ZSound™ Acoustic Treatments

About ZSound

ZSound specialty acoustic treatments from MSR, Inc. provide superior acoustic control for individuals with a pure passion for sound. Developed by top acoustic researchers and musicians at ZS International, these acoustic treatments are ideal for all recording, mixing, and monitoring environments – ranging from traditional 2-channel stereo music applications to 5.1 surround sound mixing for DTV broadcast.

ZSound acoustic treatments include absorbers, wood 2D diffusers, wood 3D diffusers, and bass traps. These innovative acoustic modules improve room acoustics for professional recording studios, project studios, performance environments, broadcast studios, media rooms, game developers, and home theaters.

Using a combination of exotic hardwoods and environmentally-friendly absorber composites that are available in four standard finishes, ZSound products are at home in the most demanding acoustic environments.

Absorbers

The wide-bandwidth (200 Hz to 20 kHz) absorbers are 2'x2'x4" thick Rockwool/fiberglass composite modules covered in acoustically transparent fabric. Wood framing and mounting plate make for easy installation.

Absorption Coefficients:

125Hz	250Hz	500Hz	1kHz	2kHz	4kHz
0.6	1.0	1.2	1.3	1.3	1.1

3D Diffusers

The 3D diffuser modules are 2'x2'x4", and feature a hemispherical 3D sound scattering pattern. The triangular cell form factor allows mid frequency absorption. All units include mounting plates for easy installation.

Diffusion Coefficients:

125Hz	250Hz	500Hz	1kHz	2kHz	4kHz
0.1	0.4	0.6	0.8	0.8	0.9

Absorption Coefficients:

125Hz	250Hz	500Hz	1kHz	2kHz	4kHz
0.1	0.3	0.6	0.6	0.6	0.6

Bass Absorbers

The bass absorbers pick up where the wall absorbers leave off, providing deep low-frequency reflection control (60 Hz to 200 Hz) through resonator and frictional methods. Like the ZSound absorber, the 24"x31"x12" bass absorber modules are enclosed in a wood frame covered by an acoustic membrane.

Absorption Coefficients:

31Hz	63Hz	125Hz	250Hz	500Hz	1kHz
0.2	0.8	1.4	0.9	0.5	0.3