



AV Design Level 1: Environment

The AV Design and Integration Process

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

Ergonomics

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- 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



PAG – NAG

Audio System Quality
PAG – NAG