

# **UA BEVEL PANELS: ACOUSTIC DATA**

# TESTING

UA products are tested at Riverbank Acoustical Laboratory, the established standard in acoustical performance testing and research since 1913. Testing is fully accredited and performed according to ASTM / NIST / NVLAP standards and practices.

Samples were placed in a reverberant test chamber, laid in a pattern typical of an actual installation scenario. Tests were run both with standard frequency distribution, and extended frequencies / range to further evaluate performance.

# **SUMMARY**

Absorption: Average NRC of 0.85, maximum absorption coefficient of 1.18 Sabins.

Frequency distribution for 2" bevel cut foam panels as follows:

# GRAPH





#### SAA = 0.84 NRC = 0.85

Information, specifications, colors, and materials subject to change

#### **NUMERICAL TABLE**

1/3 Octave Center Frequency (Hz)	Absorption Frequency Coefficient (Sabins / ft2)	Total Absorption In Sabins
100	0.12	7.96
125	0.28	18.13
160	0.16	10.02
200	0.31	19.69
250	0.41	26.35
315	0.59	37.96
400	0.70	44.82
500	0.90	57.44
630	0.92	59.10
800	0.91	58.38
1000	1.02	65.35
1250	1.05	67.42
1600	1.06	68.14
2000	1.09	69.49
2500	1.12	71.42
3150	1.09	69.79
4000	1.13	72.52
5000	1.12	71.78
ADDITIONAL EXTENDED FREQUENCIES		
40	0.11	6.86
50	0.12	7.97
63	-0.01	-0.91
80	0.00	-0.04
6300	1.11	71.19
8000	1.18	75.71
10000	1.15	73.89

#### DESCRIPTION

Ultimate Acoustics' Bevel-Style panels have a **contoured** performance, designed not just to deaden sound, but to actually sound good. They have a, "mud reduction" bump at 125Hz, for tighter bass response. They feature strong absorption characteristics in the important mid- and upper-mid range, starting at around 315-400 Hz, with a bump at 500Hz through 800Hz. Absorption performance increases with frequency, with a second boost starting in the critical 1KHz range, with a tailored response tuned for intelligibility and clarity at 3.15KHz, up to a maximum absorption coefficient of 1.18 Sabins @ 8KHz and above.

This makes the UA Bevel-Style panels excellent for controlling first reflections and common room problems like slap delay, standing waves, flutter echoes, comb filtering, phase problems and stereo distortion.

Information, specifications, colors, and materials subject to change.