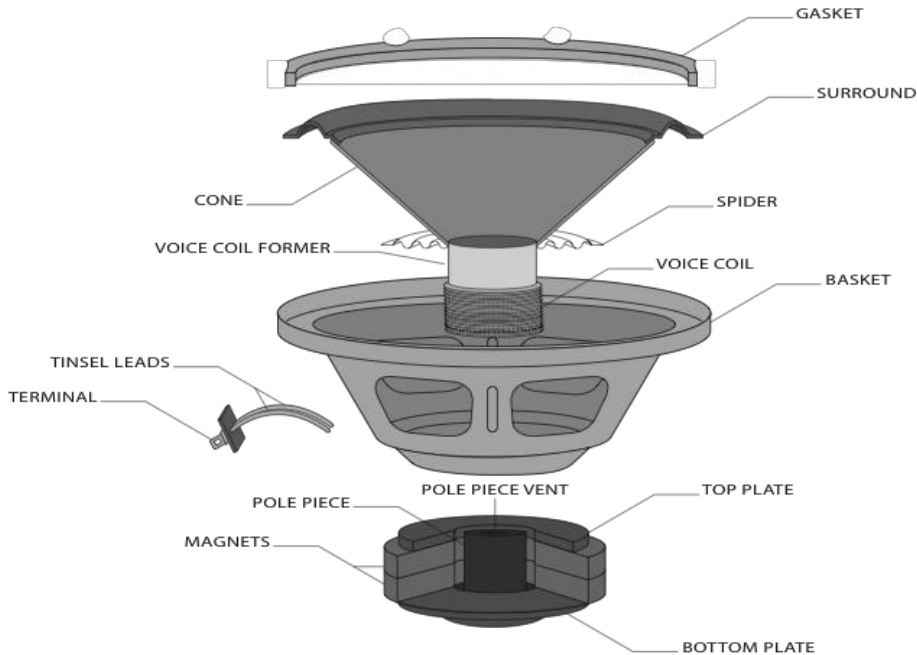


## Dissection and Audio Test Info Sheet

### Speaker Anatomy:



**Headphone Benchmarking Tests:** [http://www.audiocheck.net/soundtests\\_headphones.php](http://www.audiocheck.net/soundtests_headphones.php). The following descriptions were adapted from the website:

1. **Frequency response:** the first two tests are to determine the bass (low frequency) and treble (high frequency) ranges of your headphones. Most humans can hear frequencies as low as 20 Hz, and as high as 20,000 Hz. One of your goals is to design headphones that reproduce sound over the entire range of audible frequencies for humans (20 Hz—20 kHz).
2. **Dynamic range:** Dynamic range represents the ratio between the loudest signal you can hear and the quietest. Dynamic range will help you when benchmarking the isolation offered by your headphone in a noisy environment. The higher the dynamic range reached, the better the isolation offered by your headphones. In general, "closed" headphones and "in-ear" earphones provide more isolation than the "open" type of headsets.
3. **Quality:** Poorly built or extensively worn headphones may start to rattle whenever loud or deep bass content is played. The test file scans bass frequencies and will literally shake your drivers when turning the level up. Adjust the volume in your headphone so that the test is made at a high level: the sweeping tone should remain pure and clear at all frequencies, without any buzz or rattle appearing in one earpiece or the other.
4. **Driver Matching:** This refers to whether or not the sound 'in your head' is centered when both speakers (drivers) are supposed to play identical sounds. If one speaker is louder than the other, the sound will not be balanced in the middle of your head.