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Subject: Terrible Room

Posted by [Nymeria](#) on Tue, 06 Aug 2013 13:27:01 GMT

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I was in a rather poorly designed lobby the other day. It was all hard surfaces and there was a crowd in there. With all the reflections, it was hard to distinguish specific people talking from the general crowd noise.

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Subject: Re: Terrible Room

Posted by [Wayne Parham](#) on Tue, 06 Aug 2013 13:35:24 GMT

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Yes, that kind of room is the hardest to make sound good. A large number of people actually help in that situation, but what it really needs is some damping treatments. Directional speakers help too.

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Subject: Re: Terrible Room

Posted by [Chicken](#) on Thu, 08 Aug 2013 12:16:31 GMT

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I have been in rooms like that before. Like Wayne said, the bodies there are helpful but of course if they are all talking, it still gets pretty noisy. Rooms like that could really use some rugs or tapestries.

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Subject: Re: Terrible Room

Posted by [Nymeria](#) on Tue, 13 Aug 2013 13:18:23 GMT

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Oh yes, I'm sure the people's bodies absorbed some reflections. However, with the general hubbub of everyone talking, it was hard to hold a conversation with people who were just a few feet away. Sometimes their words were difficult to distinguish.

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Subject: Re: Terrible Room

Posted by [Round2](#) on Wed, 04 Sep 2013 02:09:29 GMT

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Was it a small room? A larger room allows people to stand in smaller groups that way the conversation next to you doesn't blend in with yours. Were there more people there than they anticipated?

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