



CEILING



SYSTEMS

[Between us, ideas become reality.™]



i ceilings
SOUND SYSTEMS

Typical Sound Masking System

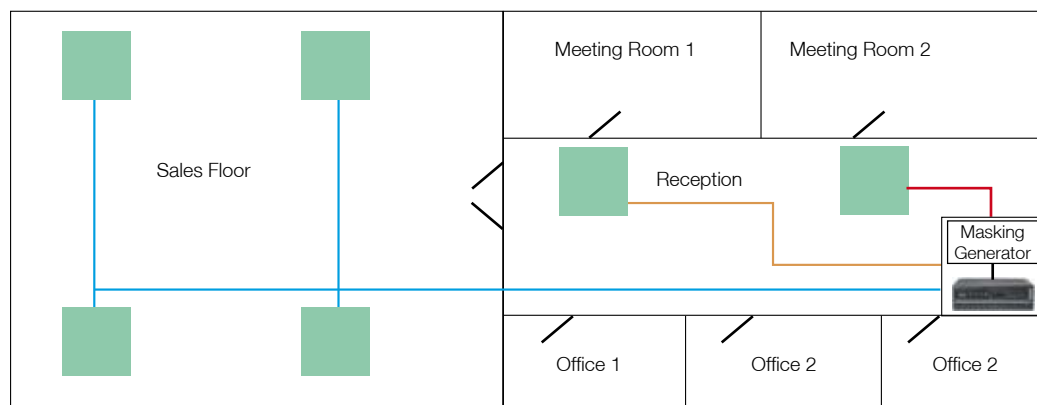
What is Sound Masking?




Used together with the 'passive' methods of sound conditioning (see the 'ABC of Successful Sound Masking' over the page), Sound Masking uses 'active' sound technology to improve the acoustic environment.

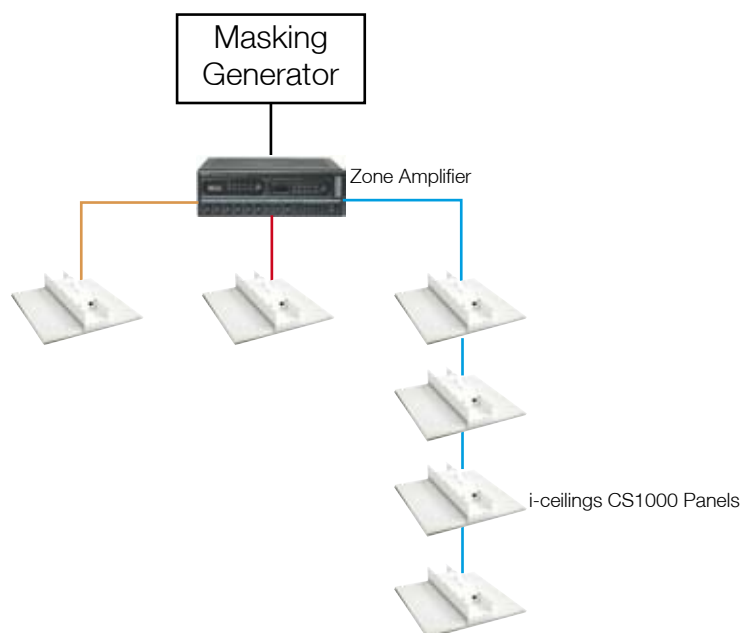
The system distributes a carefully designed signal throughout the space to increase the ambient (or 'background') sound level.

This masks other sounds, reduces the distraction caused by nearby conversations and increases confidentiality and speech privacy.

- Speech privacy
- Client confidentiality
- Increased concentration
- Commercial secrecy
- Doctor/patient integrity



-  Zone Amplifier
-  i-ceilings CS1000 Panels
-  Zone Signals





CEILING SYSTEMS

[Between us, ideas become reality.™]

Using i-ceilings in a Sound Masking System

Conventional Sound Masking systems traditionally require specialised loudspeakers installed within the ceiling plenum to evenly distribute the 'masking noise' around the space. A conventional system, therefore, will normally be in addition to an installed PA and/or background music system (see Fig 1) with higher costs and much longer and more complex installation times.

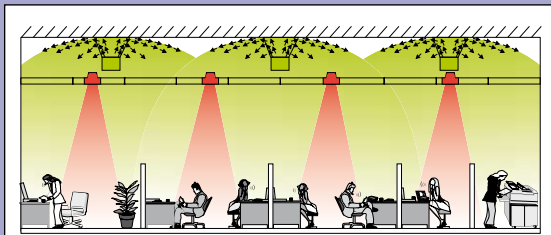


Fig 1
Sound Masking System and Voice / BGM System using conventional loudspeakers.

 Sound Masking  Background Music

Due to the increased clarity and high dispersion characteristics of the Armstrong i-ceilings Sound Panel, only one system is required to provide sound masking, voice and background music (see Fig 2).

Used in conjunction with our A2001 Signal Processor/Masking Generator, Armstrong's i-ceilings Sound Masking is the most effective combined 'single system'.

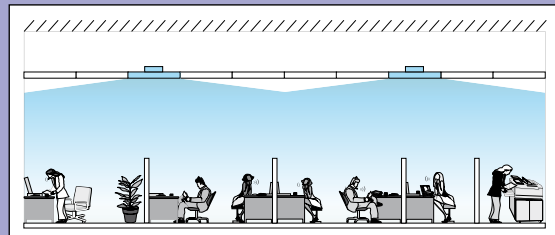


Fig 2
Combined Sound Masking, voice and background music through only one system using i-ceilings Sound Panels.

 Sound Masking, voice and background music through one system

Installation example:

Games Workshop

Product:

Sound Masking System featuring i-ceilings Sound Panels

Games Workshop's common room/meeting space provides its creative team of games designers and developers with the opportunity to network and discuss ideas, stories and strategies in an informal, open plan environment.

With the ability to house up to eight separate meetings and over fifty people at one time, lively and 'animated' discussion can easily cause distraction for others and make concentration extremely difficult.

A member of the i-ceilings Approved Installers Network provided a highly effective and unobtrusive solution by installing an i-ceilings-based sound masking system and ensuring 'Absorb' and 'Block' elements were also introduced into the space.

