



## **Lesson: How Big is That Room?**

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Resources: Studio One DAW

NAfME Standards:

6. Listening to, analyzing, and describing music.
7. Evaluating music and music performances.
8. Understanding the relationship between music, the other arts, and disciplines outside of the arts.

Objectives: Students will learn how room size affects reverberation of sound.

Procedure:

1. Discuss the principles of reverb relating to the science of room size, using the following resource: <http://www.residentadvisor.net/feature.aspx?1544>
2. Create a new song in Studio One and drag in an audio file, or use a recorded voice with the Audiombox USB and M7 microphone.
3. In the browse menu, select Effects > PreSonus > Reverb > Room Reverb. Drag the Room Reverb onto the audio track.
4. Loop a section of audio and listen to the various Room Reverb presets, paying attention to how the room size affects the amount of reverb.
5. Use the size, width, and height adjustments to compare the reverb in the spaces.
6. Adjust the Distance, Asymmetry, and Plane to hear how the amount of reverb changes based on listener location in a room.
7. Measure the size of the classroom or other rooms on campus and create reverb models based on those measurements.