



### noise 3D online™ Newsletters

Bi-monthly newsletters will enable a regular communication of the *noise3D online* team with their customers and prospects from the noise control engineering community. This is the fifth edition of the newsletter and we hope you will enjoy reading.

The *noise3D online* Team

### Noise 3D online Beta Release 2.1 (Terrain) available now

The next release of noise3D online will include a major update of the terrain capabilities. Based on available height information or Google Earth™ Geo-location data you will be able to create a 3D terrain for noise calculation purposes. Buildings, screens, noise sources and other objects will be placed at correct terrain levels into the model. **You will get what you will see.** No need for transformation or translation of the model before you can proceed,

#### What are the benefits of noise3D Terrain?

When you digitize acoustic models in a terrain then you will see immediately in SketchUp how it fits. You will see the height of buildings, the position on the terrain, how immission points are placed at walls and noise sources positioned correctly in the terrain.

Working with noise3D Terrain is very intuitive, making it easier to learn and more convenient to create models with. As a result you will be more efficient, achieve results faster with a better quality.

#### New Icon “contour line“ introduced

This icon will allow you to place contour lines into a noise control model, similar to line sources, however, with the only attribute *height*.

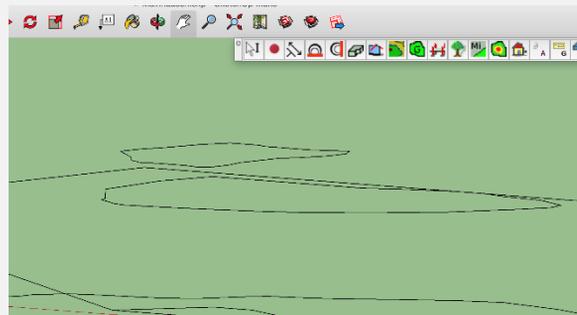


Typically, you will have a set of contour lines through out the ground map of your plan. When contour lines have been developed then the noise3D plugin will allow you to create a terrain from those lines.

### Following components are involved in terrains

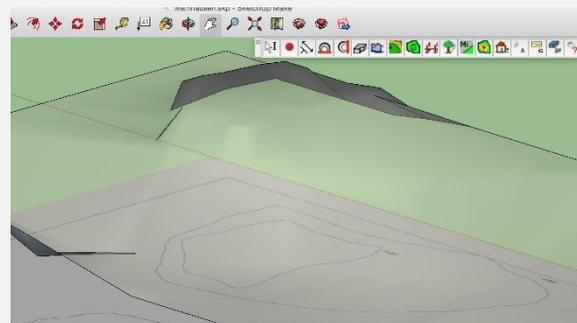
#### 1. contour lines

contour lines define the heights in your plan. Contour lines can be digitized or imported from Google Earth or other CAD systems



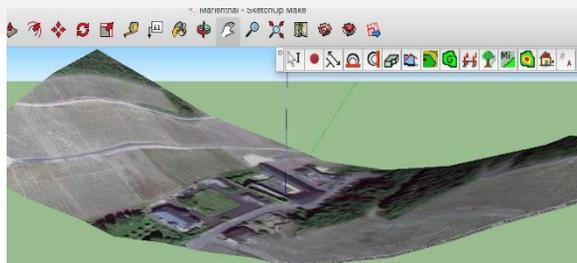
#### 2. noise3D terrain

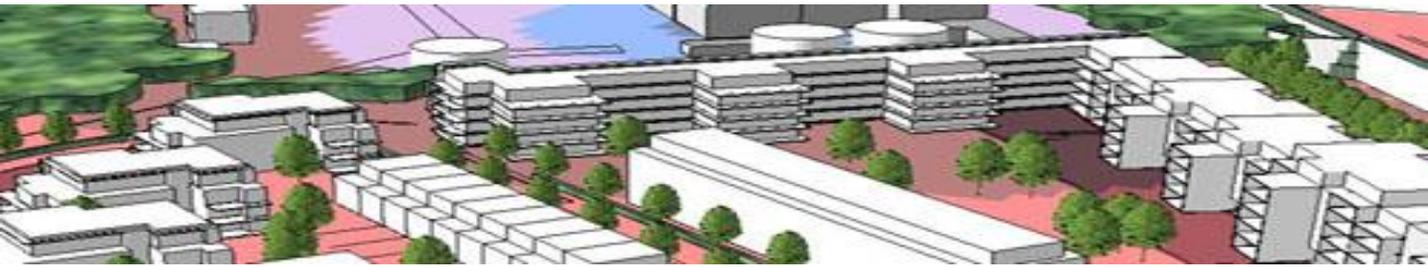
the noise3D terrain is the surface which has been modelled based on contour lines. The terrain is displayed semi transparent.



#### 3. Google Earth terrain

a Google Earth terrain is a result from a geo-location import. In this case you will operate without contour lines unless you decide to explicitly create those with the help of the noise3D plugin.

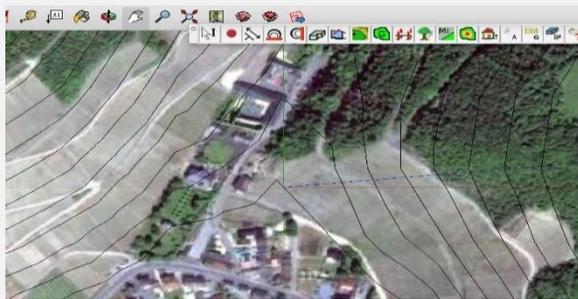




Creating contour lines from Google Earth helps in different ways

- visualize the height of the terrain more explicitly.
- create contour lines and transform those into a noise3D terrain

The latter allows you to proceed without the explicit Google Earth terrain images.



#### 4. Google Earth snapshot

The snap shot serves as an image and ground plan if you have to digitize based on Google Earth data without wanting to developing a full 3D terrain.



**A 3D terrain is not a must:** in many instances you will choose to continue to work with a 2D plan which may be imported or a Google Earth snapshot. However, when there is a need then noise3D online provides full 3D support to your project

### Sonja Christiansen Informatik GmbH

Zedernweg 103  
53757 Sankt Augustin, Germany  
Tel +49-2241-232638

[www.noise-calc.com](http://www.noise-calc.com) [info@noise-calc.com](mailto:info@noise-calc.com)

Handelsregister des Amtsgerichts Siegburg HRB 4070 Umsatzsteuer-Id-Nr DE162962271 Geschäftsführerin: Sonja Christiansen

#### 5. noise map

When the noise calculation has been completed then a noise map is folded onto the terrain.



### Where do I receive more detailed information ?

Progressively thru the beta testing process, we will refine the online manual to include the new functionality. A first draft manual for release 2.1 is already available, so please do not hesitate sending us a short note and asking for a copy of the manual.

### Sonja Christiansen Informatik

SCI was founded in 1992 by the Information Technology professional **Ms Sonja Christiansen**.

The company has delivered successfully projects in the areas of

- Turn key software development (desktop and web enabled/client-server)
- IT project management
- Innovation
- Consultancy

More recently the focus has been on noise protection solutions.

SCI is closely associated with Kramer Schalltechnik GmbH, a leading German supplier of solutions in the field of noise calculation software. [Sonja Christiansen Informatik GmbH](#)