

Audibility of Distortion

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Automotive Audio Aspects



We need a reference!

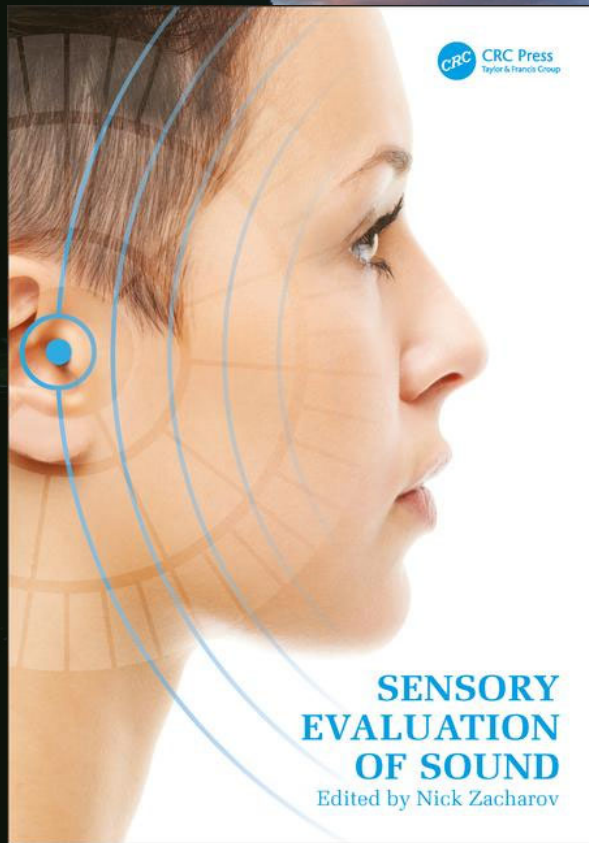
The background is a dark, deep blue gradient. It is filled with a dense, chaotic pattern of thin, glowing lines in various colors, including bright yellow, lime green, cyan, and hints of magenta. These lines appear to be long-exposure light trails or digital data paths, creating a sense of intense activity and complexity. The lines are most concentrated in the middle and lower portions of the frame, with some brighter, more distinct arcs and loops. The overall effect is one of a busy, energetic, and somewhat overwhelming environment.

There is a lot going on!

The background is a dark, out-of-focus scene with numerous bokeh light spots in shades of blue, green, and yellow. In the foreground, there are water droplets of various sizes on a dark, reflective surface, which appear to be part of the overall bokeh effect.

We don't get very specific!

What “The Book” says...



Attribute	Endpoint 1	Endpoint 2	Layperson Explanation
Continuous noise	Inaudible	Strong	Constant unintended sound in the presentation. Sounds that disturb. Sounds that are not generated intentionally in the music. Like whizzing/rattling from a radio
Loudness	inaudible	pain threshold	The sound pressure that rises by turning up or down the volume of the music
Distortion	distorted	clear	Distortion changes the sound so that it does not sound as it would have sounded naturally. Little transistor radio that is turned up to a high volume
Dynamics	monotonous	alive	The loudspeaker does not limit the sound level. Transistor radio vs. large, good and expensive stereo reproducing sound of Harley Davidson



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