



noise3D™ Newsletters

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

The *noise3D* Team

noise3D now generally available

We are pleased to announce that Version 3.0 of noise3D is now generally available. *Noise3D* has become a desktop version of *noise3D online* with many functional enhancements added, more user friendly and independent from the availability of the central noise3D server.

Functionality. The most significant enhancement relates to the **terrain** capability which was introduced to beta testers already a year ago. Terrain is now fully available to all users and has quite some sophistication to offer. There is a separate chapter in our manual which goes into much detail. Further enhancement relate to the **noise map** which allows a fine **interpolation** of the map and there is a new **noise map tool** which allows users to adapt map presentation to their requirements.

Simulation and Analysis is another new concept introduced with Release 3.0

New Architecture. By moving the calculation engine to your desktop PC you will experience a more responsive interaction with the system and less steps from model to getting results. Also, we could add analysis tools when it comes to single point calculation results or export into the Excel spreadsheet system.

Comprehensive New Website noise3d.com. To support the new architecture we have moved to a new web site. www.noise3d.com looks pretty much like the previous noise3D online site www.noise-calc.com. However, the new site has gained more information, a more responsive FAQ site, and not at least a new concept for a **shop**. In future we intend to offer more products in the space of noise calculation, e.g. the powerfull MAPANDGIS tool for large engineering offices which will all be offered through the new noise3d **shop**.

Simulation and Analysis

noise3D provides new functions to enhance the way you approach your noise control project.

Analysis of Results. When single point calculation has completed noise3D provides the results in a similar way as in prior releases. With Release 3.0 you now have the ability to further work with those results. The impact of specific sources can be understood by masking them, results can be selected for energetically summing up, table formats can be changed etc. giving you new ways of working with your project

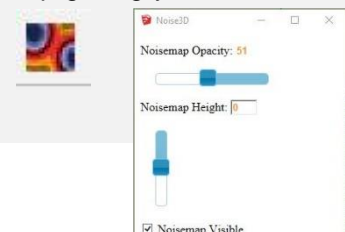
Export of Results to Excel. The export function has been extended providing to you more choices and better ways of working with your results. Export has become a truly flexible tool for the users

New Tools enhance noise map

Release 3.0 includes two new tools that help improve the presentation of the noise map

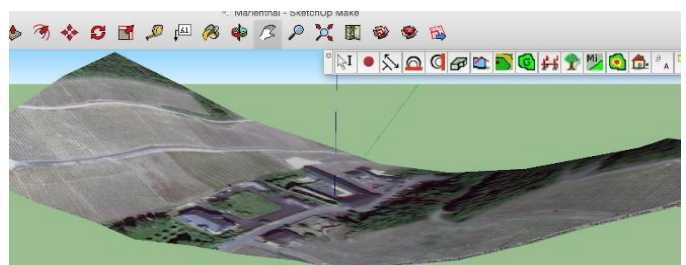
Interpolation smoothes the edges of noise maps and makes it more presentable to clients

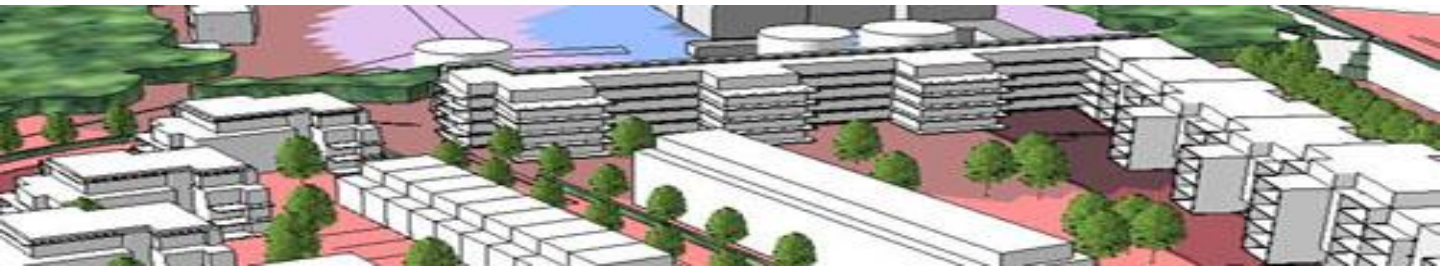
The **noise map tool** allows you to adjust the height and the opacity of your map getting you closer to a perfect map



Conversion of Models from 2.x to 3.0

Models that had been digitized under release 2.x are not compatible with Release 3.0. We recommend that you start all your new projects with the new release. In case you intend to migrate from the online solution to Release 3.0 please contact the noise3D Team and we will provide any required transition help.





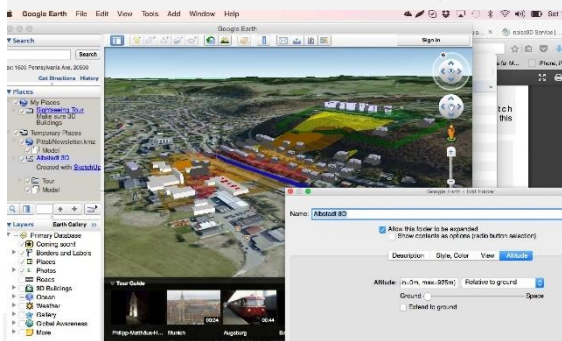
Tips and Tricks and Recommendations

... from questions regarding the functionality of the calculation process or the results delivered.

noise3D manual significantly enhanced

You will find a truly enhanced manual for noise3D when you go to www.noise3d.com. Go to **Media** and **Manual** and you will find plenty of more information about how to work with noise3D. We have added chapters that discuss items of special interest, e.g. Terrain, Interpolation, Database and Architecture. When you want to become serious about doing noise control projects with noise3D there is no way around working thru the valuable chapters of the manual.

The manual will be available offline on your PC as well.



Frequently Asked Questions

With noise3D we moved away from the previous Bulletin Board (which was subject of many hacks) and replaced it by a straight FAQ site. The site is still *work in progress* with some text still to be translated. However, you will find already now numerous answers that will help you with your noise3D project. Please have a look.

Example

Don't miss running our example project which you can download from our web site (go to manual, example, downloads) and open the file in SketchUp. The example project will help you in the initial understanding of noise3D and help you get going.

noise3D Outlook

Planning for our next release 3.1 has commenced now and we welcome input from our customers. Please send any suggestions to info@noise3d.com.

Two extensions have been pinned down so far, i.e. support of traffic noise and directivity of point sources.

Kramer Schalltechnik GmbH

Kramer Schalltechnik an established software and consultancy company in Germany, established in 2000.

Formally accredited noise control engineering company (in Germany) specialized in industrial noise, traffic noise, leisure noise, sports noise, construction planning, building and room acoustics, and software development.

Our customer base includes small businesses, large industries, municipalities, media companies and major event management.

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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

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