

Trisquare V1

Trisquare is a visual algorithm.

BASIC CONCEPT

Rooms have three dimensions: Length. Width. Height. Rooms with spatial bass use, "...multiple subs placed about the room in such a way as to maximize their independence from one another."

GET STARTED - TRISQUARE VISUAL ALGORITHM

Rooms are divided into three layers:

1. Floor
2. Middle or roughly "Shoulder-height"
3. Ceiling

Each layer is mapped onto a 3x3 grid.

STEP 1 - FLOOR

1. Decide where the biggest subwoofer will sit. It can be anywhere in the room, as long as it sits on the floor.
2. On the Floor Grid, enter an F in the box where the biggest subwoofer will sit. Also enter a "double-dot" in this box.
3. Now enter an F alone (no double dot) in the four boxes extending horizontally and vertically from the "F.." box.
4. Now enter an F in those same five boxes on the Shoulder-height Grid and on the Ceiling Grid. See sample.

STEP 2 - SHOULDER-HEIGHT

1. Shoulder-height is a rule of thumb. Ideally it's 1/2 of the wall height. Slightly higher or lower is ok.
2. On Shoulder-height Grid, pick an empty box where a small subwoofer can be located at roughly shoulder-height. Enter an S in this empty box. Also enter a "double-dot" in this box.
3. Enter an S alone (no double dot) in the four boxes extending horizontally and vertically from the "S.." box.
4. Enter an S in those same five boxes on the on the Ceiling Grid. See sample.

STEP 3 - CEILING

1. A small subwoofer will be placed as high as possible, either on the ceiling or on the wall very close the ceiling.
2. On the Ceiling Grid, pick an empty box where a small subwoofer can be located. Enter a C in this box. Also enter a "double-dot" in this box.
3. Enter a C alone (no double-dot) in the four cells extending horizontally and vertically from the "C.." box. See sample.

A COMPLETE ALGORITHM

- Each grid has exactly ONE box with a double-dot where a subwoofer should be located.
- There are no empty cells on the ceiling grid.