

Audibility of Distortion

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Automotive Audio Aspects



We need a reference!

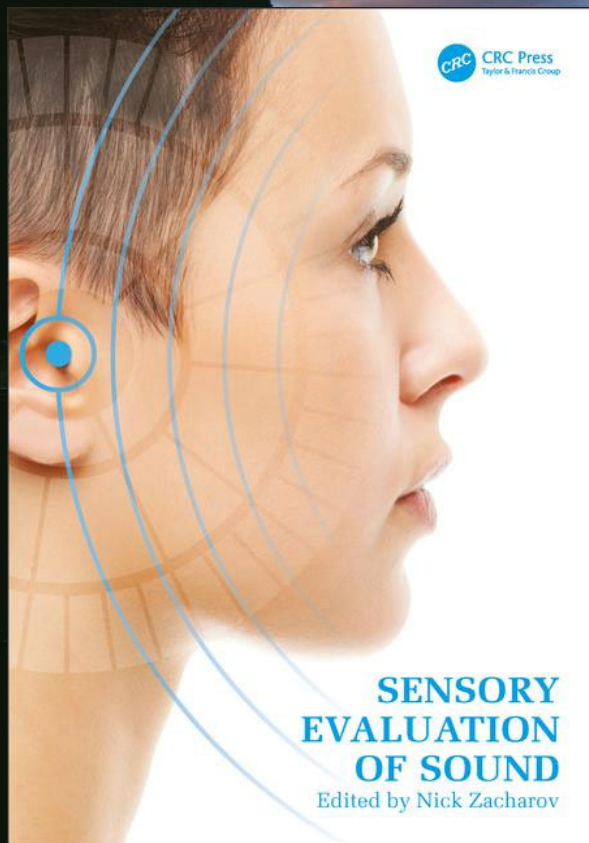
The background is a dark, deep blue gradient. It is filled with a dense, chaotic pattern of thin, glowing lines in various colors, including bright yellow, lime green, cyan, and hints of magenta. These lines are mostly horizontal but curve and swirl in many directions, creating a sense of rapid movement 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 intense energy and a complex, interconnected web of activity.

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, creating a textured and moody atmosphere.

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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