

traditional  
sound wall

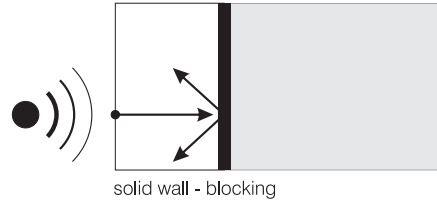
+

traditional  
green garden

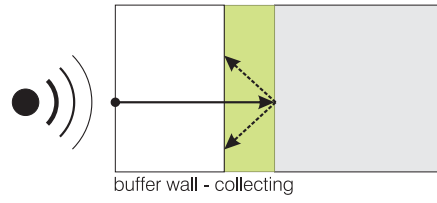
=

SoundGarden  
integration

*noise*

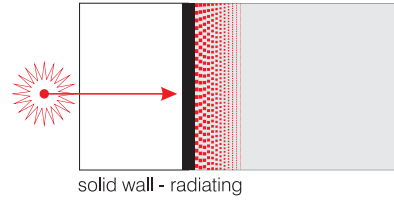


solid wall - blocking

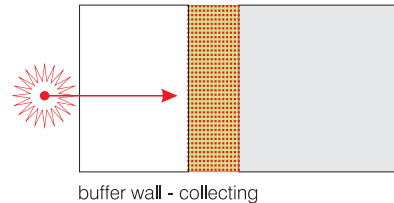


buffer wall - collecting

*heat*

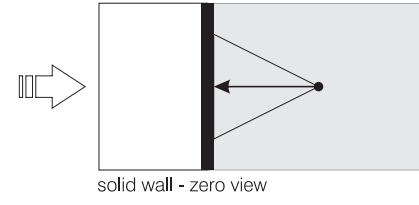


solid wall - radiating

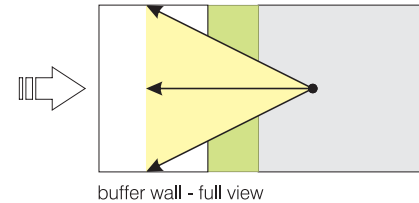


buffer wall - collecting

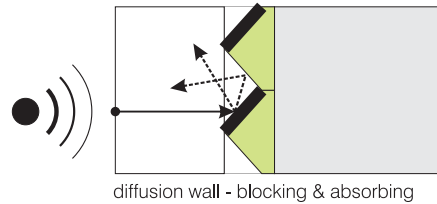
*view*



solid wall - zero view

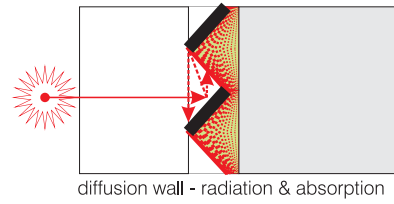


buffer wall - full view



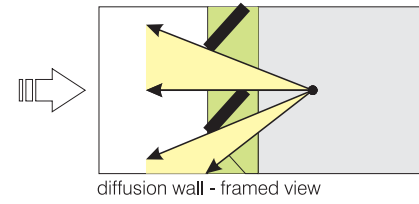
diffusion wall - blocking & absorbing

**Diffuser Blocking Absorber**



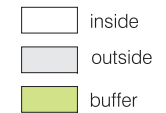
diffusion wall - radiation & absorption

**Radiator Absorber**



diffusion wall - framed view

**Frame Viewer**



» SoundGarden Form Finding Parameters «