Aalto University
School of Science

Virtual Acoustics Assignments

Programming Assignments

- 3 rounds
- Geometrical acoustics
- To be done in pairs

TA sessions

- **Starting next week**
- **On Wednesdays 14 – 16, room A211**

- **No TA session on 20.2.!**

Assignment structure

General Structure of an Assignment

- **Basic Exercises**
- **Additional Exercises**
- **The report**

Basic Exercises

- **10 points/round**
- **Points to pass the Assignment: 1 point**

- **Points to pass the course: 20 points (including the literature study)**

Additional Exercises

- **OPTIONAL, not required to get the full grade**
- **Delve more into the topic**
- **Extra points available, no upper limit!**

The report

- Describe what you have done
- Estimate time spent on each exercise
- Division of work
- Feedback from the Assignment

Keep it short (preferably 1 page)

Assignment contents

Assignment 1: The Basics

- Unity
- C#
- CMake

DL 1.2.2019 at 21:00

Assignment 2: Image Source Method

- **Simulate early reflections**
- **Implement Image Source Method**

DL 15.2.2019 at 21:00

Assignment 3: Ray tracing

- **Simulate late reverberation**
- **Implement ray tracing**

DL 8.3.2019 at 21:00

Release schedule

- **The first Assignment will be released today after the lecture**
- **Assignments 2 and 3 are released on Mondays 08:00 after the previous DL**
- **Late returns until Monday 08:00 (you'll get a points penalty, though)**

Demo