



ACOUSTICS 2012

Vibro-acoustic simulation of a car window

C. Barras

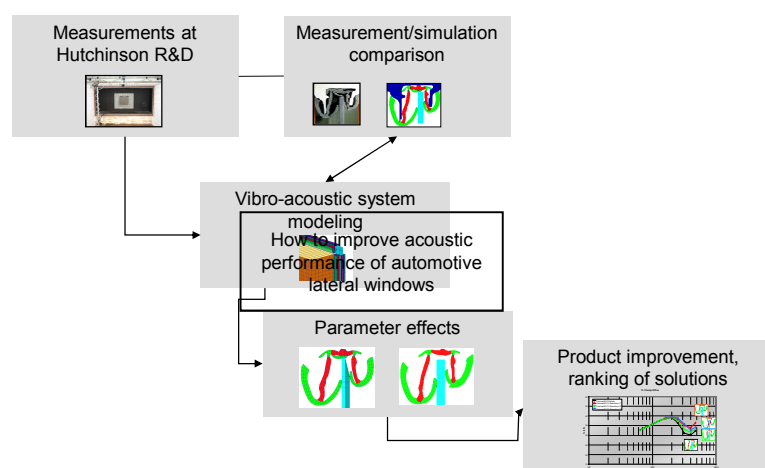
Hutchinson Centre de Recherche, rue Gustave Nourry, BP 31, 45120 Chalette-Sur-Loing,
France

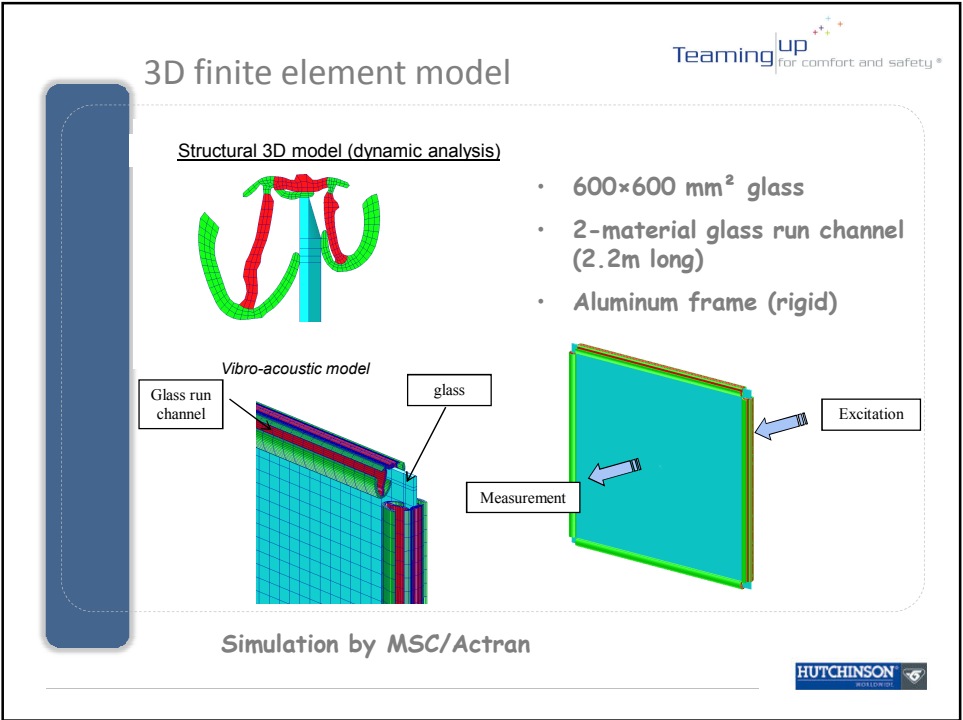
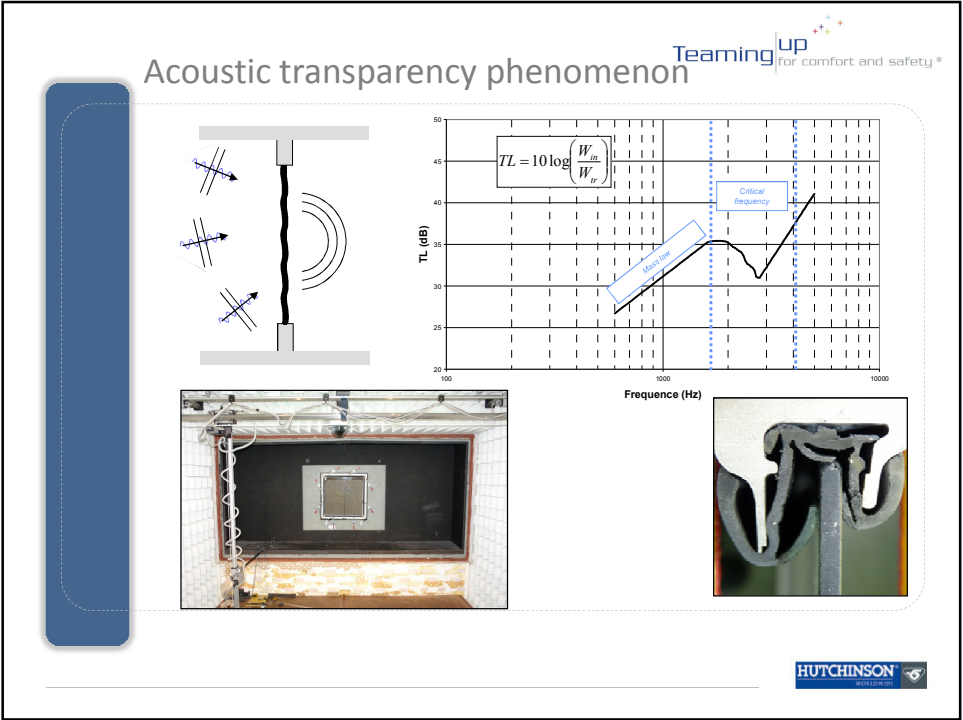
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CONTENT

- Introduction
- Acoustic transparency phenomenon
- 3D finite elements model
 - Acoustic excitation
 - Power evaluation
- Parameter study
- Conclusions

Introduction





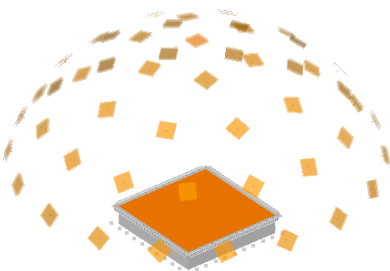
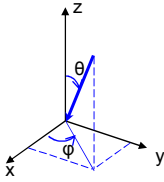
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Acoustic excitation

Diffused field :
- same probability for every directions of plane waves

incidence (θ)	number of azimuthal waves (ϕ)	weighting of wave
0	1	0.2704
17.5	6	0.3095
35	10	0.3311
52.5	15	0.3180
70	18	0.3159

Total waves	50
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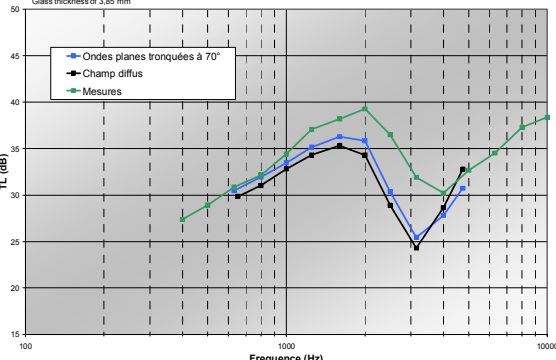
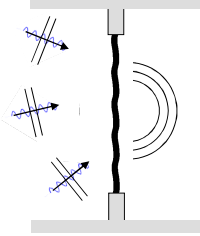


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Acoustic excitation

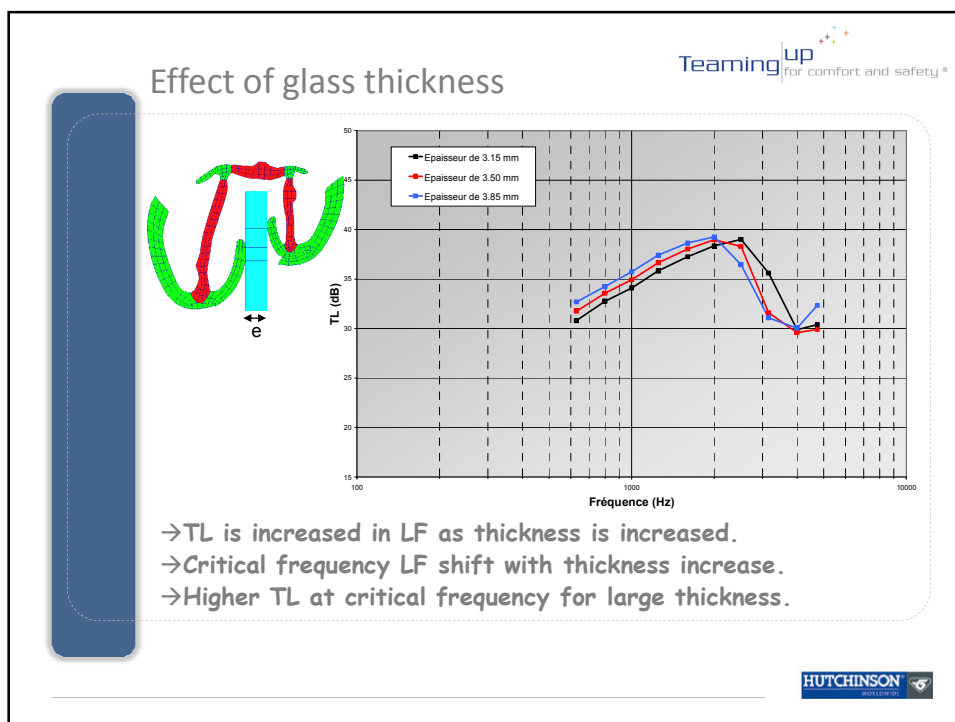
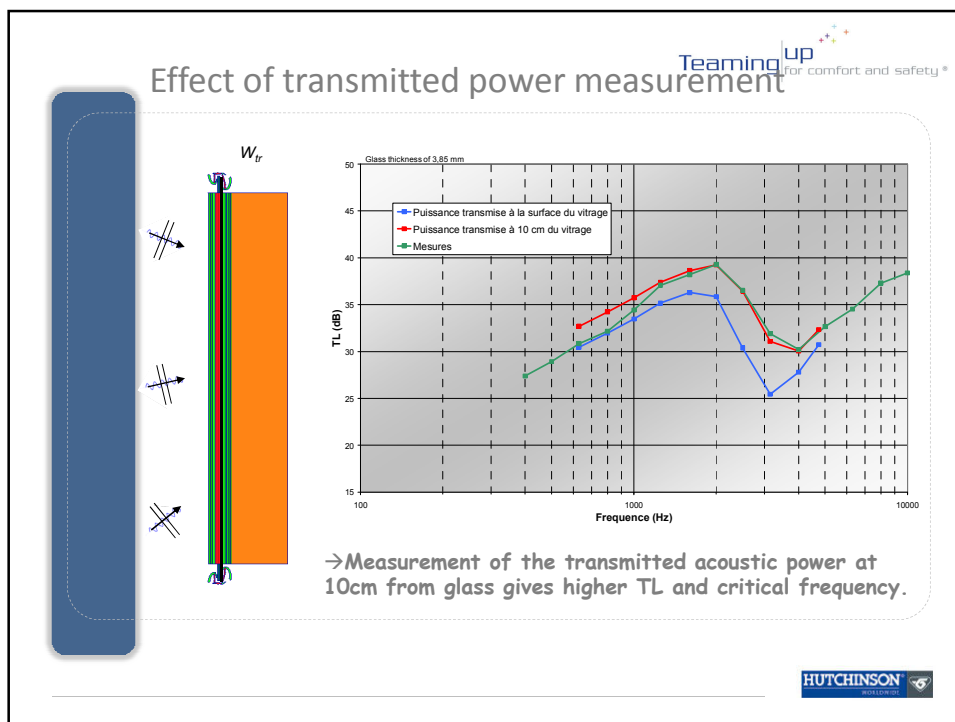
Diffused field :
- same probability for every directions of place waves

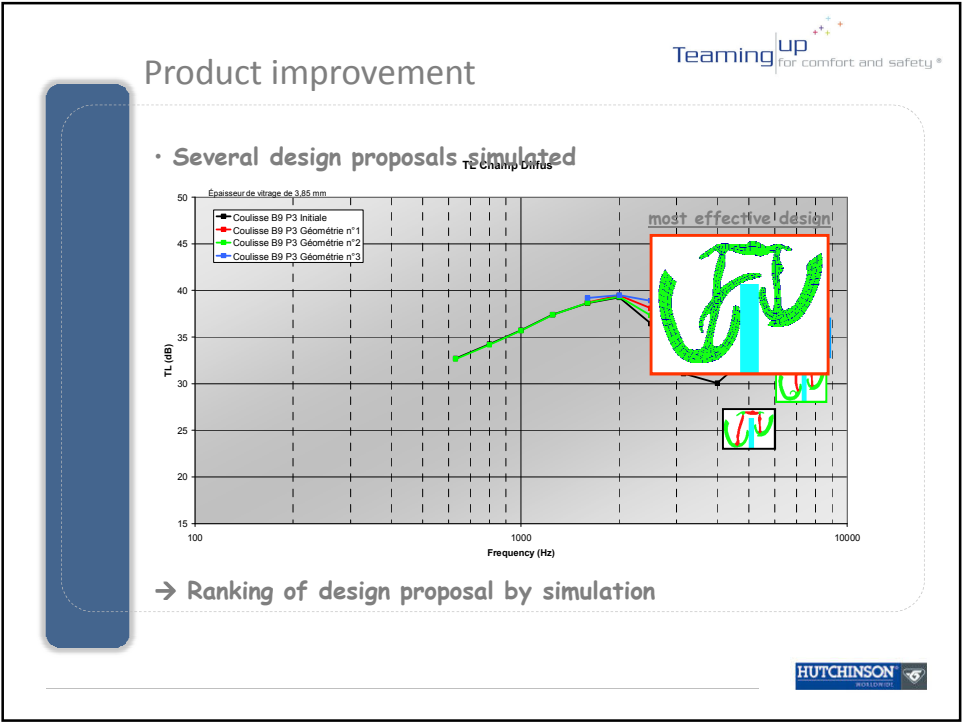
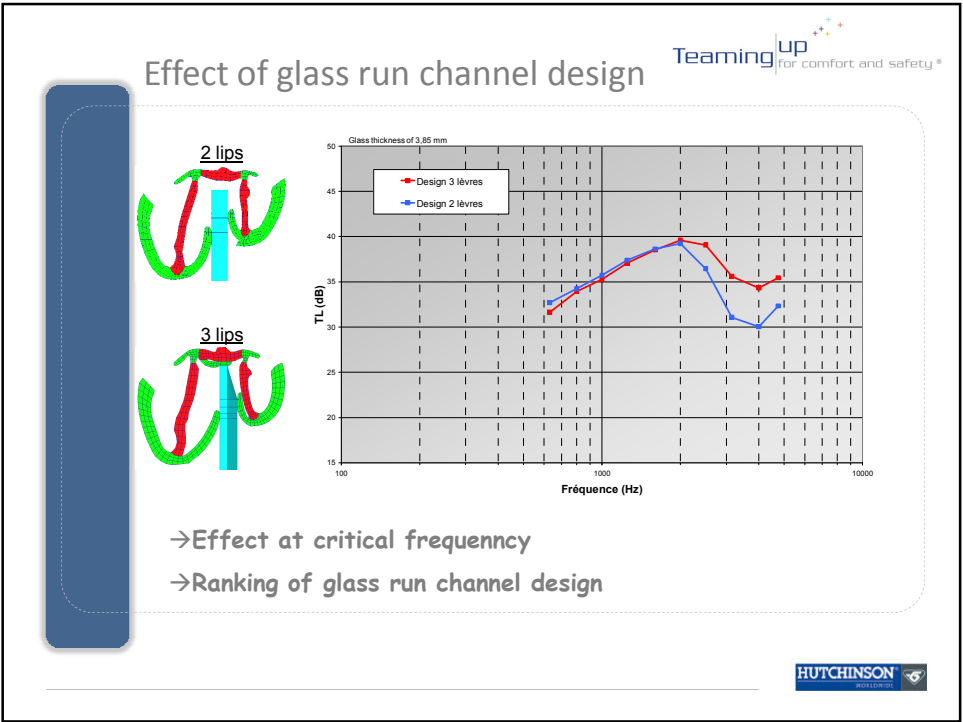
Real life measurement :
- truncation of some waves (wall proximity)



→ Truncation of waves gives higher TL









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KEY POINTS

1. 3D finer mesh
2. Representative excitation
3. Computed of transmitted power at 10cm above glass

CONCLUSION

Validated and reliable model that can be used for:

- sensitivity studies on parameters such as thickness of the glass, design of the glass run channel
- comparison and ranking of different designs by simulation, allowing less prototypes and measurements

