Subject: Asymmetrical walls for Pi7
Posted by compaddict on Fri, 02 May 2014 04:24:02 GMT
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I have an opening on one side of my long (front) wall that is 52" and the other is 56"
Is that enough to make the magic work?
Will the four inch difference make bad things happen?

Subject: Re: Asymmetrical walls for Pi7
Posted by Wayne Parham on Fri, 02 May 2014 16:00:26 GMT
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I doubt that will matter at all. But you are right to consider the room symmetry, because that is important for constant directivity cornerhorns.

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.

Subject: Re: Asymmetrical walls for Pi7
Posted by compaddict on Fri, 02 May 2014 19:47:52 GMT
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This is a drawing of my room. I left out the drafting lines.
The apex is 2.5 feet in front of the listening area.
Will this room work well or should I look at a different solution?
TIA,
Vince

File Attachments
1) Theater room.pdf, downloaded 538 times

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!

Subject: Re: Asymmetrical walls for Pi7
Posted by Wayne Parham on Sun, 04 May 2014 14:03:31 GMT
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I'd rather have a little more distance in the flanking walls, but that's enough to work pretty well. I think it'll sound great.

Subject: Re: Asymmetrical walls for Pi7
Posted by compaddict on Sun, 04 May 2014 17:05:51 GMT
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Not much in the room. A very short equipment rack centered on the front wall, a very long leather couch on the back wall and a projector on the eight foot ceiling. No windows.
I can extend the two walls if I need to.

Subject: Re: Asymmetrical walls for Pi7
Posted by compaddict on Wed, 14 May 2014 17:23:19 GMT
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And where is a good place for subs?
I'm guessing right in front?

Subject: Re: Asymmetrical walls for Pi7
Posted by Wayne Parham on Wed, 14 May 2014 17:56:47 GMT
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Set them up per Welti or Geddes.

When you get to four bass sound sources (or more), it almost doesn't matter where you put them.
So put them where convenient.

Subject: Re: Asymmetrical walls for Pi7
Posted by compaddict on Sun, 01 Jun 2014 18:52:29 GMT
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Martin Logan CLS sold!
Getting ready to order parts...

Subject: Re: Asymmetrical walls for Pi7
Posted by compaddict on Mon, 02 Jun 2014 17:26:31 GMT
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Parts are ordered.

Subject: Re: Asymmetrical walls for Pi7
Posted by compaddict on Fri, 20 Jun 2014 20:16:18 GMT
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One bottom cabinet done.