Input:
Distances from voxels to road (list of floats)
Distances from voxels to train (list of floats)

Pseudocode:

```
#adding the two values together (with weights)
for each distance in RoadDistances:
        sum = weight1 * RoadDistance + weight2 * TrainDistance
        sums.append(sum)

#normalizing the values
lowestvalue = min(sums)
highestvalue = max(sums) - lowestvalue
for each sum in sums:
        normalizedvalue = (sum-lowestvalue)/highestvalue
        SoundValues.append(normalizedvalue)
```

Output:
List of float from 0.0 to 1.0 indicating how much sound a voxel receives (higher value = more quiet)