

[illegible]

Low intense source situation, mineral and solid materials, high grade of exposure from surrounding solid sources, soil surfaces.	Low intense source situation, mineral and solid materials, medium grade of exposure from surrounding solid sources, hard surfaces.
Low intense source situation, mineral and solid materials, high grade of exposure from surrounding solid sources, soil surfaces.	Low intense source situation, mineral and solid materials, high grade of exposure from surrounding solid sources, soil surfaces.
High intense source situation, mineral and solid materials, high and persistent grade from surrounding solid sources, hard surfaces.	High intense source situation, mineral and solid materials, high and persistent grade from surrounding solid sources, hard surfaces.
High intense source situation, gases and porous materials, high and persistent grade from surrounding solid sources, soil surfaces.	High intense source situation, gases and porous materials, high grade of exposure from surrounding solid sources, soil surfaces.
Medium intense source situation, gases and porous materials, medium grade of exposure from surrounding solid sources, soil surfaces.	Medium intense source situation, gases and porous materials, medium grade of exposure from surrounding solid sources, soil surfaces.
Low intense source situation, gases and porous materials, low grade of exposure from surrounding solid sources, soil surfaces.	Low intense source situation, gases and porous materials, low grade of exposure from surrounding solid sources, soil surfaces.

 Pedestrians
 Vehicles



1: 500
4 cm = 20 m
1 cm = 5 m

Sound during from traffic. Intense traffic generate a **real effect** often corresponding to a **high sound quality** status and **may** generate the sound effect of **concrete**.

Urban noise and/or **contrasting sound environment**, often corresponding to a **high sound quality** status and **may** generate the sound effect of **concrete**.

Spatial and some situations creating the sound effects of **cat** and/or **concrete**.

Temporal sound events generated by people on site.

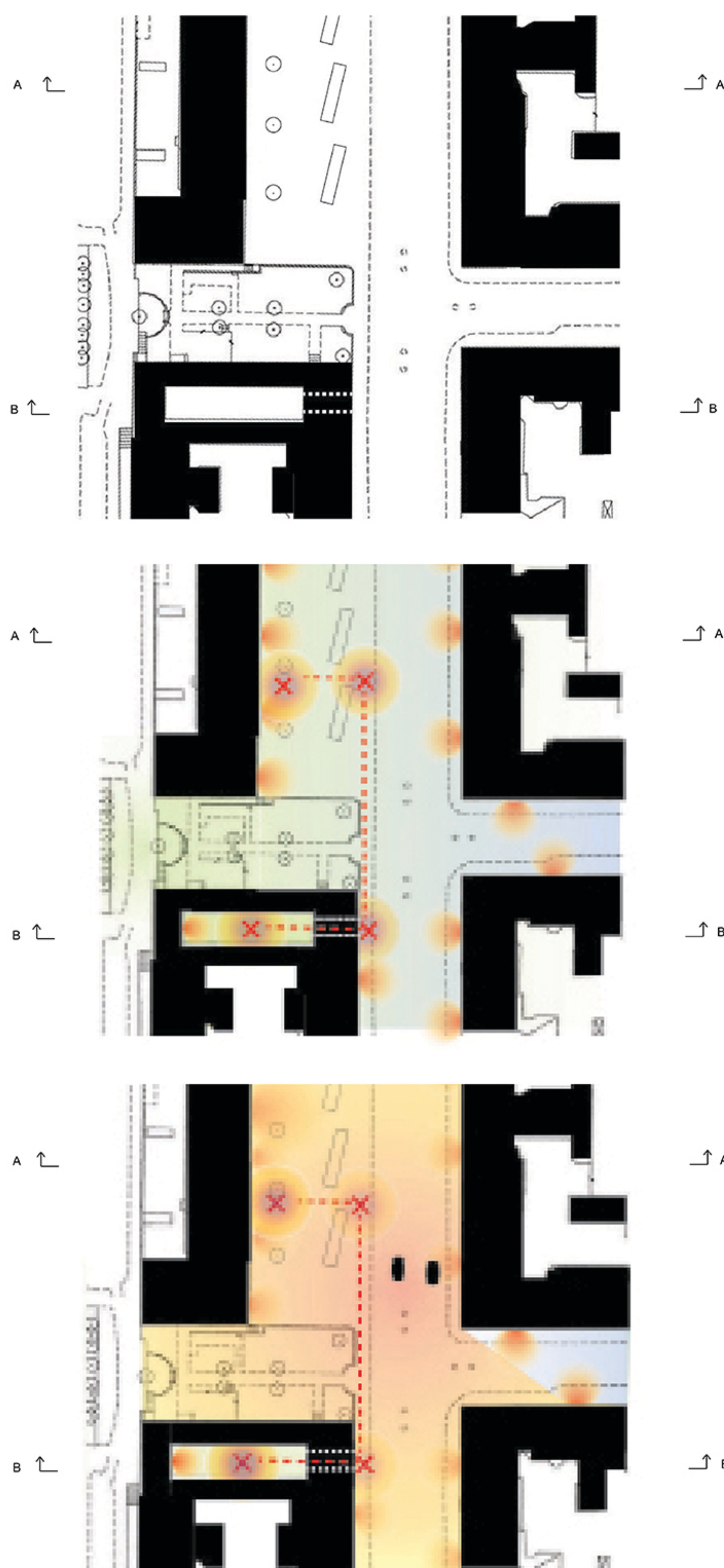
Sound events generated by indoor and outdoor activities at ground level.

Position, an imaginary point of experience.

Transposition, an imaginary point of experience changing its position by the act of fabrication.

Spatio-sonic plan without traffic:
1: 500

Spatio-sonic plan with traffic:
1: 500



1: 250
8 cm = 20 m
1 cm = 2,5 m



Spatio-sonic section without traffic:



Spatio-sonic section with traffic

