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Subject: Re: How Much Volume Do Drivers Occupy?  
Posted by [Wayne Parham](#) on Fri, 15 Oct 2010 01:03:46 GMT  
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I have always estimated the displacement volume with a technique called CSG (constructive solid geometry), a method commonly used in computer modeling of solids and 3D rendering. The concept is simple: Describe the item with primitive shapes like cones, spheres, cylinders, pyramids, wedges and boxes. You can easily calculate the volume of a simple shape, and so if you can describe an object with a few primitives added together, you can calculate the volume that way. For example, a woofer can be approximated as a cone (for the basket and cone) and a cylinder for the magnet). You can get as detailed as you like.

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