



Underwater noise level prediction and visualisation

dBSea, developed by Marshall Day Acoustics, enables powerful and accurate prediction of underwater noise levels involving single or multiple sources for a wide range of environments and scenarios. A user-friendly interface and clearly defined workflow allow models to be quickly developed and modified. The 3D workspace allows visualisation of bathymetry data, noise sources and prediction results.

Range of solvers

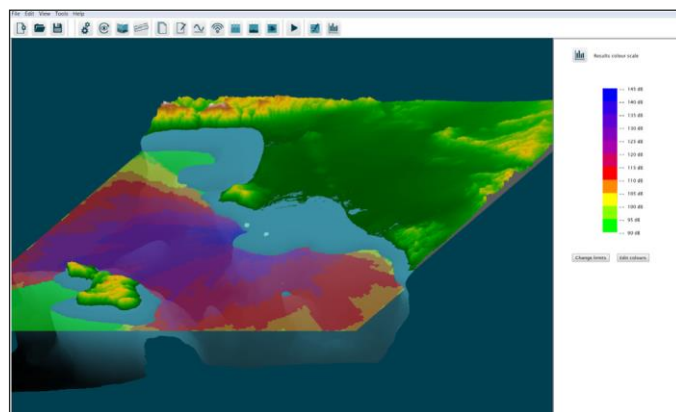
- Calculations can be made with any of three fast and reliable solvers
- Calculate over a range of frequencies, at octave or third-octave bands
- The solvers are based on popular, proven codes extensively used in the ocean acoustics community
- The solvers may be split between the low and high frequency ranges
- Solvers incorporate source directivity for airgun seismic surveys

Fast, intuitive, reliable

- The intuitive user interface and advanced 3D graphics engine allow users to easily set up and test problems
- Solution and comparison of multiple scenarios is made simple
- Levels may be M-weighted or presented as species dBht levels
- Results are attractively presented, and may be easily exported in a range of formats
- The integrated software environment means less time spent setting up problems and dealing with solvers

3D graphics engine

- Calculated levels are presented in an intuitive 3D display
- Rotate, pan and zoom in the project environment
- Easily import data representing the project bathymetry
- Export attractive visualisations in a range of image, text and GIS formats, for easy insertion into reports or import into GIS software



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