



Loudspeaker layout and channel assignments  
 for *Inventing Air* by John Young  
 Part one of *Forms of Space*

## Notes

There are four loudspeaker groups for sound projection:

- Channels 1-6 form a 5.1 'core'
- Channels 7-8 are ideally overhead clusters of 'tweeters', but full range can be used
- Channels 9-16 form an outer circle of 8, ideally placed higher than the 5.1 core and the inner circle of 8.
- Channels 17-14 form an inner circle of 8, ideally placed at the ear level of a seated audience.

Within that general concept, the exact placement of loudspeakers, especially the relative height of the circles of 8 may need to be tailored to the diffusion space. The height of any specific group of speakers should be consistent within the group, but additional groups of loudspeakers, multiplying the defined groupings described above are encouraged where resources allow. Live diffusion may then permit sound projection that optimizes the work's occupancy of the listening space, particularly in order to satisfyingly 'fill' a relatively large space. For example, in order to enable sonic clarity, some material may be projected closer to the audience, or differing heights of loudspeaker groups may be employed to express or underline shifts in emphasis or assist the immersive experience.