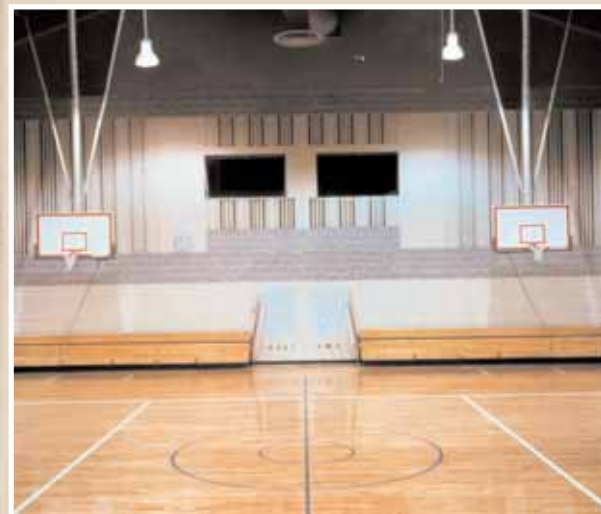


# RPG SCHOOL SOLUTIONS



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## SCHOOL ACOUSTICS

The modern school is a microcosm of all venues in which RPG has developed time proven acoustical designs and systems. Schools consist of rooms that require high speech intelligibility, like classrooms, lecture halls and auditoria; support music performance, like practice rooms, rehearsal rooms and auditoria; host athletic events like gymnasiums and swimming pools; allow communication, like meeting/conference/teleconference rooms; provide media support, like recording and broadcast studios; provide technical support, like computer rooms, laboratories, power generation and HVAC facilities. Together all of these different acoustical environments comprise the modern school. Many of the factors contributing to improved learning environments are incorporated in the LEED green school initiatives and enhanced acoustics standard ANSI S12.60, by the USGBC, of which RPG is a member. RPG is poised to provide complete school solutions, based on its 25 years of leadership in the architectural acoustics industry. Embrace innovation, forget tradition. Your school can look like and sound like this!

## AUDITORIUM



The auditorium is an important multipurpose assembly space, requiring high speech intelligibility and good envelopment for music performance. RPG offers a range of Topakustik absorptive wood systems, full range of wood diffusors, complete GRG and wood cloud systems and the Overture Acoustic Shell for the stage performance.

## BAND ROOM



The band room must provide envelopment and ensemble for the musicians. volume control, appropriate reverberation and variable acoustics for the different uses. RPG offers GRG pyramids, barrels and Omniffusors for ceiling treatment. For walls, DiffusorBlox,, as well as exposed or upholstered BAD panels, provide the solution.

## REHEARSAL



Individual practice rooms require volume control, variable acoustics, frequency balance, envelopment and support for tone production and intonation. RPG DiffusorBlox, BAD panels, Omniffusors, Skylines and Modex provide the solution.

## CLASSROOM



Classrooms must be isolated from outside noise, minimize internal noise and offer high speech intelligibility. RPG classroom designs consisting of a reflective front, diffusive ceiling and diffusive walls provide the solution.

## LECTURE HALL



Lecture Halls are essentially large classrooms and have the same requirements. RPG designs utilize a reflective front for speech support, diffusive ceilings (Omniffusors) to aid coverage and communication, absorptive perimeter soffits to control reverberation and diffusive sides and rear (BAD panels) for envelopment and ambiance.

## GYMNASIUM



Loudness and reverberation control are the primary concerns in the gymnasium. RPG DiffusorBlox and high-impact fabric wrapped Absorbors and BAD Panels offer a simple and cost effective solution.

## POOL



Swimming pools require loudness and reverberation control. This is accomplished using distributed broad bandwidth absorption. RPG offers DiffusorBlox, Topakustic moisture resistant absorptive wood systems and Clearorb light transmitting absorptive foils and sheets to provide an effective solution.

## MEDIA ROOM



RPG has developed the defacto design for modern media rooms utilizing a reflection free zone around the listening area and a diffusive ceiling and rear. RPG Modffusors, Omniffusors, along with the new Modex 4" deep modal absorbers provide the solution.

## CAFETERIA



Cafeterias are noisy environments that require absorption. RPG Absorbors, Pannello and Topakustik absorptive wood systems offer the solution.

## COMMON AREAS



Atria, corridors, lobbies represent valuable meeting and assembly spaces that require reverberation control. RPG Topakustik, Clearorb and Pannello provide the solution.

