



# AV Math for Design (Online)

## Math Refresher

Math Basics

Oder of Operations

**Math Basics Assessment**

## Viewing Environment

Image Height by Viewing Category

Farthest Viewer by Viewing Category

Closest Viewer

Calculating Farthest Viewer by Text Height

**Viewing Environment Assessment**

## Projection and Video

Video Camera Image Size

Lumens Output

Video Signal Bandwidth

Video System Bandwidth

**Projection and Video Assessment**

## Audio and Loudspeakers

Loudspeaker Coverage Patterns

Loudspeaker Spacing

Power at the Loudspeaker

Loudspeaker Circuit Impedance

Power Amplifier Wattage

Potential Acoustic Gain

Needed Acoustic Gain

Feedback Stability Margin and Open Microphones

**Audio and Loudspeakers Assessment**

## Infrastructure

Conduit Capacity and Jam Ratio

Head Load

Amperage Draw

**Infrastructure Assessment**