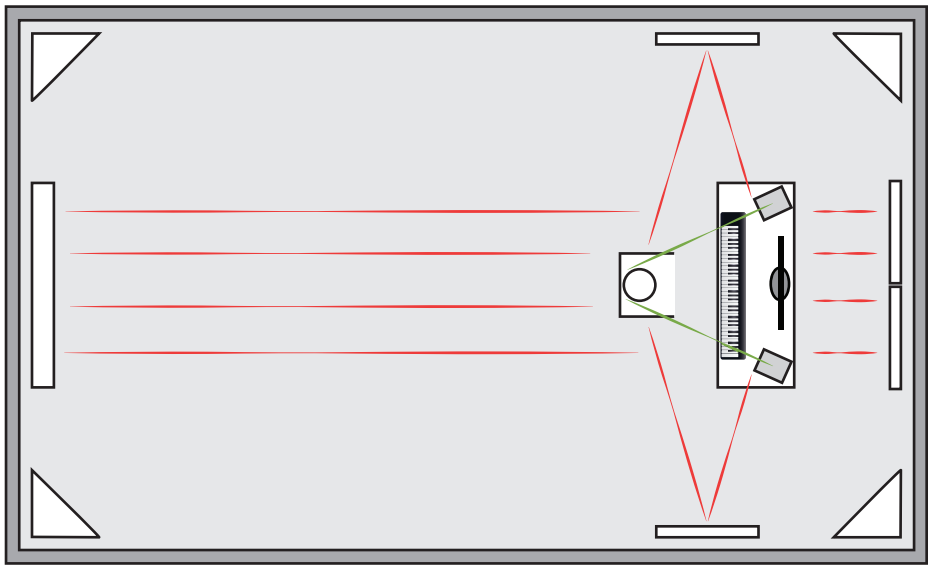
Basic Studio Treatment



- The green lines are direct sound. Monitors should be aimed at the back of the engineer's head.
- Red lines represent first reflections. These are where the sound hits one surface, then heads for the engineer.
- If you have a second person run a mirror along each wall/ceiling while you sit at the desk, anywhere you can see a monitor in the mirror should be treated.
- The right and left walls each need a panel at the point of first reflection listed.
- The back wall is the other critical location to treat, since sound will go there and bounce back immediately. Treating just the back wall will somewhat take care of the front wall, since it keeps the sound from bouncing between the parallel surfaces.
- If possible, there is a point of first reflection on the ceiling, in the same location as the side walls.
- Bass trapping the corners is standard procedure, since that's where low frequency energy usually builds up the most.
- Any absorber that has an air space behind it will be more effective. The deeper, the better, as space permits. The same thing goes for thickness. A panel twice as thick absorbs twice as low (if 2" thick goes down to 100Hz, then 4" will go down to 50Hz).