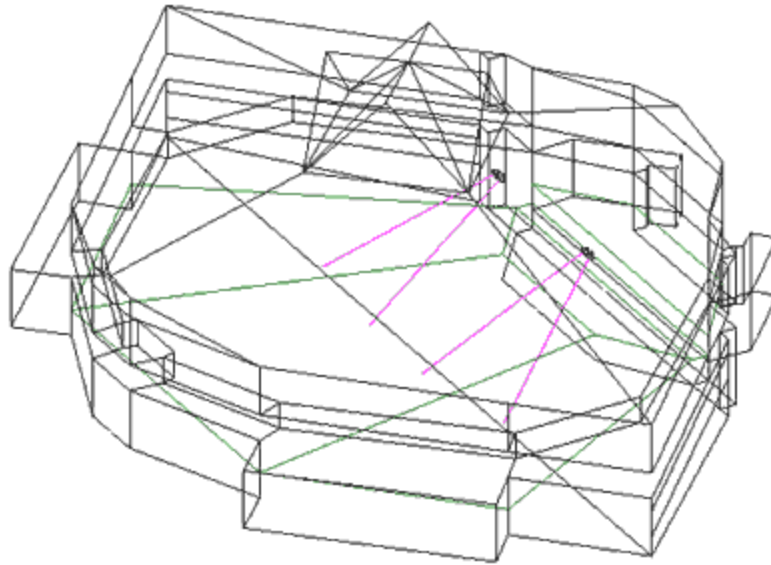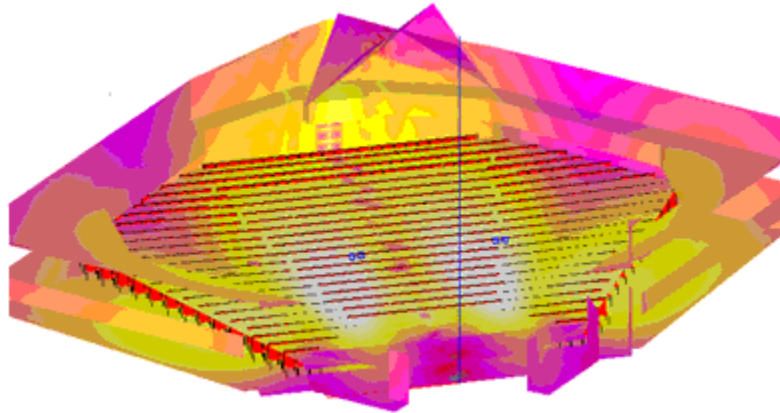# Some of the Power of EASE: Revealed

    This is the beginning of a design using EASE. One builds a virtual room in the computer, entering geometrical data for the room point by point, then connect the dots. When complete, the virtual room is a wire frame drawing. Then every surface is defined in the computer. The computer needs to know what is on the surface and whether or not it is an audience/listening area. Once the data entry is complete, the computer with EASE software is used to perform complex audio calculations.

    After completing the creation of the building in the computer, one can to run complex computations like the color-coded SPL map shown above.

    In the previous system, the sound engineers could not hear the speakers directly, which made their job nearly impossible. With EASE software, detailed 3-D full-room acoustic simulation including details of loudspeaker enclosures, their acoustical properties, detailed driver properties can be accurately simulated. WAV-format sound files can be loaded and "heard" in the virtual room, at any location!