Subject: Re: Asymmetrical walls for Pi7
Posted by JCDC on Sun, 04 May 2014 10:46:27 GMT
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compaddict wrote on Fri, 02 May 2014 14:47This is a drawing of my room. ...

Hey Vince, add the things that Wayne talked about to your drawing:
Wayne Parham wrote on Fri, 02 May 2014 11:00
...
You want the first six to eight feet to have unobstructed wall space, and to have no openings. You can have some differences in features, things like closed windows, paintings, even small shelves don't hurt. But large openings kill it, and some furniture can too. Things like having a sofa along one wall can create enough absorption in the midrange to shift the balance, or a table on one side can make an unusual reflection that also shifts the balance. Imaging suffers when those kinds of things are in the way.

Are the openings windows/doors/entranceways, are they closeable? Big furniture items: couch, stuffed arm chair, shelf etc ... Listening positions (all)?

Then Wayne can give you "custom" advice!