

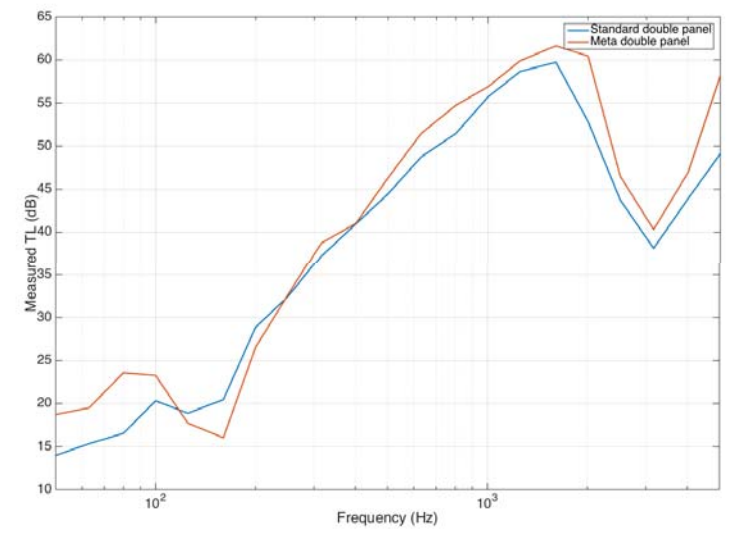
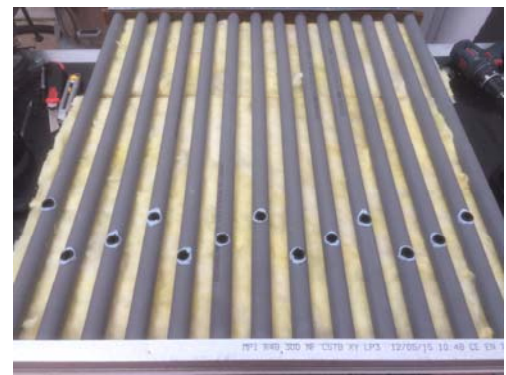
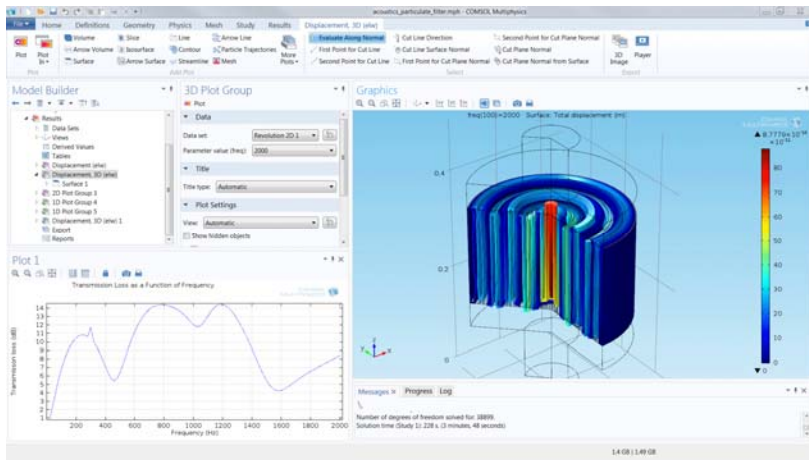
A 3D rendering of several parallel, cylindrical acoustic metamaterials. The cylinders are light blue and arranged in a staggered pattern, creating a lattice-like structure. The background is a gradient of light blue and white.

Acoustic Metamaterials : From conception to auralization

Clément Lagarrigue, Damien Iecoq : Metacoustic, Le Mans, France



**COMSOL
CONFERENCE**
2018 LAUSANNE



Product characterization

FEM simulations

Optimized solutions

Samples tests



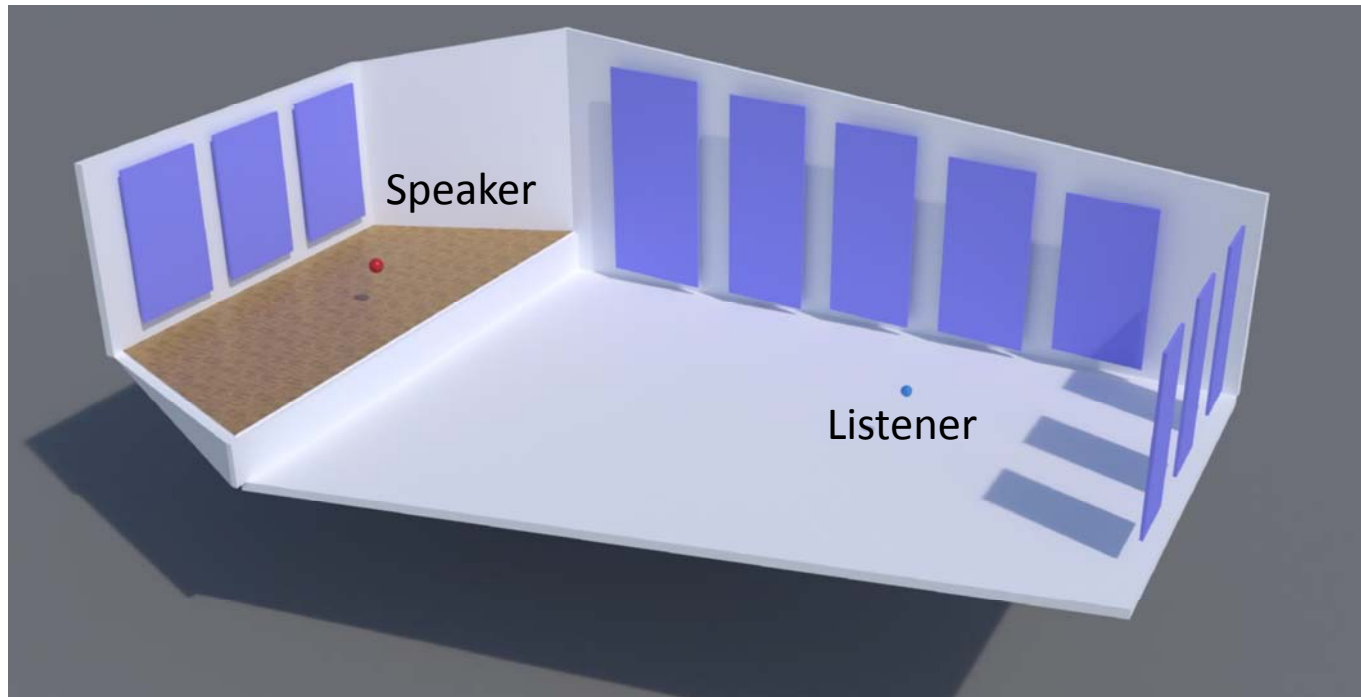
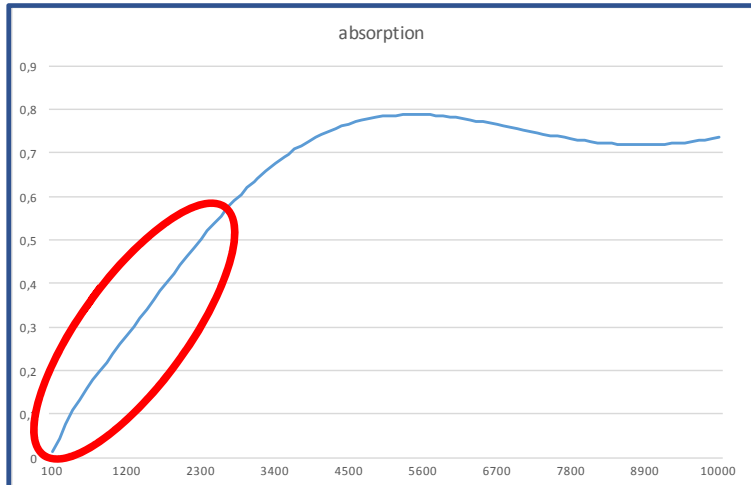
Applicaton example : Room noise reduction

- 1 – Study context
- 2 – Metamaterial definition and design
- 3 –Test (listen) the material

A concert hall with strong low frequency modes (100Hz – 200Hz)

Reverberation time

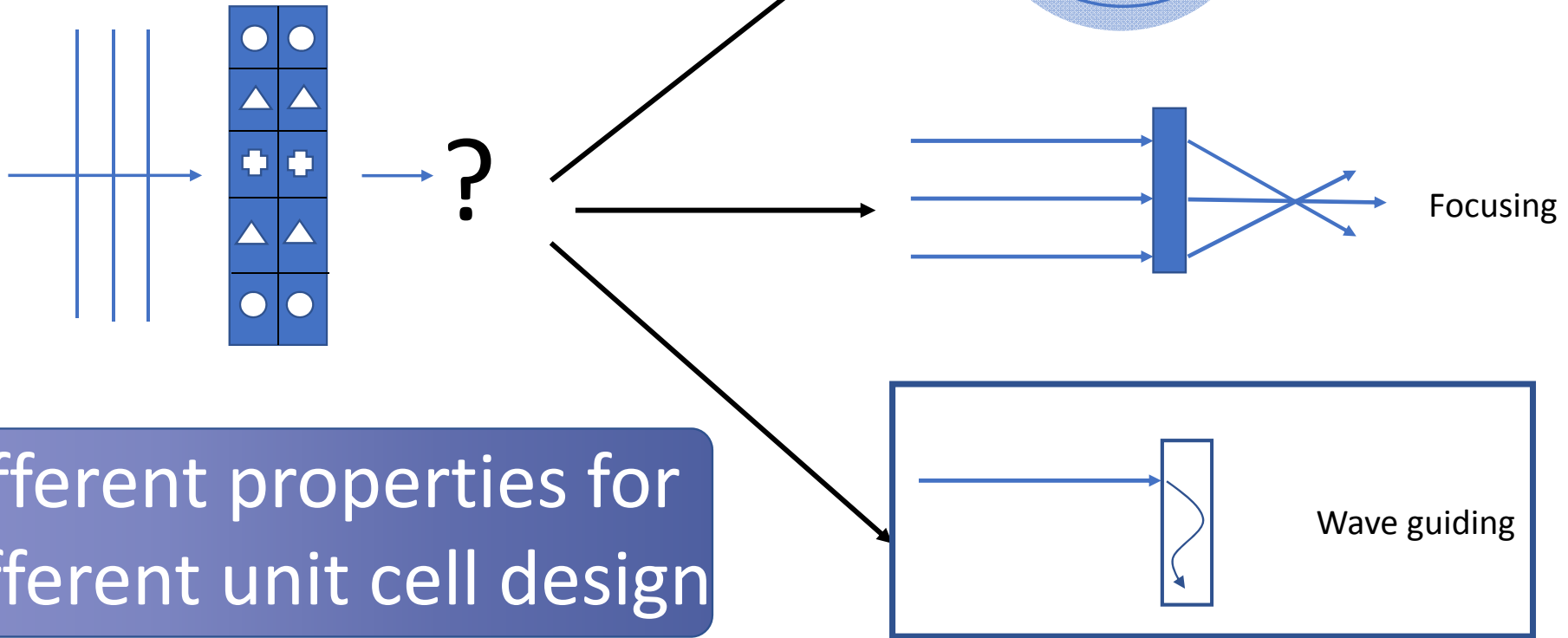
- Room Volume : 2000m³
- Wall material : Gypsum
- 8cm thick treatment (Melamine)
- Treatment thickness fixed



Application example : Room noise reduction

- 1 – Study context
- 2 – Metamaterial definition and design**
- 3 – Test (listen) the material

What is a metamaterial ?

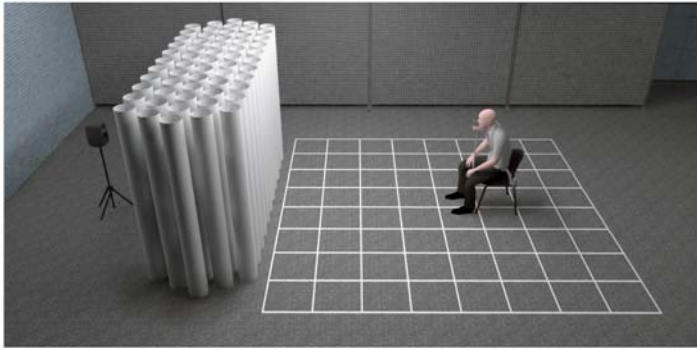


Metaporous for absorption

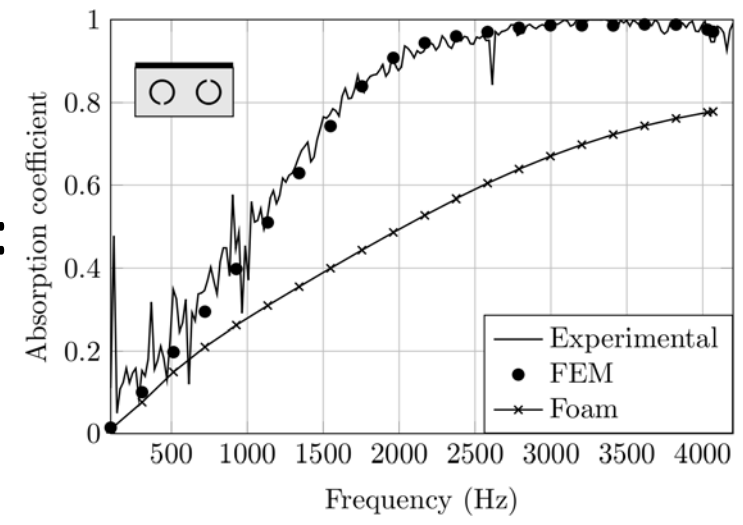
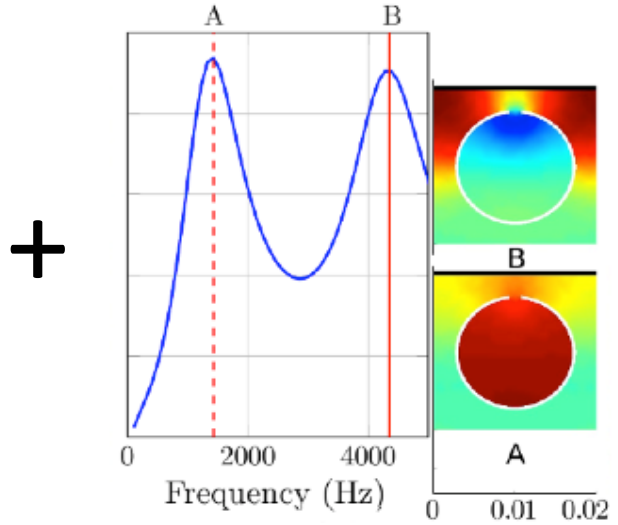
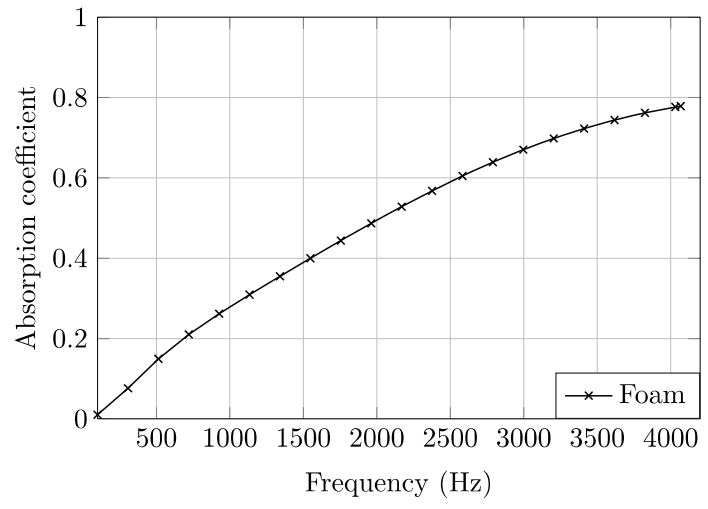
Porous material



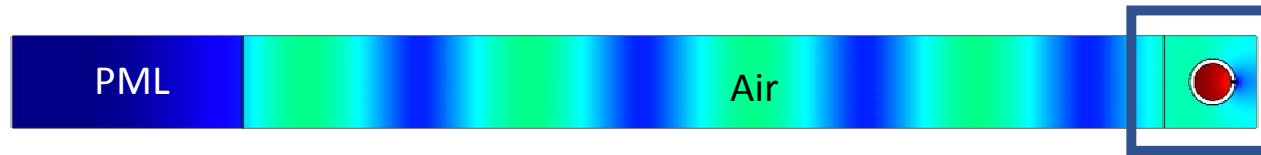
Periodic resonant scatterers



Metaporous material



Metaporous for absorption : FEM simulations

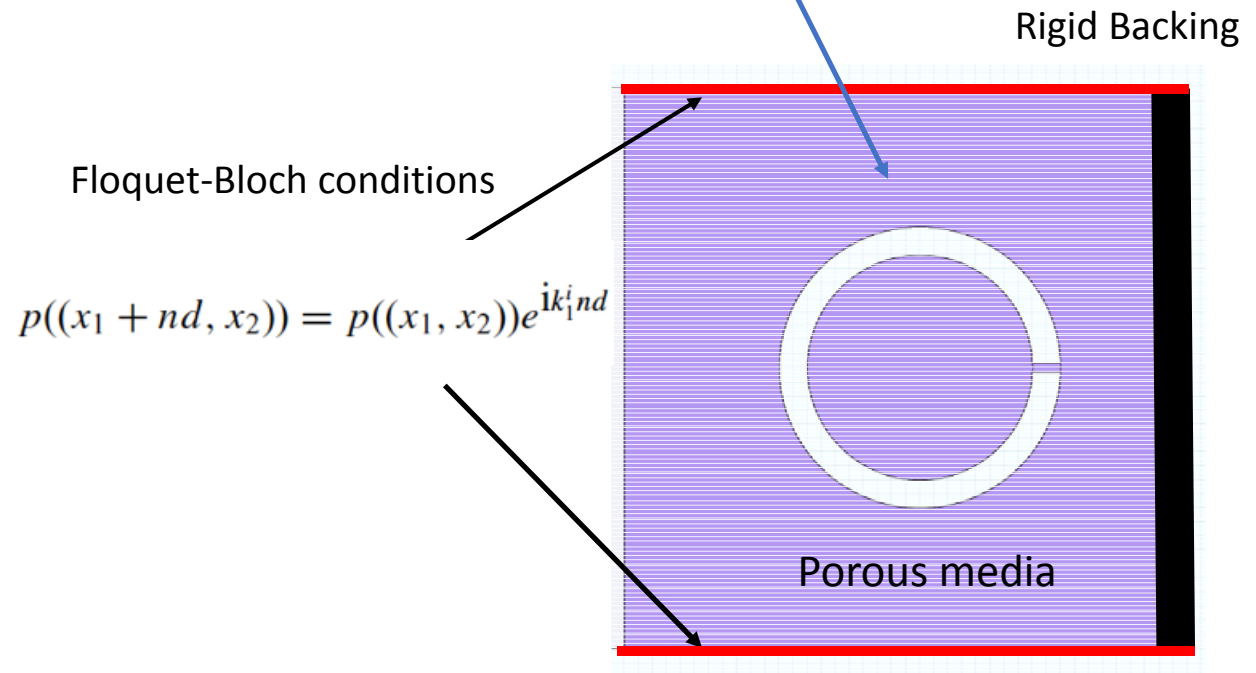


Comsol Components :

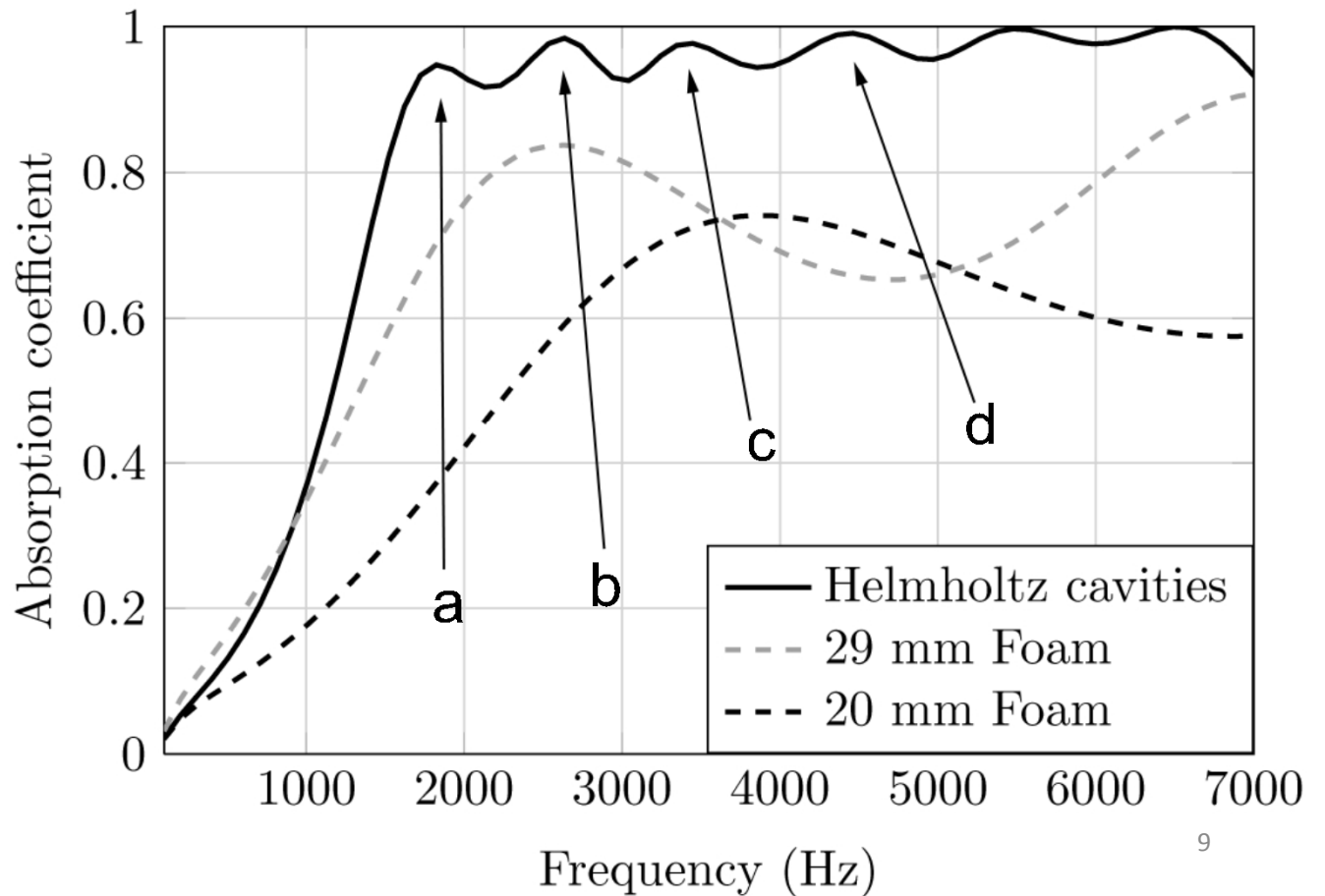
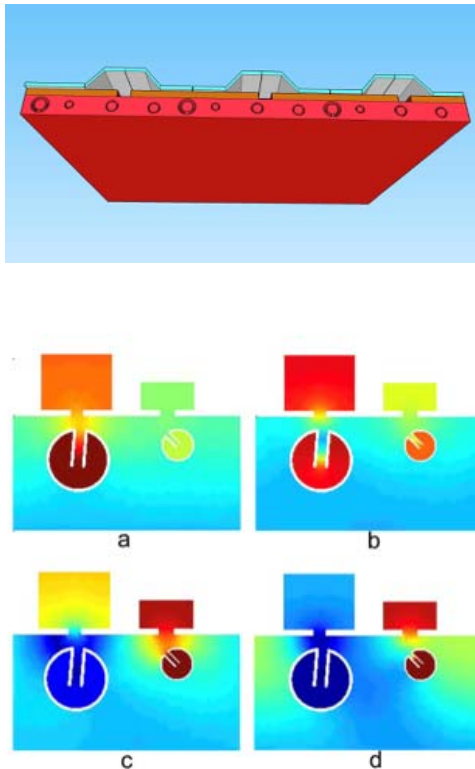
Acoustics, Structural mechanics, Optimization

Settings

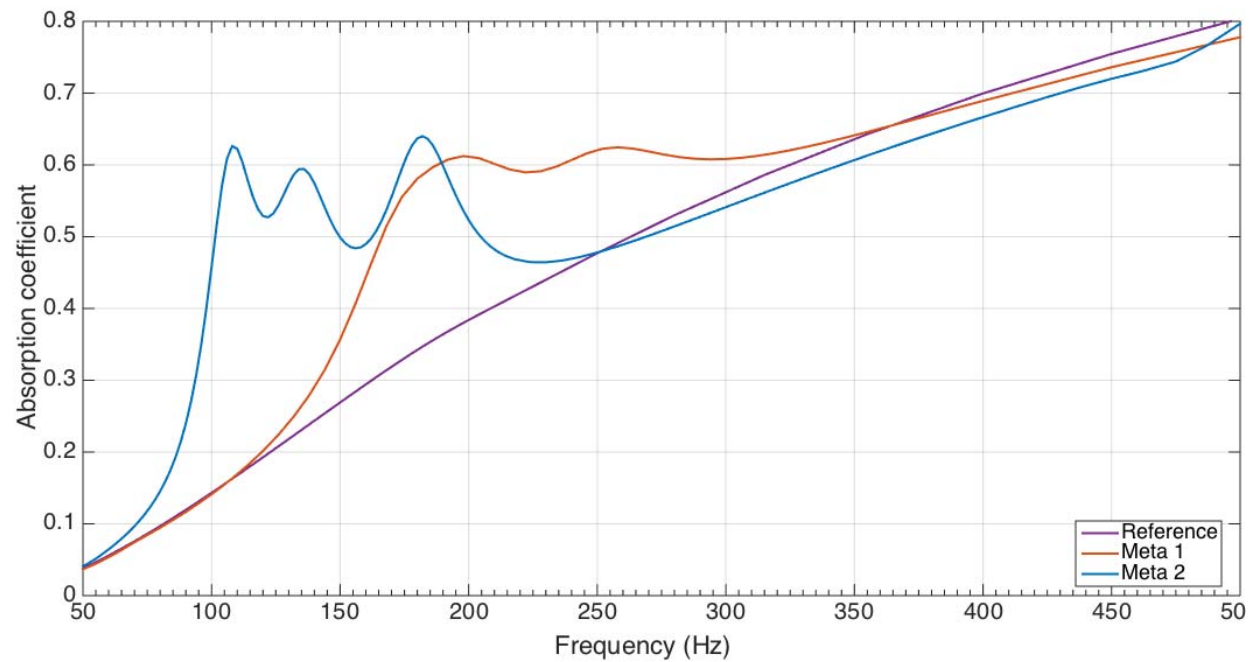
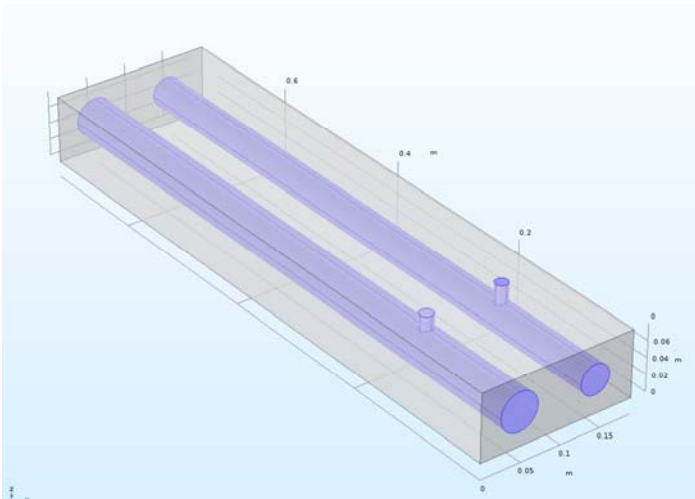
- Equivalent fluid model (JCA)
- Plane wave of diffuse field
- Rigid backing
- Floquet-bloch conditions
- Optimization on geometrical parameters



Metaporous for absorption : complex geometries



Metaporous for absorption : 3D models



Geometry dependant frequency band

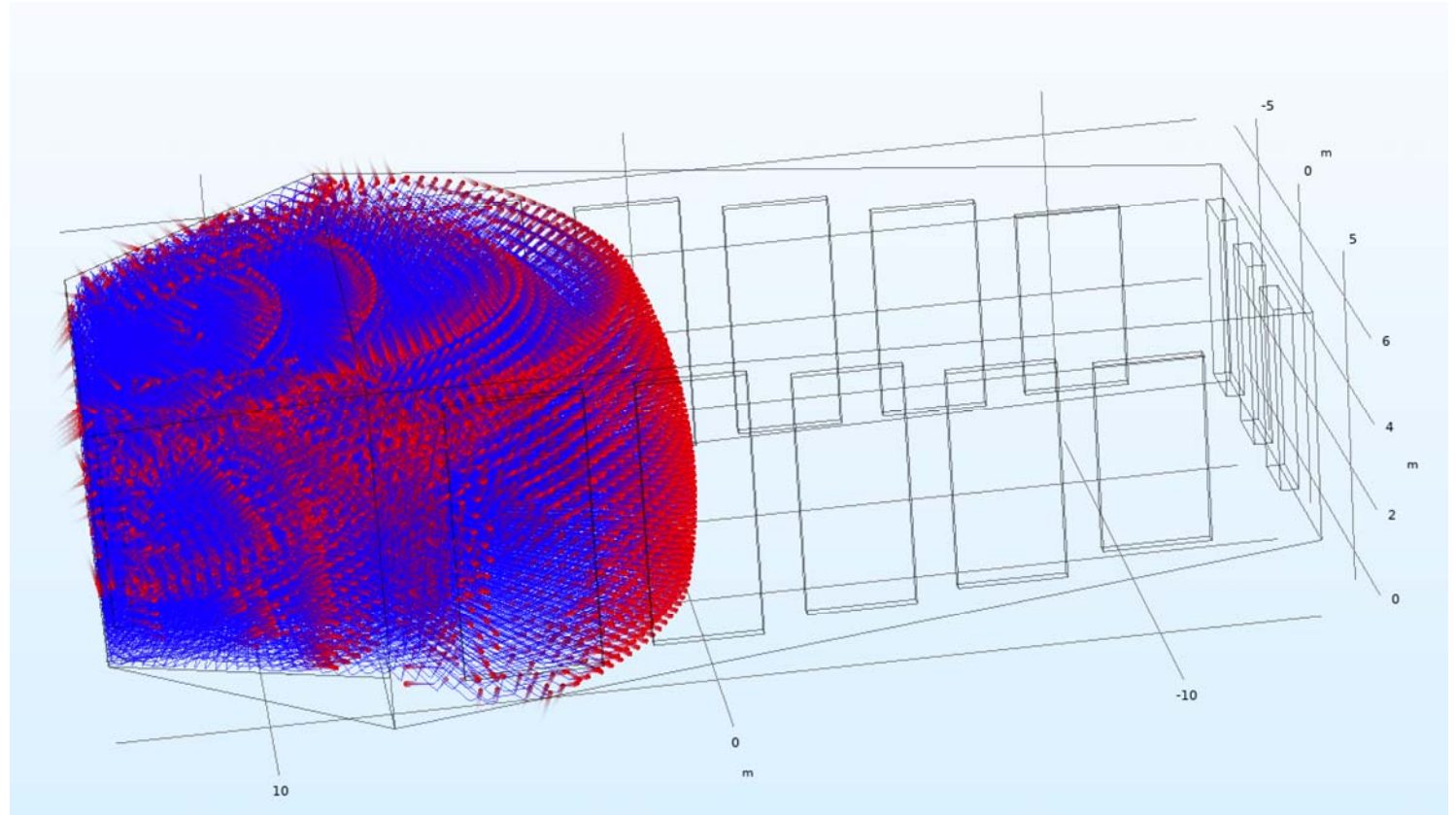
Application example : Room noise reduction

- 1 – Study context
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Auralization of the material : Impulse response

Reverberation

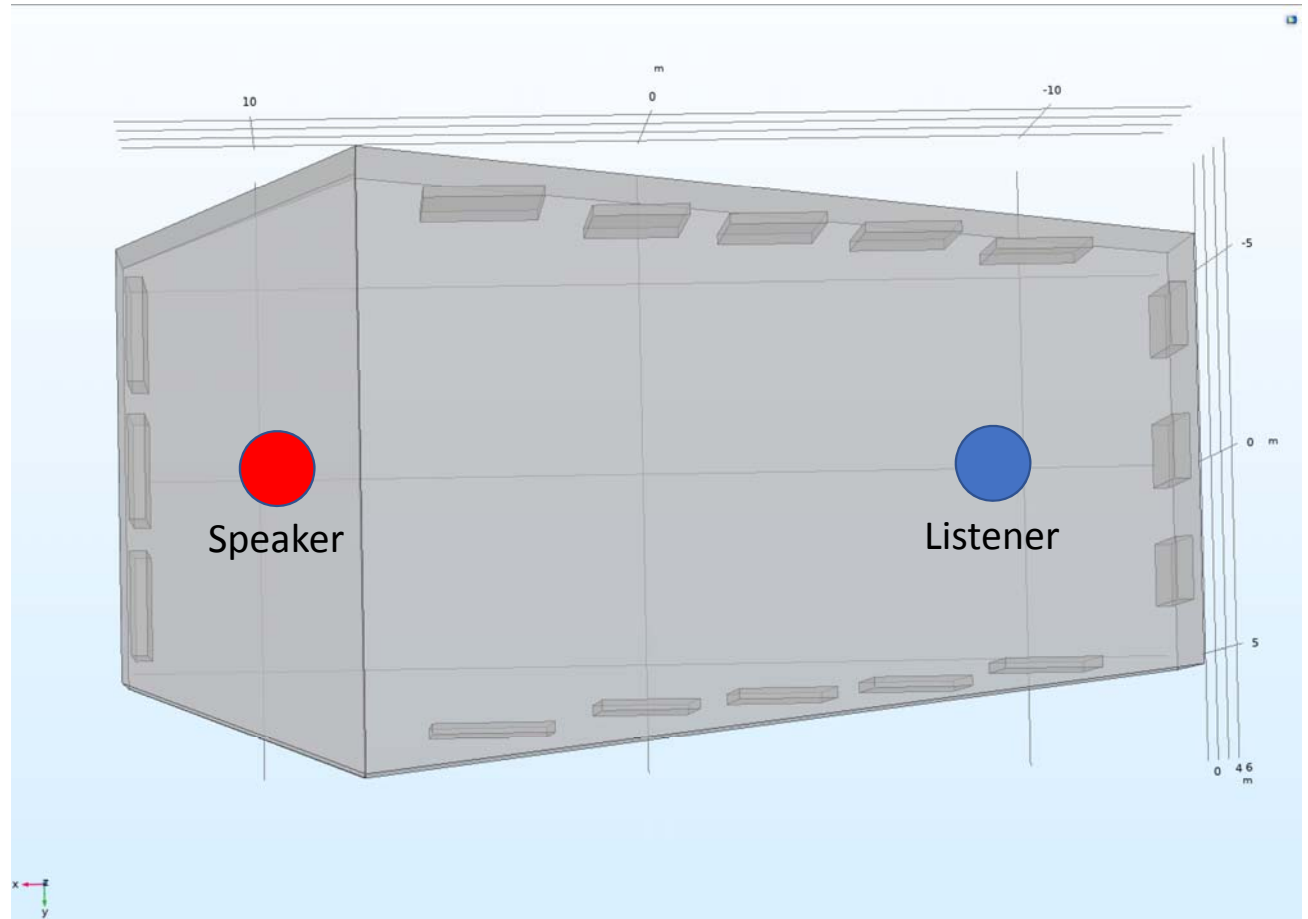
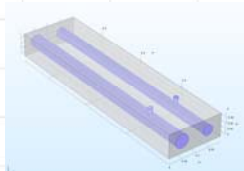
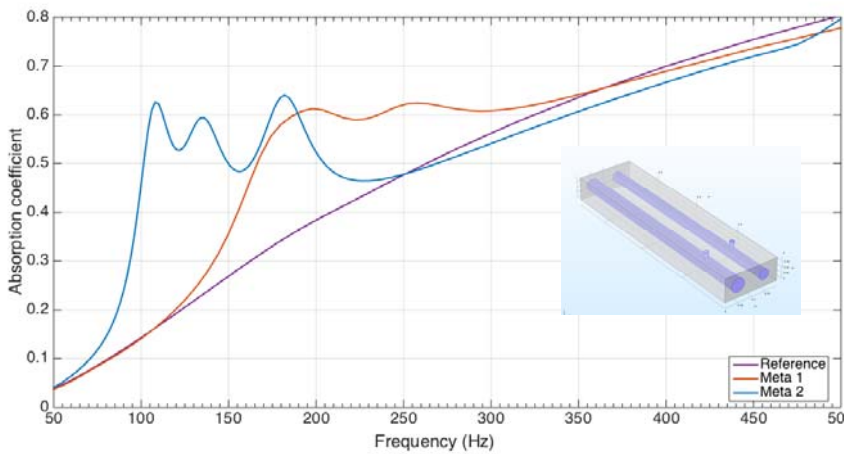
- Ray tracing method
- 63 – 16000 Hz
- 1/3 octaves
- More than 10000 rays
- 20min computation (32 go Ram)



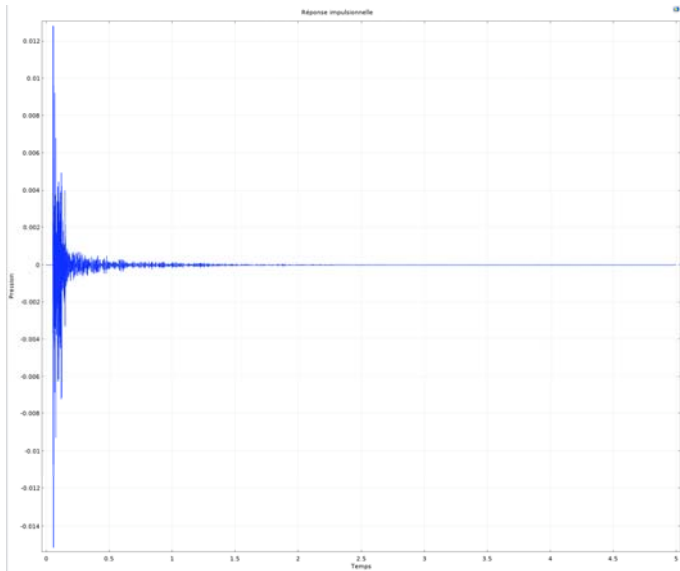
Auralization of the material : Impulse response

Reverberation time

- Room Volume : 2000m³
- Wall material : Gypsum
- 8cm thick treatment (Melamine)



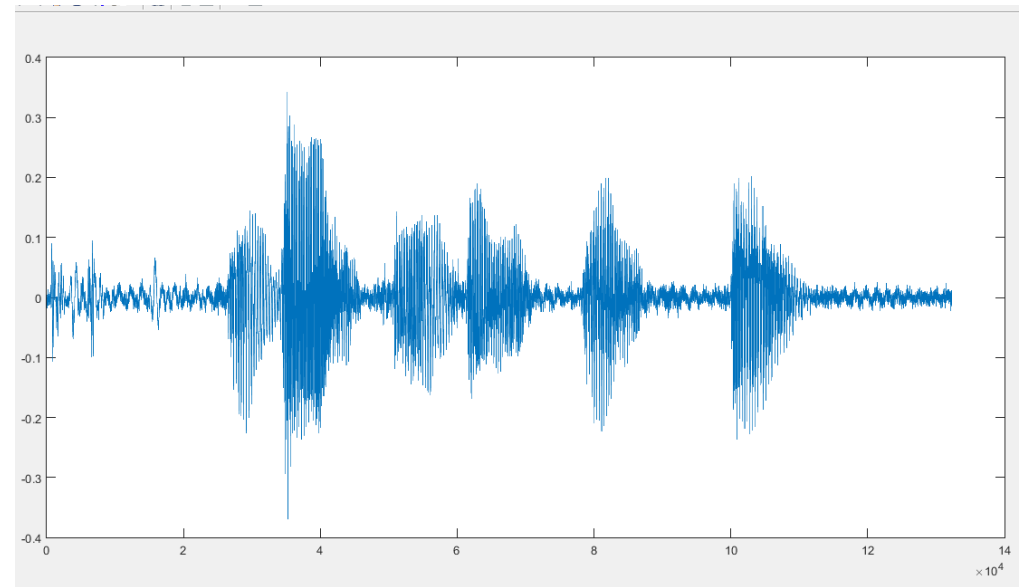
Auralization of the material : Convolution reverb



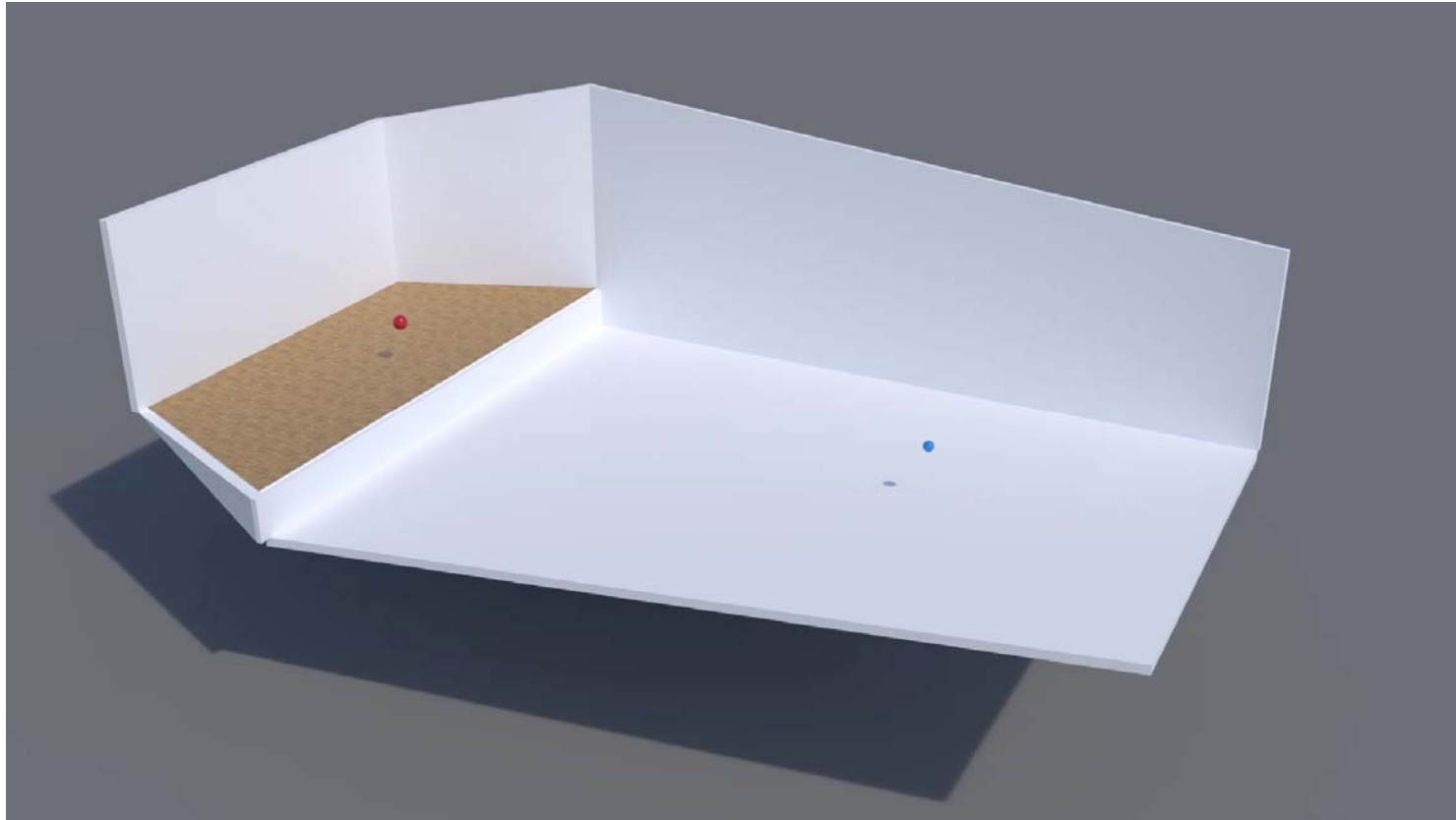
Impulse response of the room



Convolution reverb



Dry sound signal (in time)

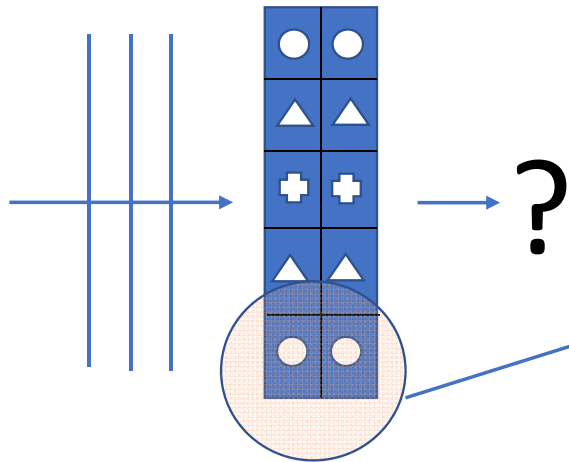


Thank you for your « listening »

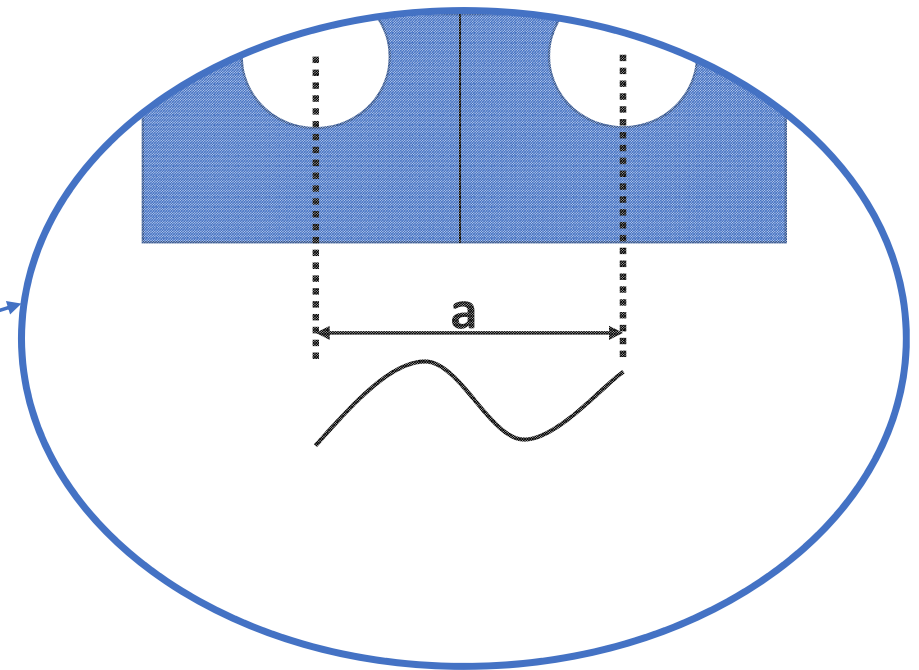


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(+33)6 85 14 24 11

What is a metamaterial ?



Structured material with extraordinary properties



High effect when
 $\lambda = a$

Design of efficient acoustic solutions

Absorption

- Wall treatment
- Ilets
- Baffles



Insulation

- Sandwichs
- Partitions
- Screens

