AV Design Level 1: Environment

The AV Design and Integration Process

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ANSI/InfoComm 2M-2010 Standard
AV Design Phases
The Program Phase
The Design Phase
Design Drawings
The Construction Phase

Ergonomics

Ergonomics
Defining Ergonomics
Human Dimensions
Furniture Elements
Sightline Studies

Visual Principles of Design

Determine Image Specifications
Defining Display Image Size Terms
Using Analytical and Basic Decision Making
Using the Web App to Calculate Display Image Size
Implementing Element Height and Text Size
Calculating Analytical and Basic Decision Making
Conforming to DISCAS
Display Image Size Summary
Camera Lens Properties
Display Placement Summary
Display Selection
- Display Sources
- Aspect Ratio
- Display Types
- Front Projection Design
- Rear Projection Design
- Video Wall Design

Display Environment
- Measuring Light
- System Black
- Predicting Projector Brightness
- Projector Position
- Setting Up the Grey Scale
- Measuring Projector Brightness
- Contrast Ratio
- Activity: Calculating PISCR
- Task Light Levels

Audio Principles of Design

Human Perception of Sound
- Human Perception of Sound
- The Decibel
- Additional 10Log and 20Log Exercises
- Sound Pressure Level

Loudspeakers
- Loudspeaker Coverage Patterns
- Ohm’s Law
- Impedance
- Transformers
- Specify a Power Amplifier (EPR)

Microphones
- Types of Microphones
- Microphone Polar Response
- Microphone Construction
- Microphone Signal Levels
- Microphone Placement
- Microphone Mixing and Routing