of events if the acoustics are somewhat controlled. The Lobby is used only occasionally for its primary purpose, a queuing area to hold people prior to entering the Auditorium. If the acoustics are appropriate, the Lobby can become a place for meetings, socials and other activities. Since the Lobby is typically adjacent to a tall Auditorium, it too tends to be at least double-height. Lobbies often have considerable glass in them as well. The primary acoustic goal is to provide enough sound absorption so that the Lobby is not excessively reverberant and loud.

Ceiling

The Lobby ceiling should be primarily sound absorptive. This can be achieved most economically using Acoustic Ceiling Tile (ACT) with a Noise Reduction Coefficient of NRC-0.75 or higher. If a nicer finish is desired, RPG's acoustic wood (*Topakustik-Topperfo*) or smooth acoustic plaster (*BASWaphon*) could be used. At least 75% of the total ceiling should be a sound absorptive finish. The remaining area can be painted gypsum soffits.

Walls

If the ceiling is higher than 15'-0", then additional absorption will be required on the upper wall surfaces. Generally, 50% of the total wall area above 10'-0" should be sound absorptive. This can be done most economically with RPG *Absorbor Panels*, but higher grade finishes include acoustic wood (*Topakustik-Topperfo*), acoustic plaster (*BASWaphon*) and a visually transparent, acoustically absorptive glass treatment called *Clearsorber*.

Floor

The floor of the Lobby should be carpeted if at all possible.

Diffusor systems to enhance the acoustics of critical listening and performing environments