

Appendix M

Alternatives Analyses

Appendix M.1

Alternatives Noise Model Worksheets

East End Studios ADLA Project

Noise Calculations Worksheets

Provided by Acoustical Engineering Services

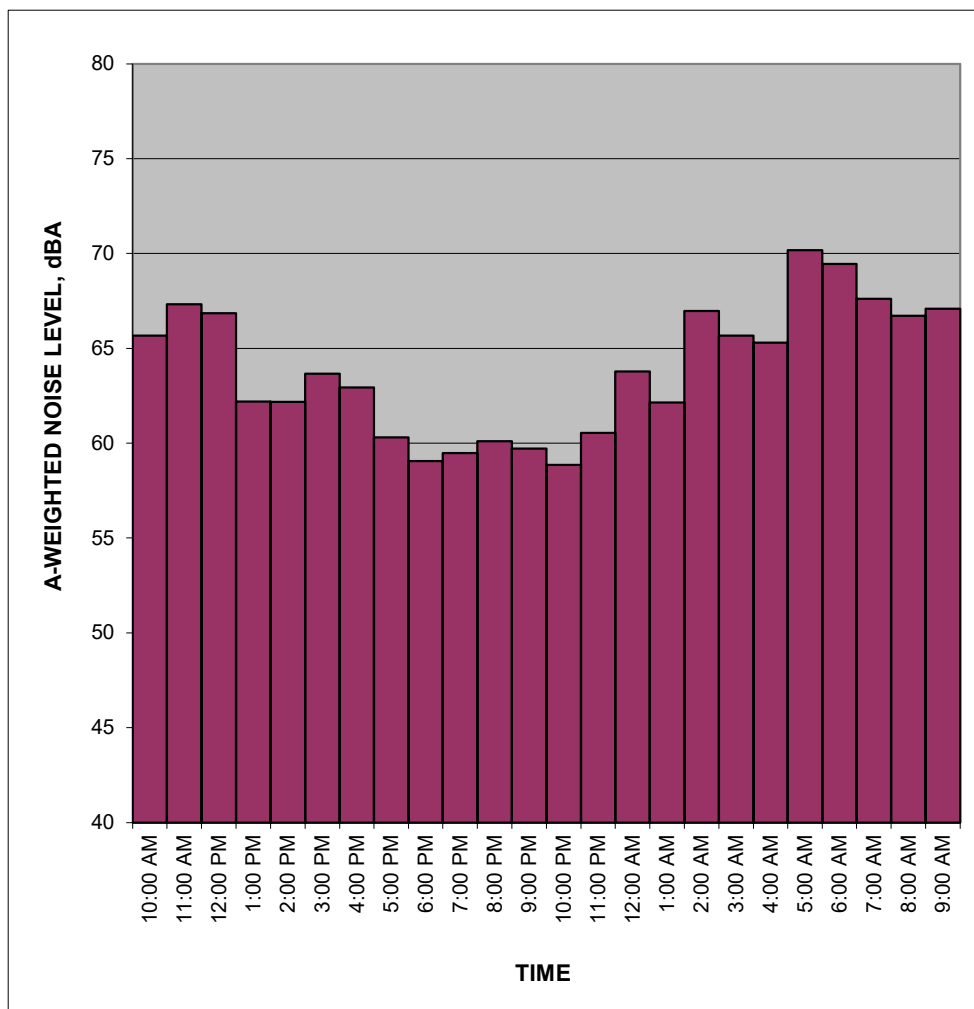
Ambient Noise Measurements

Measured Ambient Noise Levels

Project: East End Studios
Location: R6
Sources: Ambient

Date: 5/31 - 6/01/2023

TIME	HNL, dB(A)
10:00 AM	65.7
11:00 AM	67.3
12:00 PM	66.9
1:00 PM	62.2
2:00 PM	62.2
3:00 PM	63.7
4:00 PM	62.9
5:00 PM	60.3
6:00 PM	59.0
7:00 PM	59.5
8:00 PM	60.1
9:00 PM	59.7
10:00 PM	58.9
11:00 PM	60.5
12:00 AM	63.8
1:00 AM	62.1
2:00 AM	67.0
3:00 AM	65.7
4:00 AM	65.3
5:00 AM	70.2
6:00 AM	69.5
7:00 AM	67.6
8:00 AM	66.7
9:00 AM	67.1
CNEL, dB(A):	72.4



NOTES:

Daytime average 64.5 dBA Leq
Nighttime average 66.2 dBA Leq

Project: East End Studios Project
 Location: R1
 Date: 5/31/2023

Time	Leq
10:13:52 AM	66.7
10:14:02 AM	67.6
10:14:12 AM	73.7
10:14:22 AM	72.9
10:14:32 AM	66.7
10:14:42 AM	65.7
10:14:52 AM	67.6
10:15:02 AM	77
10:15:12 AM	68.2
10:15:22 AM	67.5
10:15:32 AM	64.6
10:15:42 AM	69.6
10:15:52 AM	68.7
10:16:02 AM	70.1
10:16:12 AM	69.3
10:16:22 AM	70.4
10:16:32 AM	73.3
10:16:42 AM	73.6
10:16:52 AM	72.6
10:17:02 AM	74.7
10:17:12 AM	75.5
10:17:22 AM	70.1
10:17:32 AM	67.6
10:17:42 AM	68.3
10:17:52 AM	62.9
10:18:02 AM	65.6
10:18:12 AM	68.1
10:18:22 AM	69.8
10:18:32 AM	70.2
10:18:42 AM	71.6
10:18:52 AM	76.7
10:19:02 AM	69.6
10:19:12 AM	63.4
10:19:22 AM	64.1
10:19:32 AM	70.7
10:19:42 AM	73.4
10:19:52 AM	68.3
10:20:02 AM	68.4
10:20:12 AM	65
10:20:22 AM	68.6
10:20:32 AM	67.1
10:20:42 AM	64.7
10:20:52 AM	68

10:21:02 AM	66.8
10:21:12 AM	69.1
10:21:22 AM	70.8
10:21:32 AM	67.4
10:21:42 AM	70.1
10:21:52 AM	69.7
10:22:02 AM	65.3
10:22:12 AM	65.7
10:22:22 AM	66.4
10:22:32 AM	71.2
10:22:42 AM	74.1
10:22:52 AM	72.4
10:23:02 AM	70.1
10:23:12 AM	71.1
10:23:22 AM	69.4
10:23:32 AM	65.3
10:23:42 AM	69.6
10:23:52 AM	69.5
10:24:02 AM	66.6
10:24:12 AM	71.8
10:24:22 AM	71.5
10:24:32 AM	75.2
10:24:42 AM	76.8
10:24:52 AM	72.1
10:25:02 AM	67.3
10:25:12 AM	66.8
10:25:22 AM	69.4
10:25:32 AM	76.6
10:25:42 AM	68
10:25:52 AM	76.7
10:26:02 AM	74.9
10:26:12 AM	73.8
10:26:22 AM	69.8
10:26:32 AM	66.8
10:26:42 AM	66
10:26:52 AM	68.7
10:27:02 AM	69.4
10:27:12 AM	73
10:27:22 AM	76.3
10:27:32 AM	64.9
10:27:42 AM	72.9
10:27:52 AM	73.1
10:28:02 AM	70.1
10:28:12 AM	63.8
10:28:22 AM	66.8
10:28:32 AM	72.7
10:28:42 AM	69.2

71.1

Time	Leq
10:01:40 PM	59.7
10:01:50 PM	58.6
10:02:00 PM	61.8
10:02:10 PM	62.5
10:02:20 PM	57.7
10:02:30 PM	64.5
10:02:40 PM	68.6
10:02:50 PM	64
10:03:00 PM	62.2
10:03:10 PM	66.8
10:03:20 PM	67.6
10:03:30 PM	68.1
10:03:40 PM	65.3
10:03:50 PM	65.3
10:04:00 PM	62.5
10:04:10 PM	60.9
10:04:20 PM	59
10:04:30 PM	59.6
10:04:40 PM	57.6
10:04:50 PM	64.5
10:05:00 PM	68.2
10:05:10 PM	63.8
10:05:20 PM	56.9
10:05:30 PM	63.4
10:05:40 PM	66.2
10:05:50 PM	63.4
10:06:00 PM	62.6
10:06:10 PM	62.5
10:06:20 PM	63.6
10:06:30 PM	62.5
10:06:40 PM	72.1
10:06:50 PM	67.1
10:07:00 PM	63.3
10:07:10 PM	63.4
10:07:20 PM	58.2
10:07:30 PM	57.2
10:07:40 PM	58
10:07:50 PM	59.5
10:08:00 PM	64.4
10:08:10 PM	62.1
10:08:20 PM	59.9
10:08:30 PM	64.7
10:08:40 PM	72
10:08:50 PM	75.8
10:09:00 PM	87.3
10:09:10 PM	84.4

10:09:20 PM	67.1
10:09:30 PM	64.1
10:09:40 PM	69.7
10:09:50 PM	69
10:10:00 PM	61.5
10:10:10 PM	70.1
10:10:20 PM	68.1
10:10:30 PM	63.4
10:10:40 PM	70
10:10:50 PM	64.1
10:11:00 PM	59.4
10:11:10 PM	62.5
10:11:20 PM	60.9
10:11:30 PM	61.7
10:11:40 PM	60.9
10:11:50 PM	64.9
10:12:00 PM	65.9
10:12:10 PM	64.8
10:12:20 PM	58.5
10:12:30 PM	57.3
10:12:40 PM	57.1
10:12:50 PM	61.8
10:13:00 PM	58.8
10:13:10 PM	67.8
10:13:20 PM	65.5
10:13:30 PM	60.7
10:13:40 PM	62.4
10:13:50 PM	66.8
10:14:00 PM	61.8
10:14:10 PM	67.4
10:14:20 PM	70.8
10:14:30 PM	64
10:14:40 PM	62.6
10:14:50 PM	64.4
10:15:00 PM	62.9
10:15:10 PM	63.1
10:15:20 PM	60.8
10:15:30 PM	60.2
10:15:40 PM	61.3
10:15:50 PM	63.1
10:16:00 PM	59
10:16:10 PM	57.5
10:16:20 PM	57.5
10:16:30 PM	63.6

65.4

Location: R2
 Date: 5/31/2023

Time	Leq
10:35:01 AM	75
10:35:11 AM	73.2
10:35:21 AM	60.5
10:35:31 AM	62.9
10:35:41 AM	65.3
10:35:51 AM	70.2
10:36:01 AM	72.4
10:36:11 AM	73.5
10:36:21 AM	88.1
10:36:31 AM	94
10:36:41 AM	72.4
10:36:51 AM	65.4
10:37:01 AM	67.3
10:37:11 AM	77.5
10:37:21 AM	78.5
10:37:31 AM	76.7
10:37:41 AM	63.9
10:37:51 AM	74.1
10:38:01 AM	77.9
10:38:11 AM	76.1
10:38:21 AM	67.8
10:38:31 AM	72.6
10:38:41 AM	74.5
10:38:51 AM	75.6
10:39:01 AM	75
10:39:11 AM	72.5
10:39:21 AM	65.6
10:39:31 AM	77.6
10:39:41 AM	75
10:39:51 AM	65
10:40:01 AM	68.5
10:40:11 AM	71
10:40:21 AM	68.9
10:40:31 AM	73
10:40:41 AM	72.9
10:40:51 AM	72.3
10:41:01 AM	71.7
10:41:11 AM	72.6
10:41:21 AM	59.4
10:41:31 AM	69.3
10:41:41 AM	62.5
10:41:51 AM	64.3
10:42:01 AM	55.8
10:42:11 AM	68.4

10:42:21 AM	77.6
10:42:31 AM	68.9
10:42:41 AM	64.7
10:42:51 AM	67.7
10:43:01 AM	73.9
10:43:11 AM	70.6
10:43:21 AM	58.2
10:43:31 AM	72.4
10:43:41 AM	73.9
10:43:51 AM	72.2
10:44:01 AM	68.7
10:44:11 AM	69.5
10:44:21 AM	60
10:44:31 AM	71.5
10:44:41 AM	69.3
10:44:51 AM	75.6
10:45:01 AM	71.1
10:45:11 AM	75.8
10:45:21 AM	75.8
10:45:31 AM	75.8
10:45:41 AM	75.6
10:45:51 AM	68.4
10:46:01 AM	65.6
10:46:11 AM	68.9
10:46:21 AM	70.1
10:46:31 AM	69.8
10:46:41 AM	71.4
10:46:51 AM	68.9
10:47:01 AM	72.5
10:47:11 AM	67.4
10:47:21 AM	59.6
10:47:31 AM	54.3
10:47:41 AM	72.7
10:47:51 AM	73.2
10:48:01 AM	71.7
10:48:11 AM	72.7
10:48:21 AM	76.4
10:48:31 AM	71.4
10:48:41 AM	70.4
10:48:51 AM	65.5
10:49:01 AM	59.1
10:49:11 AM	65.4
10:49:21 AM	70.1
10:49:31 AM	72.9
10:49:41 AM	65.4
10:49:51 AM	75.1

72.4

Time	Leq
10:22:27 PM	67.8
10:22:37 PM	64.5
10:22:47 PM	54.4
10:22:57 PM	72.3
10:23:07 PM	66.1
10:23:17 PM	63.2
10:23:27 PM	62.5
10:23:37 PM	75.7
10:23:47 PM	68
10:23:57 PM	60.9
10:24:07 PM	56.4
10:24:17 PM	70.2
10:24:27 PM	70.9
10:24:37 PM	64.4
10:24:47 PM	66.4
10:24:57 PM	65.3
10:25:07 PM	59.9
10:25:17 PM	52.9
10:25:27 PM	52.9
10:25:37 PM	62.3
10:25:47 PM	67.4
10:25:57 PM	71.3
10:26:07 PM	65.6
10:26:17 PM	59.6
10:26:27 PM	55.7
10:26:37 PM	54.1
10:26:47 PM	67.2
10:26:57 PM	59.6
10:27:07 PM	53.3
10:27:17 PM	68.6
10:27:27 PM	62.3
10:27:37 PM	63.5
10:27:47 PM	54.7
10:27:57 PM	65.8
10:28:07 PM	67.1
10:28:17 PM	72.2
10:28:27 PM	72.3
10:28:37 PM	66.5
10:28:47 PM	54.3
10:28:57 PM	54.7
10:29:07 PM	61.4
10:29:17 PM	70.2
10:29:27 PM	58.7
10:29:37 PM	57.3
10:29:47 PM	64.7
10:29:57 PM	66.9
10:30:07 PM	70.2

10:30:17 PM	63.9
10:30:27 PM	61.7
10:30:37 PM	67.8
10:30:47 PM	64.8
10:30:57 PM	59.2
10:31:07 PM	60.9
10:31:17 PM	65.1
10:31:27 PM	55.1
10:31:37 PM	55.4
10:31:47 PM	69.7
10:31:57 PM	61.4
10:32:07 PM	54.3
10:32:17 PM	53.6
10:32:27 PM	67.3
10:32:37 PM	71.1
10:32:47 PM	70.5
10:32:57 PM	68.8
10:33:07 PM	68.8
10:33:17 PM	76.5
10:33:27 PM	65.7
10:33:37 PM	56.4
10:33:47 PM	58.4
10:33:57 PM	64.1
10:34:07 PM	65.6
10:34:17 PM	69.9
10:34:27 PM	59.2
10:34:37 PM	71
10:34:47 PM	59.5
10:34:57 PM	60.7
10:35:07 PM	62
10:35:17 PM	67.5
10:35:27 PM	62.5
10:35:37 PM	62.6
10:35:47 PM	68.1
10:35:57 PM	69.5
10:36:07 PM	57.3
10:36:17 PM	54.7
10:36:27 PM	54.4
10:36:37 PM	62.5
10:36:47 PM	68.6
10:36:57 PM	57.3
10:37:07 PM	67.9
10:37:17 PM	62.2
	66.9

Project: East End Studios Project
 Location: R3
 Date: 5/31/2023

Time	Leq
10:53:16 AM	65.4
10:53:26 AM	63.7
10:53:36 AM	63.9
10:53:46 AM	69.4
10:53:56 AM	66.8
10:54:06 AM	66.7
10:54:16 AM	64
10:54:26 AM	67.7
10:54:36 AM	67.3
10:54:46 AM	65.8
10:54:56 AM	63.9
10:55:06 AM	66.6
10:55:16 AM	71.2
10:55:26 AM	68.1
10:55:36 AM	63.6
10:55:46 AM	64.6
10:55:56 AM	63.9
10:56:06 AM	63.4
10:56:16 AM	63.4
10:56:26 AM	67.2
10:56:36 AM	64.3
10:56:46 AM	64.1
10:56:56 AM	64.1
10:57:06 AM	65.8
10:57:16 AM	73.8
10:57:26 AM	82
10:57:36 AM	70.2
10:57:46 AM	71.8
10:57:56 AM	72.6
10:58:06 AM	71.3
10:58:16 AM	63.8
10:58:26 AM	65.5
10:58:36 AM	64.4
10:58:46 AM	64.4
10:58:56 AM	63.5
10:59:06 AM	63.8
10:59:16 AM	64.1
10:59:26 AM	63.3
10:59:36 AM	63.4
10:59:46 AM	64.4
10:59:56 AM	64.6
11:00:06 AM	67.7
11:00:16 AM	74.8

11:00:26 AM	68.2
11:00:36 AM	64.7
11:00:46 AM	63.8
11:00:56 AM	66.2
11:01:06 AM	63.7
11:01:16 AM	65.4
11:01:26 AM	65.8
11:01:36 AM	65.8
11:01:46 AM	66.1
11:01:56 AM	68.5
11:02:06 AM	67.8
11:02:16 AM	67.2
11:02:26 AM	67.6
11:02:36 AM	68.2
11:02:46 AM	68.9
11:02:56 AM	70
11:03:06 AM	70
11:03:16 AM	68.6
11:03:26 AM	68.3
11:03:36 AM	69.6
11:03:46 AM	69.2
11:03:56 AM	70.2
11:04:06 AM	69.5
11:04:16 AM	70.5
11:04:26 AM	70
11:04:36 AM	69.8
11:04:46 AM	70.5
11:04:56 AM	71.9
11:05:06 AM	72.9
11:05:16 AM	70.6
11:05:26 AM	69.5
11:05:36 AM	70.6
11:05:46 AM	70.4
11:05:56 AM	70.5
11:06:06 AM	71.1
11:06:16 AM	70.2
11:06:26 AM	71.1
11:06:36 AM	70.3
11:06:46 AM	69.5
11:06:56 AM	72.5
11:07:06 AM	71.9
11:07:16 AM	71.2
11:07:26 AM	71.6
11:07:36 AM	72.3
11:07:46 AM	74.4
11:07:56 AM	72.1
11:08:06 AM	73

69.9

Time	Leq
10:40:21 PM	65.5
10:40:31 PM	64.6
10:40:41 PM	65
10:40:51 PM	66.9
10:41:01 PM	66.8
10:41:11 PM	67.9
10:41:21 PM	71.1
10:41:31 PM	72.7
10:41:41 PM	72.9
10:41:51 PM	74.7
10:42:01 PM	73.7
10:42:11 PM	73.7
10:42:21 PM	73.4
10:42:31 PM	73.7
10:42:41 PM	75.4
10:42:51 PM	73.6
10:43:01 PM	73.3
10:43:11 PM	73.5
10:43:21 PM	73.4
10:43:31 PM	73.8
10:43:41 PM	75
10:43:51 PM	73.3
10:44:01 PM	73.1
10:44:11 PM	72.9
10:44:21 PM	73.5
10:44:31 PM	73.4
10:44:41 PM	73.5
10:44:51 PM	73.6
10:45:01 PM	73.7
10:45:11 PM	73.8
10:45:21 PM	73.7
10:45:31 PM	75.1
10:45:41 PM	73.7
10:45:51 PM	73.7
10:46:01 PM	74.2
10:46:11 PM	75.2
10:46:21 PM	73.6
10:46:31 PM	74.2
10:46:41 PM	74.4
10:46:51 PM	74.8
10:47:01 PM	74.3
10:47:11 PM	74.6
10:47:21 PM	74.3
10:47:31 PM	73.7
10:47:41 PM	73.2
10:47:51 PM	71.5

10:48:01 PM	71.6
10:48:11 PM	72.9
10:48:21 PM	71.6
10:48:31 PM	70.4
10:48:41 PM	70.4
10:48:51 PM	71.8
10:49:01 PM	70.7
10:49:11 PM	71.2
10:49:21 PM	71.2
10:49:31 PM	71.3
10:49:41 PM	71.2
10:49:51 PM	69.6
10:50:01 PM	68.4
10:50:11 PM	67.7
10:50:21 PM	66
10:50:31 PM	61.3
10:50:41 PM	61
10:50:51 PM	61.2
10:51:01 PM	61.2
10:51:11 PM	61
10:51:21 PM	61.3
10:51:31 PM	60.8
10:51:41 PM	61.1
10:51:51 PM	61.2
10:52:01 PM	61.3
10:52:11 PM	63.3
10:52:21 PM	61.4
10:52:31 PM	60.9
10:52:41 PM	64.1
10:52:51 PM	66.1
10:53:01 PM	60.4
10:53:11 PM	60.2
10:53:21 PM	59.9
10:53:31 PM	60.1
10:53:41 PM	68
10:53:51 PM	64.7
10:54:01 PM	65.8
10:54:11 PM	63.2
10:54:21 PM	62.2
10:54:31 PM	63.1
10:54:41 PM	63.5
10:54:51 PM	65.9
10:55:01 PM	62.8
10:55:11 PM	61.9

62.9

Project: East End Studios Project
 Location: R4
 Date: 5/31/2023

Time	Leq
11:13:12 AM	62.6
11:13:22 AM	58.4
11:13:32 AM	57.9
11:13:42 AM	57.8
11:13:52 AM	60.2
11:14:02 AM	63.6
11:14:12 AM	59.7
11:14:22 AM	59.7
11:14:32 AM	59.6
11:14:42 AM	59.6
11:14:52 AM	62.4
11:15:02 AM	59
11:15:12 AM	59.8
11:15:22 AM	72
11:15:32 AM	66.1
11:15:42 AM	59.3
11:15:52 AM	56.4
11:16:02 AM	58.3
11:16:12 AM	52.4
11:16:22 AM	57.2
11:16:32 AM	56.4
11:16:42 AM	53.6
11:16:52 AM	62
11:17:02 AM	52.3
11:17:12 AM	58.2
11:17:22 AM	57.5
11:17:32 AM	52.5
11:17:42 AM	53.8
11:17:52 AM	58.9
11:18:02 AM	52.8
11:18:12 AM	52
11:18:22 AM	52
11:18:32 AM	52.9
11:18:42 AM	53.1
11:18:52 AM	56.1
11:19:02 AM	54
11:19:12 AM	54.2
11:19:22 AM	54.1
11:19:32 AM	56
11:19:42 AM	59.6
11:19:52 AM	54.3
11:20:02 AM	52.4
11:20:12 AM	53.3

11:20:22 AM	52.4
11:20:32 AM	53.9
11:20:42 AM	53.8
11:20:52 AM	57.5
11:21:02 AM	61.9
11:21:12 AM	59
11:21:22 AM	57.6
11:21:32 AM	52.9
11:21:42 AM	51.9
11:21:52 AM	51.6
11:22:02 AM	51.9
11:22:12 AM	52.3
11:22:22 AM	52.5
11:22:32 AM	51.9
11:22:42 AM	54.9
11:22:52 AM	52.6
11:23:02 AM	52.8
11:23:12 AM	54.8
11:23:22 AM	61.4
11:23:32 AM	58.1
11:23:42 AM	54.8
11:23:52 AM	51.8
11:24:02 AM	53.1
11:24:12 AM	58.9
11:24:22 AM	54.5
11:24:32 AM	54.9
11:24:42 AM	54.4
11:24:52 AM	53.7
11:25:02 AM	53
11:25:12 AM	52.3
11:25:22 AM	51.4
11:25:32 AM	57
11:25:42 AM	59.6
11:25:52 AM	54.4
11:26:02 AM	53.8
11:26:12 AM	54.7
11:26:22 AM	59.8
11:26:32 AM	58.1
11:26:42 AM	57.7
11:26:52 AM	52.9
11:27:02 AM	51.7
11:27:12 AM	53.2
11:27:22 AM	54.8
11:27:32 AM	54.2
11:27:42 AM	56.6
11:27:52 AM	64.2
11:28:02 AM	65.7

58.9

Time	Leq
10:59:06 PM	52
10:59:16 PM	58.4
10:59:26 PM	59.9
10:59:36 PM	64.7
10:59:46 PM	67.4
10:59:56 PM	52.2
11:00:06 PM	52.7
11:00:16 PM	52.3
11:00:26 PM	51.5
11:00:36 PM	52.1
11:00:46 PM	52.3
11:00:56 PM	52.1
11:01:06 PM	55.7
11:01:16 PM	57.3
11:01:26 PM	59.3
11:01:36 PM	54
11:01:46 PM	52.5
11:01:56 PM	51.6
11:02:06 PM	52.4
11:02:16 PM	53
11:02:26 PM	52
11:02:36 PM	52.3
11:02:46 PM	51.7
11:02:56 PM	53
11:03:06 PM	60.3
11:03:16 PM	52.5
11:03:26 PM	52.2
11:03:36 PM	51.6
11:03:46 PM	52.1
11:03:56 PM	52.3
11:04:06 PM	51.4
11:04:16 PM	52
11:04:26 PM	52
11:04:36 PM	54
11:04:46 PM	51.7
11:04:56 PM	51.4
11:05:06 PM	51.3
11:05:16 PM	51.6
11:05:26 PM	51.7
11:05:36 PM	51.7
11:05:46 PM	51.2
11:05:56 PM	51.6
11:06:06 PM	51.4
11:06:16 PM	51.4
11:06:26 PM	51.6
11:06:36 PM	51

11:06:46 PM	51.9
11:06:56 PM	58.8
11:07:06 PM	53
11:07:16 PM	53.8
11:07:26 PM	51.8
11:07:36 PM	51
11:07:46 PM	51.2
11:07:56 PM	51.1
11:08:06 PM	50.4
11:08:16 PM	50
11:08:26 PM	49.2
11:08:36 PM	50.6
11:08:46 PM	49.5
11:08:56 PM	49.5
11:09:06 PM	49.3
11:09:16 PM	49.4
11:09:26 PM	48.6
11:09:36 PM	48.8
11:09:46 PM	48.3
11:09:56 PM	48.2
11:10:06 PM	49.6
11:10:16 PM	51.5
11:10:26 PM	49
11:10:36 PM	48.9
11:10:46 PM	50.3
11:10:56 PM	49.9
11:11:06 PM	53.8
11:11:16 PM	63.4
11:11:26 PM	50.1
11:11:36 PM	49.2
11:11:46 PM	49.2
11:11:56 PM	49.5
11:12:06 PM	54.7
11:12:16 PM	52.4
11:12:26 PM	49.3
11:12:36 PM	48.8
11:12:46 PM	49
11:12:56 PM	49.9
11:13:06 PM	64
11:13:16 PM	54
11:13:26 PM	50.4
11:13:36 PM	50.4
11:13:46 PM	49.2
11:13:56 PM	48.6

55.1

Project: East End Studios Project
 Location: R5
 Date: 5/31/2023

Time	Leq
11:33:11 AM	69.4
11:33:21 AM	71.8
11:33:31 AM	64.8
11:33:41 AM	69.2
11:33:51 AM	62.3
11:34:01 AM	61.3
11:34:11 AM	64.6
11:34:21 AM	70.6
11:34:31 AM	63.6
11:34:41 AM	62.6
11:34:51 AM	69.7
11:35:01 AM	71.6
11:35:11 AM	64.9
11:35:21 AM	68.9
11:35:31 AM	66.1
11:35:41 AM	80.8
11:35:51 AM	67.2
11:36:01 AM	62.5
11:36:11 AM	76.9
11:36:21 AM	72.7
11:36:31 AM	70.2
11:36:41 AM	64.6
11:36:51 AM	65.6
11:37:01 AM	63.8
11:37:11 AM	67.8
11:37:21 AM	61.4
11:37:31 AM	64
11:37:41 AM	65.5
11:37:51 AM	66.8
11:38:01 AM	66.2
11:38:11 AM	66.9
11:38:21 AM	66.9
11:38:31 AM	64.9
11:38:41 AM	64.5
11:38:51 AM	65.1
11:39:01 AM	67.4
11:39:11 AM	69.8
11:39:21 AM	67
11:39:31 AM	67.6
11:39:41 AM	60
11:39:51 AM	59.4
11:40:01 AM	61.3
11:40:11 AM	67.6

11:40:21 AM	62.9
11:40:31 AM	62
11:40:41 AM	64.6
11:40:51 AM	69.3
11:41:01 AM	65.6
11:41:11 AM	63
11:41:21 AM	63.5
11:41:31 AM	66.4
11:41:41 AM	70.7
11:41:51 AM	69.1
11:42:01 AM	69.1
11:42:11 AM	71.4
11:42:21 AM	73.4
11:42:31 AM	69.7
11:42:41 AM	66.6
11:42:51 AM	62.4
11:43:01 AM	62.1
11:43:11 AM	68.4
11:43:21 AM	72.2
11:43:31 AM	68.1
11:43:41 AM	67.3
11:43:51 AM	66.4
11:44:01 AM	67.9
11:44:11 AM	66.5
11:44:21 AM	66.8
11:44:31 AM	65.2
11:44:41 AM	68.5
11:44:51 AM	70.6
11:45:01 AM	67.3
11:45:11 AM	68.1
11:45:21 AM	68.1
11:45:31 AM	70.2
11:45:41 AM	63.8
11:45:51 AM	62.3
11:46:01 AM	69.1
11:46:11 AM	69.5
11:46:21 AM	68.3
11:46:31 AM	66.1
11:46:41 AM	66.8
11:46:51 AM	68.8
11:47:01 AM	67.8
11:47:11 AM	64.6
11:47:21 AM	60.4
11:47:31 AM	64.3
11:47:41 AM	70.4
11:47:51 AM	68.2
11:48:01 AM	70.1

68.8

Time	Leq
11:18:08 PM	54.8
11:18:18 PM	64.8
11:18:28 PM	48.3
11:18:38 PM	50.7
11:18:48 PM	50.2
11:18:58 PM	51
11:19:08 PM	53.6
11:19:18 PM	65.3
11:19:28 PM	64.5
11:19:38 PM	65
11:19:48 PM	59.3
11:19:58 PM	63.5
11:20:08 PM	66
11:20:18 PM	56.2
11:20:28 PM	62.4
11:20:38 PM	57.2
11:20:48 PM	60
11:20:58 PM	53.8
11:21:08 PM	56.4
11:21:18 PM	63.1
11:21:28 PM	57.1
11:21:38 PM	57.9
11:21:48 PM	59.8
11:21:58 PM	65
11:22:08 PM	67.8
11:22:18 PM	71.8
11:22:28 PM	62.9
11:22:38 PM	55.8
11:22:48 PM	63.1
11:22:58 PM	60.7
11:23:08 PM	60.2
11:23:18 PM	49.5
11:23:28 PM	51.9
11:23:38 PM	59.7
11:23:48 PM	62
11:23:58 PM	67.3
11:24:08 PM	60.6
11:24:18 PM	53.8
11:24:28 PM	53.1
11:24:38 PM	62.4
11:24:48 PM	60.2
11:24:58 PM	50.6
11:25:08 PM	56
11:25:18 PM	64.7
11:25:28 PM	52.6
11:25:38 PM	50.1

11:25:48 PM	53.1
11:25:58 PM	55.7
11:26:08 PM	56.6
11:26:18 PM	62.1
11:26:28 PM	63.5
11:26:38 PM	66.1
11:26:48 PM	62.9
11:26:58 PM	59.4
11:27:08 PM	55.7
11:27:18 PM	53.5
11:27:28 PM	54.9
11:27:38 PM	62.4
11:27:48 PM	59
11:27:58 PM	60.2
11:28:08 PM	51.6
11:28:18 PM	53.8
11:28:28 PM	56.7
11:28:38 PM	61.4
11:28:48 PM	66.3
11:28:58 PM	63.1
11:29:08 PM	61.6
11:29:18 PM	67.4
11:29:28 PM	68.3
11:29:38 PM	60.5
11:29:48 PM	64.4
11:29:58 PM	51.9
11:30:08 PM	54.1
11:30:18 PM	58.7
11:30:28 PM	65.6
11:30:38 PM	65.1
11:30:48 PM	64.2
11:30:58 PM	64.8
11:31:08 PM	62.2
11:31:18 PM	52.5
11:31:28 PM	49.6
11:31:38 PM	50.8
11:31:48 PM	52.4
11:31:58 PM	65.3
11:32:08 PM	53.9
11:32:18 PM	49.8
11:32:28 PM	49.4
11:32:38 PM	55.8
11:32:48 PM	56.9
11:32:58 PM	51

61.9

Project: East End Studios Project
 Location: R7
 Date: 5/31/2023

Time	Leq
11:53:52 AM	54.6
11:54:02 AM	60.3
11:54:12 AM	57.9
11:54:22 AM	58
11:54:32 AM	59
11:54:42 AM	57.6
11:54:52 AM	56.7
11:55:02 AM	58.9
11:55:12 AM	66.6
11:55:22 AM	64.5
11:55:32 AM	61.8
11:55:42 AM	60.8
11:55:52 AM	62
11:56:02 AM	56
11:56:12 AM	56.1
11:56:22 AM	54.8
11:56:32 AM	55.7
11:56:42 AM	60
11:56:52 AM	61.4
11:57:02 AM	60.3
11:57:12 AM	61.4
11:57:22 AM	55
11:57:32 AM	57.3
11:57:42 AM	57.7
11:57:52 AM	57.6
11:58:02 AM	56.5
11:58:12 AM	58.7
11:58:22 AM	58.4
11:58:32 AM	60.3
11:58:42 AM	62.1
11:58:52 AM	57.6
11:59:02 AM	56.8
11:59:12 AM	59.1
11:59:22 AM	63.1
11:59:32 AM	61.3
11:59:42 AM	58.4
11:59:52 AM	61.8
12:00:02 PM	58.4
12:00:12 PM	61.2
12:00:22 PM	60.4
12:00:32 PM	60.6
12:00:42 PM	60.7
12:00:52 PM	60.9

12:01:02 PM	55.9
12:01:12 PM	60.5
12:01:22 PM	70.6
12:01:32 PM	65.3
12:01:42 PM	60
12:01:52 PM	63.2
12:02:02 PM	58.4
12:02:12 PM	57.8
12:02:22 PM	59.6
12:02:32 PM	57.6
12:02:42 PM	55.9
12:02:52 PM	55.8
12:03:02 PM	60.1
12:03:12 PM	58.9
12:03:22 PM	57.4
12:03:32 PM	58.5
12:03:42 PM	58
12:03:52 PM	59.4
12:04:02 PM	56.8
12:04:12 PM	56.5
12:04:22 PM	58.6
12:04:32 PM	61.9
12:04:42 PM	62
12:04:52 PM	59.1
12:05:02 PM	60
12:05:12 PM	56.8
12:05:22 PM	58.3
12:05:32 PM	60.5
12:05:42 PM	57.7
12:05:52 PM	58.3
12:06:02 PM	60.6
12:06:12 PM	60.8
12:06:22 PM	62.6
12:06:32 PM	64.3
12:06:42 PM	59.9
12:06:52 PM	55.4
12:07:02 PM	57.6
12:07:12 PM	59.1
12:07:22 PM	60.5
12:07:32 PM	63.6
12:07:42 PM	69.8
12:07:52 PM	66.7
12:08:02 PM	59.2
12:08:12 PM	57.9
12:08:22 PM	55.6
12:08:32 PM	57.4
12:08:42 PM	62.3

61.0

Time	Leq
11:38:45 PM	57.1
11:38:55 PM	57.6
11:39:05 PM	55.7
11:39:15 PM	56.1
11:39:25 PM	59.2
11:39:35 PM	60.5
11:39:45 PM	59.4
11:39:55 PM	54.7
11:40:05 PM	53.4
11:40:15 PM	54.1
11:40:25 PM	56
11:40:35 PM	54.9
11:40:45 PM	55.6
11:40:55 PM	53.5
11:41:05 PM	56
11:41:15 PM	57.3
11:41:25 PM	57.5
11:41:35 PM	53.3
11:41:45 PM	54.9
11:41:55 PM	52.9
11:42:05 PM	54.4
11:42:15 PM	53.4
11:42:25 PM	51.8
11:42:35 PM	57.5
11:42:45 PM	56.8
11:42:55 PM	52.9
11:43:05 PM	52.6
11:43:15 PM	52.3
11:43:25 PM	52.9
11:43:35 PM	55.9
11:43:45 PM	53.5
11:43:55 PM	52.4
11:44:05 PM	52.4
11:44:15 PM	57.2
11:44:25 PM	59.1
11:44:35 PM	53.6
11:44:45 PM	53.7
11:44:55 PM	57.9
11:45:05 PM	56.7
11:45:15 PM	53.1
11:45:25 PM	53
11:45:35 PM	57.3
11:45:45 PM	55.5
11:45:55 PM	54.5
11:46:05 PM	55.1
11:46:15 PM	62.5

11:46:25 PM	60.9
11:46:35 PM	59.1
11:46:45 PM	53
11:46:55 PM	59
11:47:05 PM	58
11:47:15 PM	50.1
11:47:25 PM	49.9
11:47:35 PM	55.4
11:47:45 PM	56.2
11:47:55 PM	50.7
11:48:05 PM	51.6
11:48:15 PM	57.5
11:48:25 PM	48.6
11:48:35 PM	47.9
11:48:45 PM	48.1
11:48:55 PM	48.5
11:49:05 PM	51.4
11:49:15 PM	53.3
11:49:25 PM	51.4
11:49:35 PM	52.7
11:49:45 PM	61
11:49:55 PM	57.7
11:50:05 PM	58.4
11:50:15 PM	51.7
11:50:25 PM	54.6
11:50:35 PM	63.9
11:50:45 PM	67.5
11:50:55 PM	62.5
11:51:05 PM	57.5
11:51:15 PM	51.7
11:51:25 PM	48.6
11:51:35 PM	48.6
11:51:45 PM	50.2
11:51:55 PM	49.2
11:52:05 PM	57.3
11:52:15 PM	53.7
11:52:25 PM	53.1
11:52:35 PM	51.1
11:52:45 PM	49.9
11:52:55 PM	49.5
11:53:05 PM	50.8
11:53:15 PM	52.1
11:53:25 PM	49.1
11:53:35 PM	57.4

56.7

Construction Noise & Vibration Calculations

Project: East End Studios Project

Construction Phase: *Demolition*

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	80	0
Air Compressor	1	78	40%	80	0
Excavator	1	81	40%	105	0
Rubber Tired Dozer	1	82	40%	105	0
Rubber Tired Loader	1	79	40%	130	0
Tractor/Loader/Backhoe	1	84	40%	130	0
Crushing/Proc. Equipment	1	85	50%	155	0
Concrete Saw	1	90	20%	155	0
Air Compressor	1	78	40%	180	0
Excavator	1	81	40%	180	0
Concrete Saw	3	90	20%	205	0
Excavator	2	81	40%	205	0
Water Truck	4	82	10%	230	0
Rough Terrain Forklifts	2	83	40%	230	0
Tractor/Loader/Backhoe	3	84	40%	230	0

24

Receptor: ***R1***

Results:

1-hour Leq: 83.9

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: Grading/Excavation

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Scrapers	1	84	40%	80	0
Roller	1	81	16%	80	0
Excavator	1	80	2%	105	0
Water Truck	1	82	10%	105	0
Rubber Tired Dozer	1	82	40%	130	0
Rubber Tired Loader	1	79	40%	130	0
Tractor/Loader/Backhoe	1	84	40%	155	0
Scrapers	1	84	40%	155	0
Excavator	1	81	40%	180	0
Water Truck	1	82	10%	180	0
Rubber Tired Dozer	1	82	40%	205	0
Rubber Tired Loader	1	79	40%	205	0
Tractor/Loader/Backhoe	1	84	40%	230	0
Scrapers	1	84	40%	230	0

14

Receptor: **R1**

Results:

1-hour Leq: 80.3

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Foundation*

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Tractor/Loader/Backhoe	1	84	40%	80	0
Water Truck	1	82	10%	80	0
Concrete Pump	1	81	50%	105	0
Surfacing Equipment	1	77	50%	105	0
Crane	1	81	16%	130	0
Plate Compactors	1	83	20%	130	0
Skid Steer Loaders	2	79	40%	155	0
Welder	1	74	40%	155	0
Rough Terrain Forklifts	2	83	40%	180	0
Tractor/Loader/Backhoe	1	84	40%	180	0
Water Truck	1	82	10%	205	0
Concrete Pump	1	81	50%	205	0
Surfacing Equipment	3	77	50%	230	0
Crane	1	81	16%	230	0
Plate Compactors	1	83	20%	230	0

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Receptor: *R1*

Results:

1-hour Leq: 80.5

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Building Construction*

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	80	0
Aerial Lifts	1	75	20%	80	0
Air Compressor	2	78	40%	105	0
Crane	1	81	16%	105	0
Water Truck	1	82	10%	130	0
Rough Terrain Forklifts	6	83	40%	130	0
Pump	2	81	20%	155	0
Plate Compactor	2	83	20%	155	0
Welder	4	74	40%	180	0
Tractor/Loader/Backhoe	4	84	40%	180	0
Skid Steer Loaders	2	79	40%	205	0
Others (misc)	5	85	50%	205	0
Concrete Saw	1	90	20%	230	0
Aerial Lifts	15	75	20%	230	0
Crane	3	81	16%	230	0

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Receptor: ***R1***

Results:

1-hour Leq: 84.5

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Paving/Landscape*

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	80	0
Rough Terrain Forklifts	1	83	40%	80	0
Air Compressor	2	78	40%	105	0
Crane	2	81	16%	105	0
Water Truck	1	82	10%	130	0
Pump	1	81	20%	130	0
Plate Compactor	2	83	20%	155	0
Trencher	2	80	50%	155	0
Tractor/Loader/Backhoe	2	84	40%	180	0
Loaders (Skid and Tired)	5	79	40%	180	0
Cement and Mortar Mixers	2	80	50%	205	0
Pavers and Paving Equip.	2	77	50%	205	0
Aerial Lifts	4	75	20%	230	0
Concrete Saw	1	90	20%	230	0
Rough Terrain Forklifts	1	83	40%	230	0

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Receptor: *R1*

Results:

1-hour Leq: 83.1

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Demolition*

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	65	0
Air Compressor	1	78	40%	65	0
Excavator	1	81	40%	90	0
Rubber Tired Dozer	1	82	40%	90	0
Rubber Tired Loader	1	79	40%	115	0
Tractor/Loader/Backhoe	1	84	40%	115	0
Crushing/Proc. Equipment	1	85	50%	140	0
Concrete Saw	1	90	20%	140	0
Air Compressor	1	78	40%	165	0
Excavator	1	81	40%	165	0
Concrete Saw	3	90	20%	190	0
Excavator	2	81	40%	190	0
Water Truck	4	82	10%	215	0
Rough Terrain Forklifts	2	83	40%	215	0
Tractor/Loader/Backhoe	3	84	40%	215	0

24

Receptor: R2

Results:

1-hour Leq: 85.1

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: Grading/Excavation

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Scrapers	1	84	40%	65	0
Roller	1	81	16%	65	0
Excavator	1	80	2%	90	0
Water Truck	1	82	10%	90	0
Rubber Tired Dozer	1	82	40%	115	0
Rubber Tired Loader	1	79	40%	115	0
Tractor/Loader/Backhoe	1	84	40%	140	0
Scrapers	1	84	40%	140	0
Excavator	1	81	40%	165	0
Water Truck	1	82	10%	165	0
Rubber Tired Dozer	1	82	40%	190	0
Rubber Tired Loader	1	79	40%	190	0
Tractor/Loader/Backhoe	1	84	40%	215	0
Scrapers	1	84	40%	215	0

14

Receptor: **R2**

Results:

1-hour Leq: 81.6

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Foundation*

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Tractor/Loader/Backhoe	1	84	40%	65	0
Water Truck	1	82	10%	65	0
Concrete Pump	1	81	50%	90	0
Surfacing Equipment	1	77	50%	90	0
Crane	1	81	16%	115	0
Plate Compactors	1	83	20%	115	0
Skid Steer Loaders	2	79	40%	140	0
Welder	1	74	40%	140	0
Rough Terrain Forklifts	2	83	40%	165	0
Tractor/Loader/Backhoe	1	84	40%	165	0
Water Truck	1	82	10%	190	0
Concrete Pump	1	81	50%	190	0
Surfacing Equipment	3	77	50%	215	0
Crane	1	81	16%	215	0
Plate Compactors	1	83	20%	215	0

19

Receptor: *R2*

Results:

1-hour Leq: 81.9

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Building Construction*

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	65	0
Aerial Lifts	1	75	20%	65	0
Air Compressor	2	78	40%	90	0
Crane	1	81	16%	90	0
Water Truck	1	82	10%	115	0
Rough Terrain Forklifts	6	83	40%	115	0
Pump	2	81	20%	140	0
Plate Compactor	2	83	20%	140	0
Welder	4	74	40%	165	0
Tractor/Loader/Backhoe	4	84	40%	165	0
Skid Steer Loaders	2	79	40%	190	0
Others (misc)	5	85	50%	190	0
Concrete Saw	1	90	20%	215	0
Aerial Lifts	15	75	20%	215	0
Crane	3	81	16%	215	0

50

Receptor: *R2*

Results:

1-hour Leq: 85.7

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Paving/Landscape*

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	65	0
Rough Terrain Forklifts	1	83	40%	65	0
Air Compressor	2	78	40%	90	0
Crane	2	81	16%	90	0
Water Truck	1	82	10%	115	0
Pump	1	81	20%	115	0
Plate Compactor	2	83	20%	140	0
Trencher	2	80	50%	140	0
Tractor/Loader/Backhoe	2	84	40%	165	0
Loaders (Skid and Tired)	5	79	40%	165	0
Cement and Mortar Mixers	2	80	50%	190	0
Pavers and Paving Equip.	2	77	50%	190	0
Aerial Lifts	4	75	20%	215	0
Concrete Saw	1	90	20%	215	0
Rough Terrain Forklifts	1	83	40%	215	0

29

Receptor: R2

Results:

1-hour Leq: 84.5

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Demolition*

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	60	0
Air Compressor	1	78	40%	60	0
Excavator	1	81	40%	85	0
Rubber Tired Dozer	1	82	40%	85	0
Rubber Tired Loader	1	79	40%	110	0
Tractor/Loader/Backhoe	1	84	40%	110	0
Crushing/Proc. Equipment	1	85	50%	135	0
Concrete Saw	1	90	20%	135	0
Air Compressor	1	78	40%	160	0
Excavator	1	81	40%	160	0
Concrete Saw	3	90	20%	185	0
Excavator	2	81	40%	185	0
Water Truck	4	82	10%	210	0
Rough Terrain Forklifts	2	83	40%	210	0
Tractor/Loader/Backhoe	3	84	40%	210	0

24

Receptor: *R3*

Results:

1-hour Leq: 85.6

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: Grading/Excavation

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Scrapers	1	84	40%	60	0
Roller	1	81	16%	60	0
Excavator	1	80	2%	85	0
Water Truck	1	82	10%	85	0
Rubber Tired Dozer	1	82	40%	110	0
Rubber Tired Loader	1	79	40%	110	0
Tractor/Loader/Backhoe	1	84	40%	135	0
Scrapers	1	84	40%	135	0
Excavator	1	81	40%	160	0
Water Truck	1	82	10%	160	0
Rubber Tired Dozer	1	82	40%	185	0
Rubber Tired Loader	1	79	40%	185	0
Tractor/Loader/Backhoe	1	84	40%	210	0
Scrapers	1	84	40%	210	0

14

Receptor: R3

Results:

1-hour Leq: 82.1

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Foundation*

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Tractor/Loader/Backhoe	1	84	40%	60	0
Water Truck	1	82	10%	60	0
Concrete Pump	1	81	50%	85	0
Surfacing Equipment	1	77	50%	85	0
Crane	1	81	16%	110	0
Plate Compactors	1	83	20%	110	0
Skid Steer Loaders	2	79	40%	135	0
Welder	1	74	40%	135	0
Rough Terrain Forklifts	2	83	40%	160	0
Tractor/Loader/Backhoe	1	84	40%	160	0
Water Truck	1	82	10%	185	0
Concrete Pump	1	81	50%	185	0
Surfacing Equipment	3	77	50%	210	0
Crane	1	81	16%	210	0
Plate Compactors	1	83	20%	210	0

19

Receptor: *R3*

Results:

1-hour Leq: 82.4

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Building Construction*

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	60	0
Aerial Lifts	1	75	20%	60	0
Air Compressor	2	78	40%	85	0
Crane	1	81	16%	85	0
Water Truck	1	82	10%	110	0
Rough Terrain Forklifts	6	83	40%	110	0
Pump	2	81	20%	135	0
Plate Compactor	2	83	20%	135	0
Welder	4	74	40%	160	0
Tractor/Loader/Backhoe	4	84	40%	160	0
Skid Steer Loaders	2	79	40%	185	0
Others (misc)	5	85	50%	185	0
Concrete Saw	1	90	20%	210	0
Aerial Lifts	15	75	20%	210	0
Crane	3	81	16%	210	0

50

Receptor: *R3*

Results:

1-hour Leq: 86.2

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Paving/Landscape*

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	60	0
Rough Terrain Forklifts	1	83	40%	60	0
Air Compressor	2	78	40%	85	0
Crane	2	81	16%	85	0
Water Truck	1	82	10%	110	0
Pump	1	81	20%	110	0
Plate Compactor	2	83	20%	135	0
Trencher	2	80	50%	135	0
Tractor/Loader/Backhoe	2	84	40%	160	0
Loaders (Skid and Tired)	5	79	40%	160	0
Cement and Mortar Mixers	2	80	50%	185	0
Pavers and Paving Equip.	2	77	50%	185	0
Aerial Lifts	4	75	20%	210	0
Concrete Saw	1	90	20%	210	0
Rough Terrain Forklifts	1	83	40%	210	0

29

Receptor: *R3*

Results:

1-hour Leq: 85.1

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Demolition*

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	310	15
Air Compressor	1	78	40%	310	15
Excavator	1	81	40%	335	15
Rubber Tired Dozer	1	82	40%	335	15
Rubber Tired Loader	1	79	40%	360	15
Tractor/Loader/Backhoe	1	84	40%	360	15
Crushing/Proc. Equipment	1	85	50%	385	15
Concrete Saw	1	90	20%	385	15
Air Compressor	1	78	40%	410	15
Excavator	1	81	40%	410	15
Concrete Saw	3	90	20%	435	15
Excavator	2	81	40%	435	15
Water Truck	4	82	10%	460	15
Rough Terrain Forklifts	2	83	40%	460	15
Tractor/Loader/Backhoe	3	84	40%	460	15

24

Receptor: *R4*

Results:

1-hour Leq: 60.3

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: Grading/Excavation

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Scrapers	1	84	40%	310	15
Roller	1	81	16%	310	15
Excavator	1	80	2%	335	15
Water Truck	1	82	10%	335	15
Rubber Tired Dozer	1	82	40%	360	15
Rubber Tired Loader	1	79	40%	360	15
Tractor/Loader/Backhoe	1	84	40%	385	15
Scrapers	1	84	40%	385	15
Excavator	1	81	40%	410	15
Water Truck	1	82	10%	410	15
Rubber Tired Dozer	1	82	40%	435	15
Rubber Tired Loader	1	79	40%	435	15
Tractor/Loader/Backhoe	1	84	40%	460	15
Scrapers	1	84	40%	460	15

14

Receptor: R4

Results:

1-hour Leq: 56.3

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Foundation*

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Tractor/Loader/Backhoe	1	84	40%	310	15
Water Truck	1	82	10%	310	15
Concrete Pump	1	81	50%	335	15
Surfacing Equipment	1	77	50%	335	15
Crane	1	81	16%	360	15
Plate Compactors	1	83	20%	360	15
Skid Steer Loaders	2	79	40%	385	15
Welder	1	74	40%	385	15
Rough Terrain Forklifts	2	83	40%	410	15
Tractor/Loader/Backhoe	1	84	40%	410	15
Water Truck	1	82	10%	435	15
Concrete Pump	1	81	50%	435	15
Surfacing Equipment	3	77	50%	460	15
Crane	1	81	16%	460	15
Plate Compactors	1	83	20%	460	15

19

Receptor: *R4*

Results:

1-hour Leq: 56.4

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Building Construction*

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	310	15
Aerial Lifts	1	75	20%	310	15
Air Compressor	2	78	40%	335	15
Crane	1	81	16%	335	15
Water Truck	1	82	10%	360	15
Rough Terrain Forklifts	6	83	40%	360	15
Pump	2	81	20%	385	15
Plate Compactor	2	83	20%	385	15
Welder	4	74	40%	410	15
Tractor/Loader/Backhoe	4	84	40%	410	15
Skid Steer Loaders	2	79	40%	435	15
Others (misc)	5	85	50%	435	15
Concrete Saw	1	90	20%	460	15
Aerial Lifts	15	75	20%	460	15
Crane	3	81	16%	460	15

50

Receptor: *R4*

Results:

1-hour Leq: 61.1

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Paving/Landscape*

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	310	15
Rough Terrain Forklifts	1	83	40%	310	15
Air Compressor	2	78	40%	335	15
Crane	2	81	16%	335	15
Water Truck	1	82	10%	360	15
Pump	1	81	20%	360	15
Plate Compactor	2	83	20%	385	15
Trencher	2	80	50%	385	15
Tractor/Loader/Backhoe	2	84	40%	410	15
Loaders (Skid and Tired)	5	79	40%	410	15
Cement and Mortar Mixers	2	80	50%	435	15
Pavers and Paving Equip.	2	77	50%	435	15
Aerial Lifts	4	75	20%	460	15
Concrete Saw	1	90	20%	460	15
Rough Terrain Forklifts	1	83	40%	460	15

29

Receptor: *R4*

Results:

1-hour Leq: 58.8

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Demolition*

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	430	15
Air Compressor	1	78	40%	430	15
Excavator	1	81	40%	455	15
Rubber Tired Dozer	1	82	40%	455	15
Rubber Tired Loader	1	79	40%	480	15
Tractor/Loader/Backhoe	1	84	40%	480	15
Crushing/Proc. Equipment	1	85	50%	505	15
Concrete Saw	1	90	20%	505	15
Air Compressor	1	78	40%	530	15
Excavator	1	81	40%	530	15
Concrete Saw	3	90	20%	555	15
Excavator	2	81	40%	555	15
Water Truck	4	82	10%	580	15
Rough Terrain Forklifts	2	83	40%	580	15
Tractor/Loader/Backhoe	3	84	40%	580	15

24

Receptor: *R5*

Results:

1-hour Leq: 57.9

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: Grading/Excavation

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Scrapers	1	84	40%	430	15
Roller	1	81	16%	430	15
Excavator	1	80	2%	455	15
Water Truck	1	82	10%	455	15
Rubber Tired Dozer	1	82	40%	480	15
Rubber Tired Loader	1	79	40%	480	15
Tractor/Loader/Backhoe	1	84	40%	505	15
Scrapers	1	84	40%	505	15
Excavator	1	81	40%	530	15
Water Truck	1	82	10%	530	15
Rubber Tired Dozer	1	82	40%	555	15
Rubber Tired Loader	1	79	40%	555	15
Tractor/Loader/Backhoe	1	84	40%	580	15
Scrapers	1	84	40%	580	15

14

Receptor: **R5**

Results:

1-hour Leq: 53.9

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Foundation*

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Tractor/Loader/Backhoe	1	84	40%	430	15
Water Truck	1	82	10%	430	15
Concrete Pump	1	81	50%	455	15
Surfacing Equipment	1	77	50%	455	15
Crane	1	81	16%	480	15
Plate Compactors	1	83	20%	480	15
Skid Steer Loaders	2	79	40%	505	15
Welder	1	74	40%	505	15
Rough Terrain Forklifts	2	83	40%	530	15
Tractor/Loader/Backhoe	1	84	40%	530	15
Water Truck	1	82	10%	555	15
Concrete Pump	1	81	50%	555	15
Surfacing Equipment	3	77	50%	580	15
Crane	1	81	16%	580	15
Plate Compactors	1	83	20%	580	15

19

Receptor: *R5*

Results:

1-hour Leq: 54.0

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Building Construction*

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	430	15
Aerial Lifts	1	75	20%	430	15
Air Compressor	2	78	40%	455	15
Crane	1	81	16%	455	15
Water Truck	1	82	10%	480	15
Rough Terrain Forklifts	6	83	40%	480	15
Pump	2	81	20%	505	15
Plate Compactor	2	83	20%	505	15
Welder	4	74	40%	530	15
Tractor/Loader/Backhoe	4	84	40%	530	15
Skid Steer Loaders	2	79	40%	555	15
Others (misc)	5	85	50%	555	15
Concrete Saw	1	90	20%	580	15
Aerial Lifts	15	75	20%	580	15
Crane	3	81	16%	580	15

50

Receptor: *R5*

Results:

1-hour Leq: 58.8

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Paving/Landscape*

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	430	15
Rough Terrain Forklifts	1	83	40%	430	15
Air Compressor	2	78	40%	455	15
Crane	2	81	16%	455	15
Water Truck	1	82	10%	480	15
Pump	1	81	20%	480	15
Plate Compactor	2	83	20%	505	15
Trencher	2	80	50%	505	15
Tractor/Loader/Backhoe	2	84	40%	530	15
Loaders (Skid and Tired)	5	79	40%	530	15
Cement and Mortar Mixers	2	80	50%	555	15
Pavers and Paving Equip.	2	77	50%	555	15
Aerial Lifts	4	75	20%	580	15
Concrete Saw	1	90	20%	580	15
Rough Terrain Forklifts	1	83	40%	580	15

29

Receptor: *R5*

Results:

1-hour Leq: 56.4

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Demolition*

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	25	0
Air Compressor	1	78	40%	50	0
Excavator	1	81	40%	50	0
Rubber Tired Dozer	1	82	40%	75	0
Rubber Tired Loader	1	79	40%	75	0
Tractor/Loader/Backhoe	1	84	40%	100	0
Crushing/Proc. Equipment	1	85	50%	100	0
Concrete Saw	1	90	20%	125	0
Air Compressor	1	78	40%	125	0
Excavator	1	81	40%	150	0
Concrete Saw	3	90	20%	150	0
Excavator	2	81	40%	175	0
Water Truck	4	82	10%	175	0
Rough Terrain Forklifts	2	83	40%	200	0
Tractor/Loader/Backhoe	3	84	40%	200	0

24

Receptor: *R6*

Results:

1-hour Leq: 90.5

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: Grading/Excavation

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Scrapers	1	84	40%	25	0
Roller	1	81	16%	50	0
Excavator	1	80	2%	50	0
Water Truck	1	82	10%	75	0
Rubber Tired Dozer	1	82	40%	75	0
Rubber Tired Loader	1	79	40%	100	0
Tractor/Loader/Backhoe	1	84	40%	100	0
Scrapers	1	84	40%	125	0
Excavator	1	81	40%	125	0
Water Truck	1	82	10%	150	0
Rubber Tired Dozer	1	82	40%	150	0
Rubber Tired Loader	1	79	40%	175	0
Tractor/Loader/Backhoe	1	84	40%	175	0
Scrapers	1	84	40%	200	0

14

Receptor: R6

Results:

1-hour Leq: 87.3

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Foundation*

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Tractor/Loader/Backhoe	1	84	40%	25	0
Water Truck	1	82	10%	50	0
Concrete Pump	1	81	50%	50	0
Surfacing Equipment	1	77	50%	75	0
Crane	1	81	16%	75	0
Plate Compactors	1	83	20%	100	0
Skid Steer Loaders	2	79	40%	100	0
Welder	1	74	40%	125	0
Rough Terrain Forklifts	2	83	40%	125	0
Tractor/Loader/Backhoe	1	84	40%	150	0
Water Truck	1	82	10%	150	0
Concrete Pump	1	81	50%	175	0
Surfacing Equipment	3	77	50%	175	0
Crane	1	81	16%	200	0
Plate Compactors	1	83	20%	200	0

19

Receptor: *R6*

Results:

1-hour Leq: 87.6

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Building Construction*

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	25	0
Aerial Lifts	1	75	20%	50	0
Air Compressor	2	78	40%	50	0
Crane	1	81	16%	75	0
Water Truck	1	82	10%	75	0
Rough Terrain Forklifts	6	83	40%	100	0
Pump	2	81	20%	100	0
Plate Compactor	2	83	20%	125	0
Welder	4	74	40%	125	0
Tractor/Loader/Backhoe	4	84	40%	150	0
Skid Steer Loaders	2	79	40%	150	0
Others (misc)	5	85	50%	175	0
Concrete Saw	1	90	20%	175	0
Aerial Lifts	15	75	20%	200	0
Crane	3	81	16%	200	0

50

Receptor: *R6*

Results:

1-hour Leq: 90.7

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Paving/Landscape*

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	25	0
Rough Terrain Forklifts	1	83	40%	50	0
Air Compressor	2	78	40%	50	0
Crane	2	81	16%	75	0
Water Truck	1	82	10%	75	0
Pump	1	81	20%	100	0
Plate Compactor	2	83	20%	100	0
Trencher	2	80	50%	125	0
Tractor/Loader/Backhoe	2	84	40%	125	0
Loaders (Skid and Tired)	5	79	40%	150	0
Cement and Mortar Mixers	2	80	50%	150	0
Pavers and Paving Equip.	2	77	50%	175	0
Aerial Lifts	4	75	20%	175	0
Concrete Saw	1	90	20%	200	0
Rough Terrain Forklifts	1	83	40%	200	0

29

Receptor: R6

Results:

1-hour Leq: 90.3

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Demolition*

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	245	0
Air Compressor	1	78	40%	245	0
Excavator	1	81	40%	270	0
Rubber Tired Dozer	1	82	40%	270	0
Rubber Tired Loader	1	79	40%	295	0
Tractor/Loader/Backhoe	1	84	40%	295	0
Crushing/Proc. Equipment	1	85	50%	320	0
Concrete Saw	1	90	20%	320	0
Air Compressor	1	78	40%	345	0
Excavator	1	81	40%	345	0
Concrete Saw	3	90	20%	370	0
Excavator	2	81	40%	370	0
Water Truck	4	82	10%	395	0
Rough Terrain Forklifts	2	83	40%	395	0
Tractor/Loader/Backhoe	3	84	40%	395	0

24

Receptor: R6A

Results:

1-hour Leq: 76.9

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: Grading/Excavation

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Scrapers	1	84	40%	245	0
Roller	1	81	16%	245	0
Excavator	1	80	2%	270	0
Water Truck	1	82	10%	270	0
Rubber Tired Dozer	1	82	40%	295	0
Rubber Tired Loader	1	79	40%	295	0
Tractor/Loader/Backhoe	1	84	40%	320	0
Scrapers	1	84	40%	320	0
Excavator	1	81	40%	345	0
Water Truck	1	82	10%	345	0
Rubber Tired Dozer	1	82	40%	370	0
Rubber Tired Loader	1	79	40%	370	0
Tractor/Loader/Backhoe	1	84	40%	395	0
Scrapers	1	84	40%	395	0

14

Receptor: R6A

Results:

1-hour Leq: 72.9

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Foundation*

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Tractor/Loader/Backhoe	1	84	40%	245	0
Water Truck	1	82	10%	245	0
Concrete Pump	1	81	50%	270	0
Surfacing Equipment	1	77	50%	270	0
Crane	1	81	16%	295	0
Plate Compactors	1	83	20%	295	0
Skid Steer Loaders	2	79	40%	320	0
Welder	1	74	40%	320	0
Rough Terrain Forklifts	2	83	40%	345	0
Tractor/Loader/Backhoe	1	84	40%	345	0
Water Truck	1	82	10%	370	0
Concrete Pump	1	81	50%	370	0
Surfacing Equipment	3	77	50%	395	0
Crane	1	81	16%	395	0
Plate Compactors	1	83	20%	395	0

19

Receptor: R6A

Results:

1-hour Leq: 73.1

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Building Construction*

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	245	0
Aerial Lifts	1	75	20%	245	0
Air Compressor	2	78	40%	270	0
Crane	1	81	16%	270	0
Water Truck	1	82	10%	295	0
Rough Terrain Forklifts	6	83	40%	295	0
Pump	2	81	20%	320	0
Plate Compactor	2	83	20%	320	0
Welder	4	74	40%	345	0
Tractor/Loader/Backhoe	4	84	40%	345	0
Skid Steer Loaders	2	79	40%	370	0
Others (misc)	5	85	50%	370	0
Concrete Saw	1	90	20%	395	0
Aerial Lifts	15	75	20%	395	0
Crane	3	81	16%	395	0

50

Receptor: R6A

Results:

1-hour Leq: 77.7

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Paving/Landscape*

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	245	0
Rough Terrain Forklifts	1	83	40%	245	0
Air Compressor	2	78	40%	270	0
Crane	2	81	16%	270	0
Water Truck	1	82	10%	295	0
Pump	1	81	20%	295	0
Plate Compactor	2	83	20%	320	0
Trencher	2	80	50%	320	0
Tractor/Loader/Backhoe	2	84	40%	345	0
Loaders (Skid and Tired)	5	79	40%	345	0
Cement and Mortar Mixers	2	80	50%	370	0
Pavers and Paving Equip.	2	77	50%	370	0
Aerial Lifts	4	75	20%	395	0
Concrete Saw	1	90	20%	395	0
Rough Terrain Forklifts	1	83	40%	395	0

29

Receptor: R6A

Results:

1-hour Leq: 75.5

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Demolition*

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	580	5
Air Compressor	1	78	40%	580	5
Excavator	1	81	40%	605	5
Rubber Tired Dozer	1	82	40%	605	5
Rubber Tired Loader	1	79	40%	630	5
Tractor/Loader/Backhoe	1	84	40%	630	5
Crushing/Proc. Equipment	1	85	50%	655	5
Concrete Saw	1	90	20%	655	5
Air Compressor	1	78	40%	680	5
Excavator	1	81	40%	680	5
Concrete Saw	3	90	20%	705	5
Excavator	2	81	40%	705	5
Water Truck	4	82	10%	730	5
Rough Terrain Forklifts	2	83	40%	730	5
Tractor/Loader/Backhoe	3	84	40%	730	5

24

Receptor: ***R7***

Results:

1-hour Leq: 65.7

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: Grading/Excavation

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Scrapers	1	84	40%	580	5
Roller	1	81	16%	580	5
Excavator	1	80	2%	605	5
Water Truck	1	82	10%	605	5
Rubber Tired Dozer	1	82	40%	630	5
Rubber Tired Loader	1	79	40%	630	5
Tractor/Loader/Backhoe	1	84	40%	655	5
Scrapers	1	84	40%	655	5
Excavator	1	81	40%	680	5
Water Truck	1	82	10%	680	5
Rubber Tired Dozer	1	82	40%	705	5
Rubber Tired Loader	1	79	40%	705	5
Tractor/Loader/Backhoe	1	84	40%	730	5
Scrapers	1	84	40%	730	5

14

Receptor: **R7**

Results:

1-hour Leq: 61.6

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Foundation*

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Tractor/Loader/Backhoe	1	84	40%	580	5
Water Truck	1	82	10%	580	5
Concrete Pump	1	81	50%	605	5
Surfacing Equipment	1	77	50%	605	5
Crane	1	81	16%	630	5
Plate Compactors	1	83	20%	630	5
Skid Steer Loaders	2	79	40%	655	5
Welder	1	74	40%	655	5
Rough Terrain Forklifts	2	83	40%	680	5
Tractor/Loader/Backhoe	1	84	40%	680	5
Water Truck	1	82	10%	705	5
Concrete Pump	1	81	50%	705	5
Surfacing Equipment	3	77	50%	730	5
Crane	1	81	16%	730	5
Plate Compactors	1	83	20%	730	5

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Receptor: *R7*

Results:

1-hour Leq: 61.7

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Building Construction*

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	580	5
Aerial Lifts	1	75	20%	580	5
Air Compressor	2	78	40%	605	5
Crane	1	81	16%	605	5
Water Truck	1	82	10%	630	5
Rough Terrain Forklifts	6	83	40%	630	5
Pump	2	81	20%	655	5
Plate Compactor	2	83	20%	655	5
Welder	4	74	40%	680	5
Tractor/Loader/Backhoe	4	84	40%	680	5
Skid Steer Loaders	2	79	40%	705	5
Others (misc)	5	85	50%	705	5
Concrete Saw	1	90	20%	730	5
Aerial Lifts	15	75	20%	730	5
Crane	3	81	16%	730	5

50

Receptor: *R7*

Results:

1-hour Leq: 66.5

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Paving/Landscape*

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	580	5
Rough Terrain Forklifts	1	83	40%	580	5
Air Compressor	2	78	40%	605	5
Crane	2	81	16%	605	5
Water Truck	1	82	10%	630	5
Pump	1	81	20%	630	5
Plate Compactor	2	83	20%	655	5
Trencher	2	80	50%	655	5
Tractor/Loader/Backhoe	2	84	40%	680	5
Loaders (Skid and Tired)	5	79	40%	680	5
Cement and Mortar Mixers	2	80	50%	705	5
Pavers and Paving Equip.	2	77	50%	705	5
Aerial Lifts	4	75	20%	730	5
Concrete Saw	1	90	20%	730	5
Rough Terrain Forklifts	1	83	40%	730	5

29

Receptor: *R7*

Results:

1-hour Leq: 64.1

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Off-Site Haul Trucks

Phase	Maximum Number of Truck One Way Trips (delivery/haul)		Estimated Noise Levels, dBA
	Per Day	Per Hour (8-hr day)	
TNM noise level for 1 trucks			48.4
1. Demolition	112	19	61.2
2. Grading/Excavation	516	86	67.7
3. Foundation	136	17	60.7
4. Building Construction	104	13	59.5
5. Paving/Landscape	40	5	55.4
* 8-hours for delivery trucks		Ambient, dBA	71.1
** 6-hours for haul trucks (demo/grading)		Significance Criteria, dBA	76.1

	Estimated Noise Levels - Project + Ambient, Leq(hr)
	Alameda
1. Demolition	71.5
2. Grading/Excavation	72.7
3. Foundation	71.5
4. Building Construction	71.4
5. Paving/Landscape	71.2

	Estimated Noise Increase, Leq(hr)
	Alameda
1. Demolition	0.4
2. Grading/Excavation	1.6
3. Foundation	0.4
4. Building Construction	0.3
5. Paving/Landscape	0.1
Maximum Noise Increase, dBA (Leq)	1.6

INPUT: ROADWAYS
East End Studios ADLA

Eyestone Environmental SKB					30 January 2024 TNM 2.5						
INPUT: ROADWAYS							Average pavement type shall be used unless a State highway agency substantiates the use of a different type with the approval of FHWA				
PROJECT/CONTRACT:	East End Studios ADLA										
RUN:	Construction Truck										
Roadway		Points									
Name	Width	Name	No.	Coordinates (pavement)			Flow Control			Segment	
				X	Y	Z	Control Device	Speed Constraint	Percent Vehicles Affected	Pvmt Type	On Struct?
	ft			ft	ft	ft		mph	%		
Haul Route	12.0	point1	1	0.0	0.0	0.00	Signal	0.00	50	Average	
		point2	2	1,000.0	0.0	0.00					

INPUT: TRAFFIC FOR LAeq1h Volumes

East End Studios ADLA

Eyestone Environmental												
SKB												
INPUT: TRAFFIC FOR LAeq1h Volumes												
PROJECT/CONTRACT:	East End Studios ADLA											
RUN:	Construction Truck											
Roadway	Points											
Name	Name	No.	Segment									
			Autos		MTrucks		HTrucks		Buses		Motorcycles	
			V	S	V	S	V	S	V	S	V	S
			veh/hr	mph	veh/hr	mph	veh/hr	mph	veh/hr	mph	veh/hr	mph
Haul Route	point1	1	0	0	0	0	1	35	0	0	0	0
	point2	2										

INPUT: RECEIVERS

East End Studios ADLA

Eyestone Environmental						30 January 2024						
SKB						TNM 2.5						
INPUT: RECEIVERS												
PROJECT/CONTRACT:	East End Studios ADLA											
RUN:	Construction Truck											
Receiver												
Name	No.	#DUs	Coordinates (ground)			Height	Input Sound Levels and Criteria				Active	
			X	Y	Z	above	Existing	Impact Criteria		NR	in	
						Ground	L _{Aeq} 1h	L _{Aeq} 1h	Sub'l	Goal	Calc.	
			ft	ft	ft	ft	dBA	dBA	dB	dB		
Receptor along Alameda	1	1	500.0	50.0	0.00	4.92	0.00	71	5.0	0.0	Y	

RESULTS: SOUND LEVELS
East End Studios ADLA

Eyestone Environmental SKB													
RESULTS: SOUND LEVELS													
PROJECT/CONTRACT:													
RUN:													
BARRIER DESIGN:													
ATMOSPHERICS:													
Receiver													
Name	No.	#DUs	Existing	No Barrier						With Barrier			
			LAeq1h	LAeq1h			Increase over existing	Type	Calculated	Noise Reduction			
				Calculated	Crit'n	Calculated	Crit'n	Impact	LAeq1h	Calculated	Goal	Calculated	
							Sub'l Inc					minus	
												Goal	
			dBA	dBA	dBA	dB	dB		dBA	dB	dB	dB	
Receptor along Alameda	1	1	0.0	48.4	71	48.4	5	----	48.4	0.0	0	0.0	
Dwelling Units		# DUs	Noise Reduction										
			Min	Avg	Max								
			dB	dB	dB								
All Selected		1	0.0	0.0	0.0								
All Impacted		0	0.0	0.0	0.0								
All that meet NR Goal		1	0.0	0.0	0.0								

Project: East End Studios Project

Construction Vibration Impacts

Reference Levels at 25 feet are based on FTA, 2006 (Transit Noise and Vibration Impact Assessment)

Calculations using FTA procedure with n= 1.5 (for receptors 25 feet or greater)

n= 1.1 (for receptors less than 25 feet, per Caltrans procedure)

ON-SITE CONSTRUCTION ACTIVITIES

Table 1: Construction Equipment Vibration Levels (PPV) - Building Damage

Equipment	Reference Vibration Levels at 25 ft., PPV	Estimated Vibration Levels at nearest off-site building structures, distance in feet, PPV									
		1205, 1235, 1269, E. 6th St. (Historic)		1275, 1281, 1291, E 6th St. (Historic)		1309 E 6th St. (Historic)		1340 E 6th St. (Historic)		1567 Industrial St. (Historic)	
		Distance	Level	Distance	Level	Distance	Level	Distance	Level	Distance	Level
Vibratory Roller	0.210	80	0.037	80	0.037	65	0.05010	60	0.0565	45	0.087
Large Bulldozer	0.089	80	0.016	80	0.016	65	0.02120	60	0.0239	45	0.037
Caisson Drilling	0.089	80	0.016	80	0.016	65	0.02120	60	0.0239	45	0.037
Loaded Trucks	0.076	80	0.013	80	0.013	65	0.01810	60	0.0204	45	0.032
Jackhammer	0.035	80	0.006	80	0.006	65	0.00830	60	0.0094	45	0.015
Small bulldozer	0.003	80	0.001	80	0.001	65	0.00070	60	0.0008	45	0.001

Table 1b: Construction Equipment Vibration Levels (PPV) - Building Damage

Equipment	Reference Vibration Levels at 25 ft., PPV	Estimated Vibration Levels at nearest off-site building structures, distance in feet, PPV									
		Buildings on North Side of E 6th St.		Building on East side of Mill St.		Multi-Residential Bldg. South of PS		Commercial Bldg. West of PS			
		Distance	Level	Distance	Level	Distance	Level	Distance	Level	Distance	Level
Vibratory Roller	0.210	80	0.037	60	0.057	15	0.368	130	0.018		
Large Bulldozer	0.089	80	0.016	60	0.024	15	0.156	130	0.008		
Caisson Drilling	0.089	80	0.016	60	0.024	15	0.156	130	0.008		
Loaded Trucks	0.076	80	0.013	60	0.020	15	0.133	130	0.006		
Jackhammer	0.035	80	0.006	60	0.009	15	0.061	130	0.003		
Small bulldozer	0.003	80	0.001	60	0.001	15	0.005	130	0.000		

Table 2a: Construction Equipment Vibration Levels (VdB) - Human Annoyance

Equipment	Reference Vibration Levels at 25 ft., VdB	Estimated Vibration Levels at Off-Site Receptors (at note distance in feet), VdB									
		R1		R2		R3		R4		R5	
		Distance	Level	Distance	Level	Distance	Level	Distance	Level	Distance	Level
Vibratory Roller	94	80	79	80	79	60	83	310	61	430	57
Large Bulldozer	87	80	72	80	72	60	76	310	54	430	50
Caisson Drilling	87	80	72	80	72	60	76	310	54	430	50
Loaded Truck	86	80	71	80	71	60	75	310	53	430	49
Jackhammer	79	80	64	80	64	60	68	310	46	430	42
Small bulldozer	58	80	43	80	43	60	47	310	25	430	21

Table 2b: Construction Equipment Vibration Levels (VdB) - Human Annoyance

Equipment	Vibration Levels at 25 ft., VdB	Estimated Vibration Levels at Off-Site Receptors (at note distance in feet), VdB									
		R6		R7		R6A					
		Distance	Level	Distance	Level	Distance	Level	Distance	Level	Distance	Level
Vibratory Roller	94	15	99	580	53	245	64				
Large Bulldozer	87	15	92	580	46	245	57				
Caisson Drilling	87	15	92	580	46	245	57				
Loaded Truck	86	15	91	580	45	245	56				
Jackhammer	79	15	84	580	38	245	49				
Small bulldozer	58	15	63	580	17	245	28				

OFF-SITE CONSTRUCTION HAUL TRUCKS

Table 3: Off-Site Haul Trucks - Building Damage

Equipment	Reference Vibration Levels at 50 ft., PPV	Estimated Vibration Levels at noted distance in feet, PPV									
		20									
		Distance	Level	Distance	Level	Distance	Level	Distance	Level	Distance	Level
Typical road surface	0.00565	0.022									

Ref. Levels based on FTA Figure 7-3 (converted from VdB to PPV)

Table 4: Off-Site Haul Trucks - Human Annoyance

Equipment	Reference Vibration Levels at 50 ft., VdB	Estimated Vibration Levels at noted distance in feet, VdB									
		20									
		Distance	Level	Distance	Level	Distance	Level	Distance	Level	Distance	Level
Typical road surface	63	75									

Ref. Levels based on FTA Figure 7-3

Operation Noise Calculations

Project Composite Noise Calculations (CNEL)

Project: East End Studios ADLA Project

Receptor	Ambient	Traffic ^a	Mechanical	Outdoor Spaces	Parking	Loading	Outdoor Production	Project Composite	Ambient + Project	Increase
R1	71.9	60.2	48.7	53.0	33.7	48.2	38.6	61.5	72.3	0.4
R1U	71.9	58.5	53.2	57.8	34.3	45.8	39.7	61.9	72.3	0.4
R2	73.3	60.2	50.2	52.7	37.1	50.9	41.0	61.7	73.6	0.3
R3	70.1	54.0	47.9	53.2	52.9	67.3	57.3	68.2	72.3	2.2
R3U	70.1	48.7	62.1	67.0	47.1	60.7	52.9	69.1	72.6	2.5
R4	60.8	45.1	48.4	45.8	27.8	38.8	31.7	51.7	61.3	0.5
R4U	60.8	40.1	55.7	56.4	37.6	44.9	41.4	59.4	63.2	2.4
R5	69.0	58.4	32.8	34.1	24.1	37.6	32.5	58.5	69.4	0.4
R6	72.4	42.4	52.4	48.4	35.8	49.8	44.3	55.8	72.5	0.1
R6U	72.4	47.4	65.3	64.8	46.6	61.2	55.8	69.1	74.1	1.7
R7	62.6	45.4	49.0	52.4	40.7	48.4	46.6	56.2	63.5	0.9

^a - Project traffic noise levels at each receptor is based on the traffic noise analysis for the roadway segment in front of the receptor, adjusted for distance and barrier (if present), as provided in the table below.

U - Represents upper levels.

Receptor	Roadway Segment	Traffic Noise Levels, CNEL			distance to roadway, ft	Existing	Existing + Project	barrier	distance to Center Line	adj. for distance
		Existing	Existing + Project	Project Only						
R1	6th St.	68.5	69.1	60.2	10	68.5	69.1	0	25	0.0
R1U	6th St.	66.8	67.4	58.5	22	68.5	69.1	0	25	-1.7
R2	6th St.	68.5	69.1	60.2	10	68.5	69.1	0	25	0.0
R3	Mill St.	55.1	57.6	54.0	10	55.1	57.6	0	25	0.0
R3U	Mill St.	49.7	52.2	48.7	71	55.1	57.6	0	25	-5.4
R4	Mill St.	46.2	48.7	45.1	180	55.1	57.6	0	25	-8.9
R4U	Mill St.	41.2	43.7	40.1	180	55.1	57.6	-5	25	-8.9
R5	7th St.	68.6	69.0	58.4	10	68.6	69.0	0	45	0.0
R6	Alameda St.	55.7	55.9	42.4	300	69.4	69.6	-5	45	-8.7
R6U	Alameda St.	60.7	60.9	47.4	300	69.4	69.6	0	45	-8.7
R7	Alameda St.	58.6	58.8	45.4	500	69.4	69.6	0	45	-10.8

For Report

Receptor	Ambient	Traffic ^a	Mechanical	Outdoor Spaces	Parking	Loading	Outdoor Production	Project Composite	Ambient + Project	Increase
R1	71.9	58.5	53.2	57.8	34.3	45.8	39.7	61.9	72.3	0.4
R2	73.3	60.2	50.2	52.7	37.1	50.9	41.0	61.7	73.6	0.3
R3	70.1	48.7	62.1	67.0	47.1	60.7	52.9	69.1	72.6	2.5
R4	60.8	40.1	55.7	56.4	37.6	44.9	41.4	59.4	63.2	2.4
R5	69.0	58.4	32.8	34.1	24.1	37.6	32.5	58.5	69.4	0.4
R6	72.4	47.4	65.3	64.8	46.6	61.2	55.8	69.1	74.1	1.7
R7	62.6	45.4	49.0	52.4	40.7	48.4	46.6	56.2	63.5	0.9

Outdoor Mechanical Equipment Noise Calculations

Project: East End Studios ADLA Project

		Hours of Operations			
Estimated Noise Levels, Leq from SOUNDPLAN		Ld (7am to 7pm)	Le (7pm to 10pm)	Ln (10pm to 7am)	
Receptor	Leq	CNEL	12	3	9
R1	42.0	48.7	42.0	42.0	42.0
R1U	46.5	53.2	46.5	46.5	46.5
R2	43.5	50.2	43.5	43.5	43.5
R3	41.2	47.9	41.2	41.2	41.2
R3U	55.4	62.1	55.4	55.4	55.4
R4	41.7	48.4	41.7	41.7	41.7
R4U	49.0	55.7	49.0	49.0	49.0
R5	26.1	32.8	26.1	26.1	26.1
R6	45.7	52.4	45.7	45.7	45.7
R6U	58.6	65.3	58.6	58.6	58.6
R7	42.3	49.0	42.3	42.3	42.3

Receptor	Ambient CNEL	Ambient + Project (CNEL)	Increase (CNEL)	ambient (Leq)	Ambient + Project (Leq)	Increase (Leq)
R1	71.9	71.9	0.0	65.4	65.4	0.0
R1U	71.9	72.0	0.1	65.4	65.5	0.1
R2	73.3	73.3	0.0	66.9	66.9	0.0
R3	70.1	70.1	0.0	62.9	62.9	0.0
R3U	70.1	70.7	0.6	62.9	63.6	0.7
R4	60.8	61.0	0.2	55.1	55.3	0.2
R4U	60.8	62.0	1.2	55.1	56.1	1.0
R5	69.0	69.0	0.0	61.9	61.9	0.0
R6	72.4	72.4	0.0	64.5	64.6	0.1
R6U	72.4	73.2	0.8	64.5	65.5	1.0
R7	62.6	62.8	0.2	56.7	56.9	0.2

For Report

Receptor	ambient (Leq)	Project (Leq)	Ambient + Project (Leq)	Increase (Leq)	Threshold
R1	65.4	46.5	65.5	0.1	70.4
R2	66.9	43.5	66.9	0.0	71.9
R3	62.9	55.4	63.6	0.7	67.9
R4	55.1	49.0	56.1	1.0	60.1
R5	61.9	26.1	61.9	0.0	66.9
R6	64.5	58.6	65.5	1.0	69.5
R7	56.7	42.3	56.9	0.2	61.7

Outdoor Noise Calculations

Project: East End Studios ADLA Project

					Hours of Operations		
Estimated noise levels, Leq (FROM SOUNDPLAN)					Ld (7am to 7pm)	Le (7pm to 10pm)	Ln (10pm to 7am)
Receptor	Sound System	Occupants	Total, Leq	CNEL	12	3	4
R1	48.5	38.5	48.9	53.0	48.9	48.9	45.4
R1U	53.3	42.6	53.7	57.8	53.7	53.7	50.2
R2	48.3	37.3	48.6	52.7	48.6	48.6	45.1
R3	47.6	43.8	49.1	53.2	49.1	49.1	45.6
R3U	62.2	54.5	62.9	67.0	62.9	62.9	59.4
R4	41.5	29.0	41.7	45.8	41.7	41.7	38.2
R4U	52.0	40.0	52.3	56.4	52.3	52.3	48.8
R5	29.4	21.0	30.0	34.1	30.0	30.0	26.5
R6	44.0	33.0	44.3	48.4	44.3	44.3	40.8
R6U	60.4	48.9	60.7	64.8	60.7	60.7	57.2
R7	47.8	38.7	48.3	52.4	48.3	48.3	44.8

Receptor	Ambient CNEL	Ambient + Project (CNEL)	Increase (CNEL)	ambient (Leq)	Project (Leq)	Ambient + Project (Leq)	Increase (Leq)
R1	71.9	72.0	0.1	65.4	48.9	65.5	0.1
R1U	71.9	72.1	0.2	65.4	53.7	65.7	0.3
R2	73.3	73.3	0.0	66.9	48.6	67.0	0.1
R3	70.1	70.2	0.1	62.9	49.1	63.1	0.2
R3U	70.1	71.8	1.7	62.9	62.9	65.9	3.0
R4	60.8	60.9	0.1	55.1	41.7	55.3	0.2
R4U	60.8	62.1	1.3	55.1	52.3	56.9	1.8
R5	69.0	69.0	0.0	61.9	30.0	61.9	0.0
R6	72.4	72.4	0.0	64.5	44.3	64.5	0.0
R6U	72.4	73.1	0.7	64.5	60.7	66.0	1.5
R7	62.6	63.0	0.4	56.7	48.3	57.3	0.6

For Report

Receptor	ambient (Leq)	Project (Leq)	Project (Leq)	Ambient + Project (Leq)	Threshold (Leq)
R1	65.4	53.7	65.7	0.3	70.4
R2	66.9	48.6	67.0	0.1	71.9
R3	62.9	62.9	65.9	3.0	67.9
R4	55.1	52.3	56.9	1.8	60.1
R5	61.9	30.0	61.9	0.0	66.9
R6	64.5	60.7	66.0	1.5	69.5
R7	56.7	48.3	57.3	0.6	61.7

Parking Noise Calculations

Project: East End Studios ADLA Project

		Hours of Operations			
Estimated Noise Levels, Leq from SOUNDPLAN		Ld (7am to 7pm)	Le (7pm to 10pm)	Ln (10pm to 7am)	
Receptor		CNEL	12	3	9
R1	27.0	33.7	27.0	27.0	27.0
R1U	27.6	34.3	27.6	27.6	27.6
R2	30.4	37.1	30.4	30.4	30.4
R3	46.2	52.9	46.2	46.2	46.2
R3U	40.4	47.1	40.4	40.4	40.4
R4	21.1	27.8	21.1	21.1	21.1
R4U	30.9	37.6	30.9	30.9	30.9
R5	17.4	24.1	17.4	17.4	17.4
R6	29.1	35.8	29.1	29.1	29.1
R6U	39.9	46.6	39.9	39.9	39.9
R7	34.0	40.7	34.0	34.0	34.0

Receptor	Ambient CNEL	Ambient + Project (CNEL)	Increase (CNEL)	ambient (Leq)	Ambient + Project (Leq)	Increase (Leq)
R1	71.9	71.9	0.0	65.4	65.4	0.0
R1U	71.9	71.9	0.0	65.4	65.4	0.0
R2	73.3	73.3	0.0	66.9	66.9	0.0
R3	70.1	70.2	0.1	62.9	63.0	0.1
R3U	70.1	70.1	0.0	62.9	62.9	0.0
R4	60.8	60.8	0.0	55.1	55.1	0.0
R4U	60.8	60.8	0.0	55.1	55.1	0.0
R5	69.0	69.0	0.0	61.9	61.9	0.0
R6	72.4	72.4	0.0	64.5	64.5	0.0
R6U	72.4	72.4	0.0	64.5	64.5	0.0
R7	62.6	62.6	0.0	56.7	56.7	0.0

For Report

Receptor	ambient (Leq)	Project (Leq)	Ambient + Project (Leq)	Increase (Leq)	Threshold
R1	65.4	27.6	65.4	0.0	70.4
R2	66.9	30.4	66.9	0.0	71.9
R3	62.9	46.2	63.0	0.1	67.9
R4	55.1	30.9	55.1	0.0	60.1
R5	61.9	17.4	61.9	0.0	66.9
R6	64.5	39.9	64.5	0.0	69.5
R7	56.7	34.0	56.7	0.0	61.7

Loading Noise Calculations

Project: East End Studios ADLA Project

					Hours of Operations		
Estimated noise levels, Leq (FROM SOUNDPLAN)					Ld (7am to 7pm)	Le (7pm to 10pm)	Ln (10pm to 7am)
Receptor	Loading		Total, Leq	CNEL	12	3	9
R1	41.5		41.5	48.2	41.5	41.5	41.5
R1U	39.1		39.1	45.8	39.1	39.1	39.1
R2	44.2		44.2	50.9	44.2	44.2	44.2
R3	60.6		60.6	67.3	60.6	60.6	60.6
R3U	54.0		54.0	60.7	54.0	54.0	54.0
R4	32.1		32.1	38.8	32.1	32.1	32.1
R4U	38.2		38.2	44.9	38.2	38.2	38.2
R5	30.9		30.9	37.6	30.9	30.9	30.9
R6	43.1		43.1	49.8	43.1	43.1	43.1
R6U	54.5		54.5	61.2	54.5	54.5	54.5
R7	41.7		41.7	48.4	41.7	41.7	41.7

Receptor	Ambient CNEL	Ambient + Project (CNEL)	Increase (CNEL)	ambient (Leq)	Project (Leq)	Ambient + Project (Leq)	Increase (Leq)
R1	71.9	71.9	0.0	65.4	41.5	65.4	0.0
R1U	71.9	71.9	0.0	65.4	39.1	65.4	0.0
R2	73.3	73.3	0.0	66.9	44.2	66.9	0.0
R3	70.1	71.9	1.8	62.9	60.6	64.9	2.0
R3U	70.1	70.6	0.5	62.9	54.0	63.4	0.5
R4	60.8	60.8	0.0	55.1	32.1	55.1	0.0
R4U	60.8	60.9	0.1	55.1	38.2	55.2	0.1
R5	69.0	69.0	0.0	61.9	30.9	61.9	0.0
R6	72.4	72.4	0.0	64.5	43.1	64.5	0.0
R6U	72.4	72.7	0.3	64.5	54.5	64.9	0.4
R7	62.6	62.8	0.2	56.7	41.7	56.8	0.1

For Report

Receptor	ambient (Leq)	Project (Leq)	Project (Leq)	Ambient + Project (Leq)	Threshold (Leq)
R1	65.4	41.5	65.4	0.0	70.4
R2	66.9	44.2	66.9	0.0	71.9
R3	62.9	60.6	64.9	2.0	67.9
R4	55.1	38.2	55.2	0.1	60.1
R5	61.9	30.9	61.9	0.0	66.9
R6	64.5	54.5	64.9	0.4	69.5
R7	56.7	41.7	56.8	0.1	61.7

Studio Operations Noise Calculations

Project: East End Studios ADLA Project

		Hours of Operations			
Estimated Noise Levels, Leq from SOUNDPLAN		Ld (7am to 7pm)	Le (7pm to 10pm)	Ln (10pm to 7am)	
Receptor		CNEL	12	3	9
R1	31.9	38.6	31.9	31.9	31.9
R1U	33.0	39.7	33.0	33.0	33.0
R2	34.3	41.0	34.3	34.3	34.3
R3	50.6	57.3	50.6	50.6	50.6
R3U	46.2	52.9	46.2	46.2	46.2
R4	25.0	31.7	25.0	25.0	25.0
R4U	34.7	41.4	34.7	34.7	34.7
R5	25.8	32.5	25.8	25.8	25.8
R6	37.6	44.3	37.6	37.6	37.6
R6U	49.1	55.8	49.1	49.1	49.1
R7	39.9	46.6	39.9	39.9	39.9

Receptor	Ambient CNEL	Ambient + Project (CNEL)	Increase (CNEL)	ambient (Leq)	Ambient + Project (Leq)	Increase (Leq)
R1	71.9	71.9	0.0	65.4	65.4	0.0
R1U	71.9	71.9	0.0	65.4	65.4	0.0
R2	73.3	73.3	0.0	66.9	66.9	0.0
R3	70.1	70.3	0.2	62.9	63.1	0.2
R3U	70.1	70.2	0.1	62.9	63.0	0.1
R4	60.8	60.8	0.0	55.1	55.1	0.0
R4U	60.8	60.8	0.0	55.1	55.1	0.0
R5	69.0	69.0	0.0	61.9	61.9	0.0
R6	72.4	72.4	0.0	64.5	64.5	0.0
R6U	72.4	72.5	0.1	64.5	64.6	0.1
R7	62.6	62.7	0.1	56.7	56.8	0.1

For Report

Receptor	ambient (Leq)	Project (Leq)	Ambient + Project (Leq)	Increase (Leq)	Threshold
R1	65.4	33.0	65.4	0.0	70.4
R2	66.9	34.3	66.9	0.0	71.9
R3	62.9	50.6	63.1	0.2	67.9
R4	55.1	34.7	55.1	0.0	60.1
R5	61.9	25.8	61.9	0.0	66.9
R6	64.5	49.1	64.6	0.1	69.5
R7	56.7	39.9	56.8	0.1	61.7

East End Studios ADLA Source Levels in dB(A) - 01 Mechanical

[illegible]

East End Studios ADLA Source Levels in dB(A) - 01 Mechanical

Name	Source type	Lw dB(A)	
Mechanical	Point	90.0	
Mechanical	Point	90.0	
Mechanical	Point	90.0	
Mechanical	Point	90.0	
Mechanical	Point	90.0	

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East End Studios ADLA

Calculated Noise Levels - 01 Mechanical

Source	Source type	Leq,d dB(A)	
Receiver R1 FI G Leq,d 42.0 dB(A)			
Mechanical	Point	15.5	
Mechanical	Point	15.1	
Mechanical	Point	14.7	
Mechanical	Point	14.5	
Mechanical	Point	14.5	
Mechanical	Point	13.8	
Mechanical	Point	13.6	
Mechanical	Point	13.5	
Mechanical	Point	16.4	
Mechanical	Point	16.4	
Mechanical	Point	8.0	
Mechanical	Point	7.5	
Mechanical	Point	19.7	
Mechanical	Point	21.6	
Mechanical	Point	19.5	
Mechanical	Point	15.6	
Mechanical	Point	11.7	
Mechanical	Point	11.4	
Mechanical	Point	11.4	
Mechanical	Point	11.3	
Mechanical	Point	31.4	
Mechanical	Point	31.6	
Mechanical	Point	30.3	
Mechanical	Point	27.2	
Mechanical	Point	28.5	
Mechanical	Point	27.1	
Mechanical	Point	25.7	
Mechanical	Point	27.3	
Mechanical	Point	24.4	
Mechanical	Point	27.7	
Mechanical	Point	28.9	
Mechanical	Point	26.5	
Mechanical	Point	21.0	
Mechanical	Point	21.1	
Mechanical	Point	20.9	
Mechanical	Point	21.6	
Mechanical	Point	32.8	
Mechanical	Point	30.8	
Mechanical	Point	26.2	
Mechanical	Point	26.1	
Mechanical	Point	25.7	
Mechanical	Point	26.1	

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Calculated Noise Levels - 01 Mechanical

Source	Source type	Leq,d dB(A)	
Mechanical	Point	28.2	
Mechanical	Point	26.9	
Receiver R1 FI F2 Leq,d 46.5 dB(A)			
Mechanical	Point	17.9	
Mechanical	Point	17.7	
Mechanical	Point	17.5	
Mechanical	Point	16.6	
Mechanical	Point	17.0	
Mechanical	Point	16.6	
Mechanical	Point	16.3	
Mechanical	Point	16.1	
Mechanical	Point	24.6	
Mechanical	Point	24.4	
Mechanical	Point	13.4	
Mechanical	Point	12.9	
Mechanical	Point	25.5	
Mechanical	Point	27.2	
Mechanical	Point	27.1	
Mechanical	Point	23.3	
Mechanical	Point	15.8	
Mechanical	Point	15.5	
Mechanical	Point	15.3	
Mechanical	Point	15.1	
Mechanical	Point	36.1	
Mechanical	Point	36.4	
Mechanical	Point	32.1	
Mechanical	Point	33.8	
Mechanical	Point	34.2	
Mechanical	Point	33.6	
Mechanical	Point	30.4	
Mechanical	Point	30.7	
Mechanical	Point	30.2	
Mechanical	Point	30.8	
Mechanical	Point	31.0	
Mechanical	Point	30.7	
Mechanical	Point	25.6	
Mechanical	Point	25.6	
Mechanical	Point	25.4	
Mechanical	Point	26.3	
Mechanical	Point	39.1	
Mechanical	Point	36.7	
Mechanical	Point	27.2	
Mechanical	Point	27.0	

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East End Studios ADLA Calculated Noise Levels - 01 Mechanical

Source	Source type	Leq,d dB(A)	
Mechanical	Point	26.8	
Mechanical	Point	26.8	
Mechanical	Point	26.9	
Mechanical	Point	26.9	
Receiver R2 FI G Leq,d 43.5 dB(A)			
Mechanical	Point	17.5	
Mechanical	Point	17.1	
Mechanical	Point	16.7	
Mechanical	Point	16.4	
Mechanical	Point	17.8	
Mechanical	Point	17.4	
Mechanical	Point	17.0	
Mechanical	Point	16.7	
Mechanical	Point	18.7	
Mechanical	Point	18.1	
Mechanical	Point	17.6	
Mechanical	Point	17.3	
Mechanical	Point	12.3	
Mechanical	Point	12.0	
Mechanical	Point	11.7	
Mechanical	Point	11.9	
Mechanical	Point	22.4	
Mechanical	Point	22.1	
Mechanical	Point	22.6	
Mechanical	Point	22.4	
Mechanical	Point	29.6	
Mechanical	Point	30.3	
Mechanical	Point	25.1	
Mechanical	Point	27.1	
Mechanical	Point	33.2	
Mechanical	Point	25.6	
Mechanical	Point	30.0	
Mechanical	Point	31.9	
Mechanical	Point	28.5	
Mechanical	Point	32.0	
Mechanical	Point	32.3	
Mechanical	Point	30.3	
Mechanical	Point	22.6	
Mechanical	Point	27.7	
Mechanical	Point	28.4	
Mechanical	Point	28.5	
Mechanical	Point	31.1	
Mechanical	Point	29.8	

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East End Studios ADLA Calculated Noise Levels - 01 Mechanical

Source	Source type	Leq,d dB(A)	
Mechanical	Point	30.0	
Mechanical	Point	24.7	
Mechanical	Point	23.3	
Mechanical	Point	19.2	
Mechanical	Point	30.6	
Mechanical	Point	28.7	
Receiver R3 FI G Leq,d 41.2 dB(A)			
Mechanical	Point	17.3	
Mechanical	Point	14.6	
Mechanical	Point	13.7	
Mechanical	Point	13.2	
Mechanical	Point	15.8	
Mechanical	Point	15.1	
Mechanical	Point	15.0	
Mechanical	Point	15.0	
Mechanical	Point	16.7	
Mechanical	Point	15.4	
Mechanical	Point	15.2	
Mechanical	Point	15.1	
Mechanical	Point	23.8	
Mechanical	Point	23.5	
Mechanical	Point	23.3	
Mechanical	Point	23.3	
Mechanical	Point	22.7	
Mechanical	Point	22.3	
Mechanical	Point	21.4	
Mechanical	Point	20.4	
Mechanical	Point	16.3	
Mechanical	Point	11.9	
Mechanical	Point	17.3	
Mechanical	Point	13.1	
Mechanical	Point	13.1	
Mechanical	Point	17.7	
Mechanical	Point	16.8	
Mechanical	Point	12.6	
Mechanical	Point	16.9	
Mechanical	Point	14.6	
Mechanical	Point	14.4	
Mechanical	Point	19.1	
Mechanical	Point	25.1	
Mechanical	Point	26.1	
Mechanical	Point	26.1	
Mechanical	Point	25.3	

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East End Studios ADLA Calculated Noise Levels - 01 Mechanical

Source	Source type	Leq,d dB(A)	
Mechanical	Point	16.8	
Mechanical	Point	16.6	
Mechanical	Point	29.4	
Mechanical	Point	29.9	
Mechanical	Point	34.0	
Mechanical	Point	33.4	
Mechanical	Point	31.0	
Mechanical	Point	31.2	
Receiver R3 FI F2 Leq,d 55.4 dB(A)			
Mechanical	Point	27.8	
Mechanical	Point	27.7	
Mechanical	Point	27.7	
Mechanical	Point	27.6	
Mechanical	Point	29.1	
Mechanical	Point	29.0	
Mechanical	Point	28.9	
Mechanical	Point	28.9	
Mechanical	Point	38.1	
Mechanical	Point	39.2	
Mechanical	Point	39.6	
Mechanical	Point	39.3	
Mechanical	Point	41.2	
Mechanical	Point	42.7	
Mechanical	Point	42.1	
Mechanical	Point	41.6	
Mechanical	Point	35.8	
Mechanical	Point	35.7	
Mechanical	Point	35.4	
Mechanical	Point	35.2	
Mechanical	Point	32.0	
Mechanical	Point	31.1	
Mechanical	Point	32.4	
Mechanical	Point	32.8	
Mechanical	Point	30.5	
Mechanical	Point	33.9	
Mechanical	Point	33.7	
Mechanical	Point	32.2	
Mechanical	Point	34.5	
Mechanical	Point	33.1	
Mechanical	Point	28.5	
Mechanical	Point	33.4	
Mechanical	Point	29.3	
Mechanical	Point	29.5	

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East End Studios ADLA Calculated Noise Levels - 01 Mechanical

Source	Source type	Leq,d dB(A)	
Mechanical	Point	29.8	
Mechanical	Point	29.8	
Mechanical	Point	29.3	
Mechanical	Point	28.9	
Mechanical	Point	44.8	
Mechanical	Point	45.5	
Mechanical	Point	46.4	
Mechanical	Point	46.0	
Mechanical	Point	43.9	
Mechanical	Point	44.2	
Receiver R4 FI G Leq,d 41.7 dB(A)			
Mechanical	Point	23.6	
Mechanical	Point	23.8	
Mechanical	Point	24.0	
Mechanical	Point	14.1	
Mechanical	Point	24.7	
Mechanical	Point	25.0	
Mechanical	Point	25.2	
Mechanical	Point	25.4	
Mechanical	Point	24.7	
Mechanical	Point	28.1	
Mechanical	Point	30.6	
Mechanical	Point	31.6	
Mechanical	Point	26.5	
Mechanical	Point	26.9	
Mechanical	Point	29.0	
Mechanical	Point	31.8	
Mechanical	Point	23.9	
Mechanical	Point	25.1	
Mechanical	Point	26.5	
Mechanical	Point	28.0	
Mechanical	Point	15.7	
Mechanical	Point	15.3	
Mechanical	Point	16.2	
Mechanical	Point	16.5	
Mechanical	Point	16.1	
Mechanical	Point	16.9	
Mechanical	Point	15.6	
Mechanical	Point	15.5	
Mechanical	Point	16.0	
Mechanical	Point	16.4	
Mechanical	Point	16.2	
Mechanical	Point	16.6	

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East End Studios ADLA

Calculated Noise Levels - 01 Mechanical

Source	Source type	Leq,d dB(A)	
Mechanical	Point	22.2	
Mechanical	Point	22.2	
Mechanical	Point	22.2	
Mechanical	Point	21.8	
Mechanical	Point	20.5	
Mechanical	Point	20.8	
Mechanical	Point	28.0	
Mechanical	Point	28.1	
Mechanical	Point	28.1	
Mechanical	Point	27.9	
Mechanical	Point	22.3	
Mechanical	Point	22.2	
Receiver R4 FI F2 Leq,d 49.0 dB(A)			
Mechanical	Point	25.8	
Mechanical	Point	25.8	
Mechanical	Point	25.9	
Mechanical	Point	25.0	
Mechanical	Point	27.1	
Mechanical	Point	27.2	
Mechanical	Point	27.2	
Mechanical	Point	27.3	
Mechanical	Point	35.2	
Mechanical	Point	36.0	
Mechanical	Point	36.3	
Mechanical	Point	36.5	
Mechanical	Point	38.1	
Mechanical	Point	38.5	
Mechanical	Point	38.8	
Mechanical	Point	39.1	
Mechanical	Point	30.9	
Mechanical	Point	31.0	
Mechanical	Point	31.2	
Mechanical	Point	31.3	
Mechanical	Point	26.9	
Mechanical	Point	26.8	
Mechanical	Point	27.1	
Mechanical	Point	27.8	
Mechanical	Point	27.6	
Mechanical	Point	27.9	
Mechanical	Point	29.8	
Mechanical	Point	29.6	
Mechanical	Point	30.1	
Mechanical	Point	29.4	

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East End Studios ADLA Calculated Noise Levels - 01 Mechanical

Source	Source type	Leq,d dB(A)	
Mechanical	Point	29.2	
Mechanical	Point	29.7	
Mechanical	Point	25.6	
Mechanical	Point	25.7	
Mechanical	Point	25.9	
Mechanical	Point	25.9	
Mechanical	Point	25.5	
Mechanical	Point	25.6	
Mechanical	Point	33.8	
Mechanical	Point	34.0	
Mechanical	Point	34.2	
Mechanical	Point	33.9	
Mechanical	Point	32.6	
Mechanical	Point	32.8	
Receiver R5 FI G Leq,d 26.1 dB(A)			
Mechanical	Point	8.5	
Mechanical	Point	8.7	
Mechanical	Point	9.0	
Mechanical	Point	9.2	
Mechanical	Point	9.5	
Mechanical	Point	9.8	
Mechanical	Point	10.1	
Mechanical	Point	10.4	
Mechanical	Point	9.4	
Mechanical	Point	9.8	
Mechanical	Point	10.3	
Mechanical	Point	11.4	
Mechanical	Point	8.4	
Mechanical	Point	8.9	
Mechanical	Point	9.6	
Mechanical	Point	11.7	
Mechanical	Point	9.9	
Mechanical	Point	10.3	
Mechanical	Point	10.6	
Mechanical	Point	10.9	
Mechanical	Point	8.3	
Mechanical	Point	8.1	
Mechanical	Point	8.6	
Mechanical	Point	6.8	
Mechanical	Point	6.5	
Mechanical	Point	7.0	
Mechanical	Point	6.6	
Mechanical	Point	6.2	

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East End Studios ADLA

Calculated Noise Levels - 01 Mechanical

Source	Source type	Leq,d dB(A)	
Mechanical	Point	6.9	
Mechanical	Point	6.2	
Mechanical	Point	6.0	
Mechanical	Point	6.4	
Mechanical	Point	11.5	
Mechanical	Point	11.5	
Mechanical	Point	11.6	
Mechanical	Point	11.5	
Mechanical	Point	10.8	
Mechanical	Point	10.9	
Mechanical	Point	11.2	
Mechanical	Point	11.2	
Mechanical	Point	11.1	
Mechanical	Point	10.9	
Mechanical	Point	9.9	
Mechanical	Point	10.0	
Receiver R6 FI G Leq,d 45.7 dB(A)			
Mechanical	Point	31.5	
Mechanical	Point	33.0	
Mechanical	Point	34.2	
Mechanical	Point	35.3	
Mechanical	Point	34.3	
Mechanical	Point	35.3	
Mechanical	Point	35.9	
Mechanical	Point	38.5	
Mechanical	Point	26.0	
Mechanical	Point	28.3	
Mechanical	Point	28.2	
Mechanical	Point	27.9	
Mechanical	Point	26.2	
Mechanical	Point	25.9	
Mechanical	Point	22.1	
Mechanical	Point	23.8	
Mechanical	Point	25.4	
Mechanical	Point	28.6	
Mechanical	Point	30.8	
Mechanical	Point	30.9	
Mechanical	Point	23.6	
Mechanical	Point	23.1	
Mechanical	Point	24.1	
Mechanical	Point	23.2	
Mechanical	Point	22.6	
Mechanical	Point	23.7	

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East End Studios ADLA

Calculated Noise Levels - 01 Mechanical

Source	Source type	Leq,d dB(A)	
Mechanical	Point	16.3	
Mechanical	Point	16.0	
Mechanical	Point	16.6	
Mechanical	Point	17.1	
Mechanical	Point	15.3	
Mechanical	Point	16.7	
Mechanical	Point	25.6	
Mechanical	Point	25.6	
Mechanical	Point	25.7	
Mechanical	Point	25.3	
Mechanical	Point	18.9	
Mechanical	Point	19.1	
Mechanical	Point	19.6	
Mechanical	Point	17.9	
Mechanical	Point	20.2	
Mechanical	Point	17.6	
Mechanical	Point	19.1	
Mechanical	Point	19.3	
Receiver R6 FI F2 Leq,d 58.6 dB(A)			
Mechanical	Point	45.4	
Mechanical	Point	45.8	
Mechanical	Point	46.2	
Mechanical	Point	46.6	
Mechanical	Point	47.2	
Mechanical	Point	48.3	
Mechanical	Point	49.7	
Mechanical	Point	51.1	
Mechanical	Point	36.7	
Mechanical	Point	37.3	
Mechanical	Point	37.4	
Mechanical	Point	37.5	
Mechanical	Point	33.8	
Mechanical	Point	33.9	
Mechanical	Point	34.5	
Mechanical	Point	34.6	
Mechanical	Point	41.1	
Mechanical	Point	41.4	
Mechanical	Point	41.7	
Mechanical	Point	41.9	
Mechanical	Point	38.7	
Mechanical	Point	38.3	
Mechanical	Point	39.2	
Mechanical	Point	38.0	

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East End Studios ADLA Calculated Noise Levels - 01 Mechanical

Source	Source type	Leq,d dB(A)	
Mechanical	Point	37.6	
Mechanical	Point	38.5	
Mechanical	Point	35.6	
Mechanical	Point	35.6	
Mechanical	Point	36.0	
Mechanical	Point	35.6	
Mechanical	Point	33.9	
Mechanical	Point	35.9	
Mechanical	Point	40.6	
Mechanical	Point	40.7	
Mechanical	Point	40.8	
Mechanical	Point	40.5	
Mechanical	Point	36.9	
Mechanical	Point	37.3	
Mechanical	Point	33.3	
Mechanical	Point	33.1	
Mechanical	Point	32.8	
Mechanical	Point	32.7	
Mechanical	Point	32.3	
Mechanical	Point	32.3	
Receiver R7 FI G Leq,d 42.3 dB(A)			
Mechanical	Point	30.0	
Mechanical	Point	30.0	
Mechanical	Point	30.0	
Mechanical	Point	30.0	
Mechanical	Point	28.6	
Mechanical	Point	28.6	
Mechanical	Point	28.6	
Mechanical	Point	28.6	
Mechanical	Point	23.7	
Mechanical	Point	23.9	
Mechanical	Point	22.3	
Mechanical	Point	22.1	
Mechanical	Point	21.8	
Mechanical	Point	21.8	
Mechanical	Point	21.6	
Mechanical	Point	21.4	
Mechanical	Point	24.6	
Mechanical	Point	24.6	
Mechanical	Point	27.2	
Mechanical	Point	27.3	
Mechanical	Point	13.5	
Mechanical	Point	13.3	

East End Studios ADLA

Calculated Noise Levels - 01 Mechanical

Source	Source type	Leq,d dB(A)	
Mechanical	Point	14.1	
Mechanical	Point	13.9	
Mechanical	Point	13.6	
Mechanical	Point	15.1	
Mechanical	Point	15.8	
Mechanical	Point	14.3	
Mechanical	Point	19.1	
Mechanical	Point	22.0	
Mechanical	Point	18.8	
Mechanical	Point	25.2	
Mechanical	Point	29.9	
Mechanical	Point	29.8	
Mechanical	Point	29.1	
Mechanical	Point	28.9	
Mechanical	Point	28.7	
Mechanical	Point	28.8	
Mechanical	Point	22.9	
Mechanical	Point	22.7	
Mechanical	Point	22.0	
Mechanical	Point	22.0	
Mechanical	Point	21.2	
Mechanical	Point	21.7	

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Source Levels in dB(A) - 02 Loading

Name	Source type	Lw dB(A)	
Loading	Point	101.9	
Loading	Point	101.9	
Loading	Point	101.9	
Loading	Point	101.9	
Loading	Point	101.9	
Loading	Point	101.9	
Loading	Point	101.9	
Loading	Point	101.9	
Loading	Point	101.9	
Loading	Point	101.9	
Loading	Point	101.9	
Loading	Point	101.9	
Loading	Point	101.9	
Loading	Point	101.9	
Loading	Point	101.9	
Loading	Point	101.9	
Loading	Point	101.9	
Trash Compactor	Point	97.7	
Trash Compactor	Point	97.7	
Trash Compactor	Point	97.7	

East End Studios ADLA Calculated Noise Levels - 02 Loading

Source	Source type	Leq,d dB(A)	
Receiver R1 FI G Leq,d 41.5 dB(A)			
Loading	Point	22.4	
Loading	Point	25.2	
Loading	Point	19.6	
Loading	Point	22.8	
Loading	Point	23.3	
Loading	Point	23.2	
Loading	Point	26.4	
Loading	Point	24.5	
Loading	Point	36.1	
Loading	Point	27.1	
Loading	Point	26.5	
Loading	Point	26.3	
Loading	Point	22.6	
Loading	Point	21.5	
Loading	Point	19.7	
Loading	Point	18.2	
Trash Compactor	Point	37.7	
Trash Compactor	Point	22.9	
Trash Compactor	Point	19.3	
Receiver R1 FI F2 Leq,d 39.1 dB(A)			
Loading	Point	21.9	
Loading	Point	24.9	
Loading	Point	19.6	
Loading	Point	25.4	
Loading	Point	23.2	
Loading	Point	23.7	
Loading	Point	26.7	
Loading	Point	24.3	
Loading	Point	31.8	
Loading	Point	27.3	
Loading	Point	26.2	
Loading	Point	26.0	
Loading	Point	22.5	
Loading	Point	21.4	
Loading	Point	24.6	
Loading	Point	23.9	
Trash Compactor	Point	33.2	
Trash Compactor	Point	22.9	
Trash Compactor	Point	19.6	
Receiver R2 FI G Leq,d 44.2 dB(A)			
Loading	Point	31.0	
Loading	Point	25.6	

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East End Studios ADLA Calculated Noise Levels - 02 Loading

Source	Source type	Leq,d dB(A)	
Loading	Point	39.9	
Loading	Point	28.2	
Loading	Point	23.7	
Loading	Point	27.3	
Loading	Point	22.0	
Loading	Point	23.7	
Loading	Point	20.7	
Loading	Point	21.4	
Loading	Point	22.8	
Loading	Point	24.3	
Loading	Point	28.1	
Loading	Point	39.6	
Loading	Point	27.2	
Loading	Point	31.2	
Trash Compactor	Point	20.4	
Trash Compactor	Point	22.2	
Trash Compactor	Point	24.7	
Receiver R3 FI G Leq,d 60.6 dB(A)			
Loading	Point	48.0	
Loading	Point	44.7	
Loading	Point	48.1	
Loading	Point	47.1	
Loading	Point	46.8	
Loading	Point	48.8	
Loading	Point	36.3	
Loading	Point	25.1	
Loading	Point	35.5	
Loading	Point	36.8	
Loading	Point	44.7	
Loading	Point	42.3	
Loading	Point	47.5	
Loading	Point	47.9	
Loading	Point	50.1	
Loading	Point	57.1	
Trash Compactor	Point	38.0	
Trash Compactor	Point	38.9	
Trash Compactor	Point	43.8	
Receiver R3 FI F2 Leq,d 54.0 dB(A)			
Loading	Point	45.7	
Loading	Point	42.5	
Loading	Point	39.5	
Loading	Point	36.6	
Loading	Point	43.3	

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East End Studios ADLA Calculated Noise Levels - 02 Loading

Source	Source type	Leq,d dB(A)	
Loading	Point	39.3	
Loading	Point	33.8	
Loading	Point	24.0	
Loading	Point	37.1	
Loading	Point	36.3	
Loading	Point	40.1	
Loading	Point	40.1	
Loading	Point	42.4	
Loading	Point	43.8	
Loading	Point	35.0	
Loading	Point	47.2	
Trash Compactor	Point	36.1	
Trash Compactor	Point	38.6	
Trash Compactor	Point	41.1	
Receiver R4 FI G Leq,d 32.1 dB(A)			
Loading	Point	19.1	
Loading	Point	16.8	
Loading	Point	19.3	
Loading	Point	18.8	
Loading	Point	14.2	
Loading	Point	15.3	
Loading	Point	11.8	
Loading	Point	12.5	
Loading	Point	10.1	
Loading	Point	10.8	
Loading	Point	12.9	
Loading	Point	16.0	
Loading	Point	16.0	
Loading	Point	18.8	
Loading	Point	22.9	
Loading	Point	28.7	
Trash Compactor	Point	11.5	
Trash Compactor	Point	14.6	
Trash Compactor	Point	17.1	
Receiver R4 FI F2 Leq,d 38.2 dB(A)			
Loading	Point	24.8	
Loading	Point	25.8	
Loading	Point	22.1	
Loading	Point	23.2	
Loading	Point	18.5	
Loading	Point	19.7	
Loading	Point	16.1	
Loading	Point	12.0	

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East End Studios ADLA Calculated Noise Levels - 02 Loading

Source	Source type	Leq,d dB(A)	
Loading	Point	14.5	
Loading	Point	15.2	
Loading	Point	21.6	
Loading	Point	25.0	
Loading	Point	29.3	
Loading	Point	28.8	
Loading	Point	28.6	
Loading	Point	30.2	
Trash Compactor	Point	22.4	
Trash Compactor	Point	24.0	
Trash Compactor	Point	29.9	
Receiver R5 FI G Leq,d 30.9 dB(A)			
Loading	Point	16.8	
Loading	Point	17.6	
Loading	Point	16.4	
Loading	Point	16.0	
Loading	Point	18.9	
Loading	Point	18.8	
Loading	Point	18.6	
Loading	Point	19.3	
Loading	Point	18.6	
Loading	Point	18.7	
Loading	Point	17.5	
Loading	Point	19.2	
Loading	Point	17.4	
Loading	Point	17.1	
Loading	Point	15.4	
Loading	Point	22.1	
Trash Compactor	Point	17.7	
Trash Compactor	Point	16.9	
Trash Compactor	Point	14.8	
Receiver R6 FI G Leq,d 43.1 dB(A)			
Loading	Point	28.0	
Loading	Point	29.6	
Loading	Point	25.6	
Loading	Point	27.2	
Loading	Point	30.4	
Loading	Point	28.3	
Loading	Point	34.2	
Loading	Point	34.4	
Loading	Point	33.0	
Loading	Point	34.0	
Loading	Point	32.6	

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East End Studios ADLA Calculated Noise Levels - 02 Loading

Source	Source type	Leq,d dB(A)	
Loading	Point	30.8	
Loading	Point	27.5	
Loading	Point	26.2	
Loading	Point	24.2	
Loading	Point	23.1	
Trash Compactor	Point	30.2	
Trash Compactor	Point	27.5	
Trash Compactor	Point	24.0	
Receiver R6 FI F2 Leq,d 54.5 dB(A)			
Loading	Point	36.6	
Loading	Point	39.1	
Loading	Point	24.1	
Loading	Point	37.1	
Loading	Point	43.1	
Loading	Point	43.5	
Loading	Point	44.0	
Loading	Point	43.7	
Loading	Point	39.2	
Loading	Point	37.5	
Loading	Point	47.8	
Loading	Point	44.4	
Loading	Point	42.4	
Loading	Point	41.7	
Loading	Point	35.7	
Loading	Point	19.8	
Trash Compactor	Point	40.9	
Trash Compactor	Point	41.8	
Trash Compactor	Point	39.4	
Receiver R7 FI G Leq,d 41.7 dB(A)			
Loading	Point	32.4	
Loading	Point	29.3	
Loading	Point	13.7	
Loading	Point	17.0	
Loading	Point	24.5	
Loading	Point	19.9	
Loading	Point	26.3	
Loading	Point	24.9	
Loading	Point	34.9	
Loading	Point	29.6	
Loading	Point	26.5	
Loading	Point	29.0	
Loading	Point	33.2	
Loading	Point	31.4	

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East End Studios ADLA Calculated Noise Levels - 02 Loading

This image shows a completely blank white rectangular area enclosed within a thin black border. There are no markings, text, or illustrations present on the page.

East End Studios ADLA Source Levels in dB(A) - 03 People

Name	Source type	Lw dB(A)	
People Level 2 East Bldg	Area	96.0	
People Level 2 West Bldg	Area	97.9	
People Roof Level West Bldg	Area	99.8	
People Roof Level West Bldg	Area	100.3	

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East End Studios ADLA Calculated Noise Levels - 03 People

Source	Source type	Leq,d dB(A)	
Receiver R1 FI G Leq,d 38.5 dB(A)			
People Level 2 West Bldg	Area	30.7	
People Level 2 East Bldg	Area	15.2	
People Roof Level West Bldg	Area	36.7	
People Roof Level West Bldg	Area	31.0	
Receiver R1 FI F2 Leq,d 42.6 dB(A)			
People Level 2 West Bldg	Area	26.7	
People Level 2 East Bldg	Area	19.9	
People Roof Level West Bldg	Area	41.7	
People Roof Level West Bldg	Area	34.2	
Receiver R2 FI G Leq,d 37.3 dB(A)			
People Level 2 West Bldg	Area	18.9	
People Level 2 East Bldg	Area	25.4	
People Roof Level West Bldg	Area	32.1	
People Roof Level West Bldg	Area	35.2	
Receiver R3 FI G Leq,d 43.8 dB(A)			
People Level 2 West Bldg	Area	32.7	
People Level 2 East Bldg	Area	42.4	
People Roof Level West Bldg	Area	22.1	
People Roof Level West Bldg	Area	36.4	
Receiver R3 FI F2 Leq,d 54.5 dB(A)			
People Level 2 West Bldg	Area	37.8	
People Level 2 East Bldg	Area	51.0	
People Roof Level West Bldg	Area	34.6	
People Roof Level West Bldg	Area	51.7	
Receiver R4 FI G Leq,d 29.0 dB(A)			
People Level 2 West Bldg	Area	16.1	
People Level 2 East Bldg	Area	20.5	
People Roof Level West Bldg	Area	23.5	
People Roof Level West Bldg	Area	26.2	
Receiver R4 FI F2 Leq,d 40.0 dB(A)			
People Level 2 West Bldg	Area	29.9	
People Level 2 East Bldg	Area	27.7	
People Roof Level West Bldg	Area	32.2	
People Roof Level West Bldg	Area	38.3	
Receiver R5 FI G Leq,d 21.0 dB(A)			
People Level 2 West Bldg	Area	16.6	
People Level 2 East Bldg	Area	13.9	
People Roof Level West Bldg	Area	15.6	
People Roof Level West Bldg	Area	12.6	
Receiver R6 FI G Leq,d 33.0 dB(A)			

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East End Studios ADLA Calculated Noise Levels - 03 People

Source	Source type	Leq,d dB(A)	
People Level 2 West Bldg	Area	30.0	
People Level 2 East Bldg	Area	19.9	
People Roof Level West Bldg	Area	28.4	
People Roof Level West Bldg	Area	23.5	
Receiver R6 FI F2 Leq,d 48.9 dB(A)			
People Level 2 West Bldg	Area	45.4	
People Level 2 East Bldg	Area	31.9	
People Roof Level West Bldg	Area	45.5	
People Roof Level West Bldg	Area	37.8	
Receiver R7 FI G Leq,d 38.7 dB(A)			
People Level 2 West Bldg	Area	34.8	
People Level 2 East Bldg	Area	24.1	
People Roof Level West Bldg	Area	35.6	
People Roof Level West Bldg	Area	27.2	

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East End Studios ADLA

Source Levels in dB(A) - 04 Speakers

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Name	Source type	Lw dB(A)	
Speakers Roof Level	Point	108.6	
Speakers Roof Level	Point	108.6	
Speakers Roof Level	Point	108.6	
Speakers Roof Level	Point	108.6	
Speakers Roof Level	Point	108.6	
Speakers Roof Level	Point	108.6	
Speakers Roof Level	Point	108.6	
Speakers Roof Level	Point	108.6	
Speakers Roof Level	Point	108.6	
Speakers Roof Level	Point	108.6	
Speakers Roof Level	Point	108.6	
Speakers Roof Level	Point	108.6	
Speakers Roof Level	Point	108.6	
Speakers Roof Level	Point	108.6	
Speakers Roof Level	Point	108.6	
Speakers Roof Level	Point	108.6	
Speakers Roof Level	Point	108.6	
Speakers Roof Level	Point	108.6	
Speakers Roof Level	Point	108.6	
Speakers Roof Level	Point	108.6	
Speakers Roof Level	Point	108.6	
Speakers Roof Level	Point	108.6	
Speakers Roof Level	Point	108.6	

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East End Studios ADLA

Calculated Noise Levels - 04 Speakers

Source	Source type	Leq,d dB(A)	
Receiver R1 FI G Leq,d 48.5 dB(A)			
Speakers Level 2	Point	12.9	
Speakers Level 2	Point	24.2	
Speakers Level 2	Point	24.2	
Speakers Level 2	Point	24.1	
Speakers Level 2	Point	24.1	
Speakers Level 2	Point	23.9	
Speakers Level 2	Point	14.9	
Speakers Level 2	Point	15.1	
Speakers Level 2	Point	8.2	
Speakers Level 2	Point	8.7	
Speakers Level 2	Point	8.9	
Speakers Level 2	Point	16.8	
Speakers Level 2	Point	17.3	
Speakers Level 2	Point	5.9	
Speakers Level 2	Point	2.1	
Speakers Level 2	Point	5.3	
Speakers Level 2	Point	6.9	
Speakers Level 2	Point	7.0	
Speakers Level 2	Point	4.6	
Speakers Level 2	Point	2.2	
Speakers Level 2	Point	6.2	
Speakers Level 2	Point	9.5	
Speakers Level 2	Point	6.3	
Speakers Level 2	Point	-2.5	
Speakers Level 2	Point	-2.5	
Speakers Roof Level	Point	30.5	
Speakers Roof Level	Point	32.9	
Speakers Roof Level	Point	34.5	
Speakers Roof Level	Point	26.3	
Speakers Roof Level	Point	37.7	
Speakers Roof Level	Point	39.6	
Speakers Roof Level	Point	23.8	
Speakers Roof Level	Point	23.4	
Speakers Roof Level	Point	36.3	
Speakers Roof Level	Point	36.3	
Speakers Roof Level	Point	33.7	
Speakers Roof Level	Point	30.6	
Speakers Roof Level	Point	28.6	
Speakers Roof Level	Point	27.2	
Speakers Roof Level	Point	26.0	
Speakers Roof Level	Point	37.8	
Speakers Roof Level	Point	37.0	

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Calculated Noise Levels - 04 Speakers

Source	Source type	Leq,d dB(A)	
Speakers Roof Level	Point	39.6	
Speakers Roof Level	Point	24.6	
Speakers Roof Level	Point	24.7	
Speakers Roof Level	Point	36.7	
Speakers Roof Level	Point	27.8	
Speakers Roof Level	Point	28.6	
Speakers Roof Level	Point	13.9	
Speakers Roof Level	Point	13.6	
Speakers Roof Level	Point	27.9	
Speakers Roof Level	Point	26.9	
Speakers Roof Level	Point	26.7	
Speakers Roof Level	Point	35.4	
Speakers Roof Level	Point	23.8	
Speakers Roof Level	Point	22.6	
Speakers Roof Level	Point	26.0	
Speakers Roof Level	Point	25.3	
Speakers Roof Level	Point	25.2	
Receiver R1 F1 F2 Leq,d 53.3 dB(A)			
Speakers Level 2	Point	14.2	
Speakers Level 2	Point	23.3	
Speakers Level 2	Point	23.0	
Speakers Level 2	Point	22.6	
Speakers Level 2	Point	22.4	
Speakers Level 2	Point	21.6	
Speakers Level 2	Point	14.6	
Speakers Level 2	Point	14.7	
Speakers Level 2	Point	9.4	
Speakers Level 2	Point	9.9	
Speakers Level 2	Point	10.0	
Speakers Level 2	Point	17.2	
Speakers Level 2	Point	17.8	
Speakers Level 2	Point	6.7	
Speakers Level 2	Point	7.9	
Speakers Level 2	Point	8.4	
Speakers Level 2	Point	10.6	
Speakers Level 2	Point	9.5	
Speakers Level 2	Point	6.9	
Speakers Level 2	Point	4.3	
Speakers Level 2	Point	9.4	
Speakers Level 2	Point	17.1	
Speakers Level 2	Point	11.4	
Speakers Level 2	Point	-1.2	
Speakers Level 2	Point	-0.8	

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Calculated Noise Levels - 04 Speakers

Source	Source type	Leq,d dB(A)	
Speakers Roof Level	Point	36.7	
Speakers Roof Level	Point	34.6	
Speakers Roof Level	Point	36.8	
Speakers Roof Level	Point	30.2	
Speakers Roof Level	Point	44.9	
Speakers Roof Level	Point	46.8	
Speakers Roof Level	Point	25.6	
Speakers Roof Level	Point	25.4	
Speakers Roof Level	Point	44.6	
Speakers Roof Level	Point	41.6	
Speakers Roof Level	Point	40.0	
Speakers Roof Level	Point	35.7	
Speakers Roof Level	Point	33.0	
Speakers Roof Level	Point	31.1	
Speakers Roof Level	Point	29.5	
Speakers Roof Level	Point	39.6	
Speakers Roof Level	Point	38.7	
Speakers Roof Level	Point	41.6	
Speakers Roof Level	Point	25.7	
Speakers Roof Level	Point	30.0	
Speakers Roof Level	Point	39.9	
Speakers Roof Level	Point	28.8	
Speakers Roof Level	Point	29.2	
Speakers Roof Level	Point	22.8	
Speakers Roof Level	Point	21.3	
Speakers Roof Level	Point	26.8	
Speakers Roof Level	Point	29.7	
Speakers Roof Level	Point	29.2	
Speakers Roof Level	Point	36.0	
Speakers Roof Level	Point	26.5	
Speakers Roof Level	Point	24.8	
Speakers Roof Level	Point	35.5	
Speakers Roof Level	Point	32.6	
Speakers Roof Level	Point	29.5	
Receiver R2 FI G Leq,d 48.3 dB(A)			
Speakers Level 2	Point	13.4	
Speakers Level 2	Point	6.5	
Speakers Level 2	Point	7.8	
Speakers Level 2	Point	11.1	
Speakers Level 2	Point	11.1	
Speakers Level 2	Point	10.2	
Speakers Level 2	Point	2.3	
Speakers Level 2	Point	3.8	

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Calculated Noise Levels - 04 Speakers

Source	Source type	Leq,d dB(A)	
Speakers Level 2	Point	8.3	
Speakers Level 2	Point	8.3	
Speakers Level 2	Point	7.8	
Speakers Level 2	Point	6.4	
Speakers Level 2	Point	6.2	
Speakers Level 2	Point	13.0	
Speakers Level 2	Point	17.6	
Speakers Level 2	Point	20.3	
Speakers Level 2	Point	20.5	
Speakers Level 2	Point	17.4	
Speakers Level 2	Point	16.6	
Speakers Level 2	Point	15.8	
Speakers Level 2	Point	20.4	
Speakers Level 2	Point	6.1	
Speakers Level 2	Point	19.4	
Speakers Level 2	Point	13.9	
Speakers Level 2	Point	12.5	
Speakers Roof Level	Point	16.1	
Speakers Roof Level	Point	19.1	
Speakers Roof Level	Point	24.7	
Speakers Roof Level	Point	13.0	
Speakers Roof Level	Point	32.1	
Speakers Roof Level	Point	31.1	
Speakers Roof Level	Point	14.3	
Speakers Roof Level	Point	18.7	
Speakers Roof Level	Point	28.6	
Speakers Roof Level	Point	28.3	
Speakers Roof Level	Point	38.1	
Speakers Roof Level	Point	30.1	
Speakers Roof Level	Point	29.6	
Speakers Roof Level	Point	27.8	
Speakers Roof Level	Point	25.8	
Speakers Roof Level	Point	21.4	
Speakers Roof Level	Point	22.1	
Speakers Roof Level	Point	35.3	
Speakers Roof Level	Point	17.8	
Speakers Roof Level	Point	32.4	
Speakers Roof Level	Point	35.0	
Speakers Roof Level	Point	33.4	
Speakers Roof Level	Point	34.6	
Speakers Roof Level	Point	18.9	
Speakers Roof Level	Point	17.6	
Speakers Roof Level	Point	39.3	
Speakers Roof Level	Point	39.9	

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Calculated Noise Levels - 04 Speakers

Source	Source type	Leq,d dB(A)	
Speakers Roof Level	Point	40.1	
Speakers Roof Level	Point	35.4	
Speakers Roof Level	Point	32.9	
Speakers Roof Level	Point	30.3	
Speakers Roof Level	Point	30.4	
Speakers Roof Level	Point	33.5	
Speakers Roof Level	Point	30.8	
Receiver R3 FI G Leq,d 47.6 dB(A)			
Speakers Level 2	Point	29.8	
Speakers Level 2	Point	21.6	
Speakers Level 2	Point	22.5	
Speakers Level 2	Point	24.1	
Speakers Level 2	Point	24.5	
Speakers Level 2	Point	18.0	
Speakers Level 2	Point	17.6	
Speakers Level 2	Point	17.5	
Speakers Level 2	Point	23.0	
Speakers Level 2	Point	24.3	
Speakers Level 2	Point	23.5	
Speakers Level 2	Point	17.5	
Speakers Level 2	Point	16.8	
Speakers Level 2	Point	34.3	
Speakers Level 2	Point	34.8	
Speakers Level 2	Point	26.5	
Speakers Level 2	Point	30.2	
Speakers Level 2	Point	31.3	
Speakers Level 2	Point	34.1	
Speakers Level 2	Point	32.2	
Speakers Level 2	Point	22.4	
Speakers Level 2	Point	27.0	
Speakers Level 2	Point	26.3	
Speakers Level 2	Point	35.2	
Speakers Level 2	Point	41.4	
Speakers Roof Level	Point	8.3	
Speakers Roof Level	Point	15.7	
Speakers Roof Level	Point	12.3	
Speakers Roof Level	Point	10.2	
Speakers Roof Level	Point	6.7	
Speakers Roof Level	Point	6.4	
Speakers Roof Level	Point	19.3	
Speakers Roof Level	Point	19.4	
Speakers Roof Level	Point	10.1	
Speakers Roof Level	Point	8.9	

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Calculated Noise Levels - 04 Speakers

Source	Source type	Leq,d dB(A)	
Speakers Roof Level	Point	20.8	
Speakers Roof Level	Point	22.4	
Speakers Roof Level	Point	22.9	
Speakers Roof Level	Point	24.2	
Speakers Roof Level	Point	29.1	
Speakers Roof Level	Point	22.4	
Speakers Roof Level	Point	22.6	
Speakers Roof Level	Point	15.1	
Speakers Roof Level	Point	29.4	
Speakers Roof Level	Point	27.7	
Speakers Roof Level	Point	16.3	
Speakers Roof Level	Point	20.2	
Speakers Roof Level	Point	16.4	
Speakers Roof Level	Point	33.3	
Speakers Roof Level	Point	38.9	
Speakers Roof Level	Point	26.0	
Speakers Roof Level	Point	25.0	
Speakers Roof Level	Point	25.6	
Speakers Roof Level	Point	26.0	
Speakers Roof Level	Point	27.6	
Speakers Roof Level	Point	29.4	
Speakers Roof Level	Point	36.0	
Speakers Roof Level	Point	30.3	
Speakers Roof Level	Point	32.7	
Receiver R3 FI F2 Leq,d 62.2 dB(A)			
Speakers Level 2	Point	34.4	
Speakers Level 2	Point	23.2	
Speakers Level 2	Point	26.8	
Speakers Level 2	Point	23.7	
Speakers Level 2	Point	23.8	
Speakers Level 2	Point	21.6	
Speakers Level 2	Point	21.5	
Speakers Level 2	Point	20.4	
Speakers Level 2	Point	26.8	
Speakers Level 2	Point	27.9	
Speakers Level 2	Point	27.9	
Speakers Level 2	Point	21.1	
Speakers Level 2	Point	20.6	
Speakers Level 2	Point	35.4	
Speakers Level 2	Point	47.1	
Speakers Level 2	Point	37.5	
Speakers Level 2	Point	39.0	
Speakers Level 2	Point	40.2	

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Calculated Noise Levels - 04 Speakers

Source	Source type	Leq,d dB(A)	
Speakers Level 2	Point	41.4	
Speakers Level 2	Point	26.1	
Speakers Level 2	Point	35.6	
Speakers Level 2	Point	28.8	
Speakers Level 2	Point	35.2	
Speakers Level 2	Point	42.3	
Speakers Level 2	Point	44.4	
Speakers Roof Level	Point	19.7	
Speakers Roof Level	Point	31.3	
Speakers Roof Level	Point	26.6	
Speakers Roof Level	Point	17.4	
Speakers Roof Level	Point	27.0	
Speakers Roof Level	Point	24.8	
Speakers Roof Level	Point	29.6	
Speakers Roof Level	Point	31.9	
Speakers Roof Level	Point	29.9	
Speakers Roof Level	Point	29.5	
Speakers Roof Level	Point	37.2	
Speakers Roof Level	Point	40.8	
Speakers Roof Level	Point	39.6	
Speakers Roof Level	Point	37.6	
Speakers Roof Level	Point	41.3	
Speakers Roof Level	Point	27.9	
Speakers Roof Level	Point	28.4	
Speakers Roof Level	Point	35.0	
Speakers Roof Level	Point	50.5	
Speakers Roof Level	Point	49.0	
Speakers Roof Level	Point	35.3	
Speakers Roof Level	Point	32.4	
Speakers Roof Level	Point	30.4	
Speakers Roof Level	Point	51.6	
Speakers Roof Level	Point	54.4	
Speakers Roof Level	Point	45.4	
Speakers Roof Level	Point	44.9	
Speakers Roof Level	Point	46.3	
Speakers Roof Level	Point	46.8	
Speakers Roof Level	Point	48.0	
Speakers Roof Level	Point	50.3	
Speakers Roof Level	Point	56.2	
Speakers Roof Level	Point	43.9	
Speakers Roof Level	Point	48.9	
Receiver R4 FI G Leq,d 41.5 dB(A)			
Speakers Level 2	Point	11.9	

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Calculated Noise Levels - 04 Speakers

Source	Source type	Leq,d dB(A)	
Speakers Level 2	Point	4.4	
Speakers Level 2	Point	8.4	
Speakers Level 2	Point	4.5	
Speakers Level 2	Point	-0.6	
Speakers Level 2	Point	-1.9	
Speakers Level 2	Point	-1.8	
Speakers Level 2	Point	-2.1	
Speakers Level 2	Point	6.6	
Speakers Level 2	Point	6.8	
Speakers Level 2	Point	7.0	
Speakers Level 2	Point	4.6	
Speakers Level 2	Point	5.2	
Speakers Level 2	Point	5.2	
Speakers Level 2	Point	11.1	
Speakers Level 2	Point	10.7	
Speakers Level 2	Point	13.0	
Speakers Level 2	Point	15.2	
Speakers Level 2	Point	17.8	
Speakers Level 2	Point	20.2	
Speakers Level 2	Point	4.3	
Speakers Level 2	Point	7.8	
Speakers Level 2	Point	11.0	
Speakers Level 2	Point	16.5	
Speakers Level 2	Point	14.2	
Speakers Roof Level	Point	9.5	
Speakers Roof Level	Point	23.4	
Speakers Roof Level	Point	10.1	
Speakers Roof Level	Point	9.9	
Speakers Roof Level	Point	9.4	
Speakers Roof Level	Point	9.2	
Speakers Roof Level	Point	25.2	
Speakers Roof Level	Point	25.2	
Speakers Roof Level	Point	17.3	
Speakers Roof Level	Point	17.1	
Speakers Roof Level	Point	20.8	
Speakers Roof Level	Point	20.9	
Speakers Roof Level	Point	21.4	
Speakers Roof Level	Point	22.6	
Speakers Roof Level	Point	28.8	
Speakers Roof Level	Point	20.8	
Speakers Roof Level	Point	20.8	
Speakers Roof Level	Point	14.2	
Speakers Roof Level	Point	26.4	
Speakers Roof Level	Point	21.2	

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Calculated Noise Levels - 04 Speakers

Source	Source type	Leq,d dB(A)	
Speakers Roof Level	Point	16.4	
Speakers Roof Level	Point	13.4	
Speakers Roof Level	Point	12.4	
Speakers Roof Level	Point	35.9	
Speakers Roof Level	Point	36.3	
Speakers Roof Level	Point	23.8	
Speakers Roof Level	Point	24.1	
Speakers Roof Level	Point	20.4	
Speakers Roof Level	Point	23.2	
Speakers Roof Level	Point	24.1	
Speakers Roof Level	Point	25.1	
Speakers Roof Level	Point	27.2	
Speakers Roof Level	Point	20.8	
Speakers Roof Level	Point	26.8	
Receiver R4 FI F2 Leq,d 52.0 dB(A)			
Speakers Level 2	Point	25.4	
Speakers Level 2	Point	17.4	
Speakers Level 2	Point	23.1	
Speakers Level 2	Point	17.9	
Speakers Level 2	Point	10.8	
Speakers Level 2	Point	9.7	
Speakers Level 2	Point	11.0	
Speakers Level 2	Point	10.9	
Speakers Level 2	Point	21.2	
Speakers Level 2	Point	21.1	
Speakers Level 2	Point	20.9	
Speakers Level 2	Point	17.8	
Speakers Level 2	Point	18.4	
Speakers Level 2	Point	7.2	
Speakers Level 2	Point	15.2	
Speakers Level 2	Point	16.9	
Speakers Level 2	Point	18.2	
Speakers Level 2	Point	18.5	
Speakers Level 2	Point	19.0	
Speakers Level 2	Point	32.7	
Speakers Level 2	Point	6.5	
Speakers Level 2	Point	10.9	
Speakers Level 2	Point	15.0	
Speakers Level 2	Point	20.2	
Speakers Level 2	Point	22.8	
Speakers Roof Level	Point	18.8	
Speakers Roof Level	Point	32.4	
Speakers Roof Level	Point	19.4	

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Calculated Noise Levels - 04 Speakers

Source	Source type	Leq,d dB(A)	
Speakers Roof Level	Point	18.0	
Speakers Roof Level	Point	19.6	
Speakers Roof Level	Point	18.8	
Speakers Roof Level	Point	32.7	
Speakers Roof Level	Point	33.2	
Speakers Roof Level	Point	28.3	
Speakers Roof Level	Point	27.9	
Speakers Roof Level	Point	30.8	
Speakers Roof Level	Point	31.2	
Speakers Roof Level	Point	31.5	
Speakers Roof Level	Point	34.7	
Speakers Roof Level	Point	35.9	
Speakers Roof Level	Point	28.8	
Speakers Roof Level	Point	29.1	
Speakers Roof Level	Point	25.9	
Speakers Roof Level	Point	40.0	
Speakers Roof Level	Point	36.8	
Speakers Roof Level	Point	26.6	
Speakers Roof Level	Point	22.5	
Speakers Roof Level	Point	22.1	
Speakers Roof Level	Point	44.6	
Speakers Roof Level	Point	45.3	
Speakers Roof Level	Point	38.2	
Speakers Roof Level	Point	37.8	
Speakers Roof Level	Point	34.1	
Speakers Roof Level	Point	37.1	
Speakers Roof Level	Point	37.7	
Speakers Roof Level	Point	38.4	
Speakers Roof Level	Point	39.2	
Speakers Roof Level	Point	33.0	
Speakers Roof Level	Point	40.7	
Receiver R5 FI G Leq,d 29.4 dB(A)			
Speakers Level 2	Point	6.8	
Speakers Level 2	Point	8.4	
Speakers Level 2	Point	9.2	
Speakers Level 2	Point	9.5	
Speakers Level 2	Point	9.8	
Speakers Level 2	Point	9.0	
Speakers Level 2	Point	-2.9	
Speakers Level 2	Point	-3.1	
Speakers Level 2	Point	11.8	
Speakers Level 2	Point	11.8	
Speakers Level 2	Point	11.7	

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Calculated Noise Levels - 04 Speakers

Source	Source type	Leq,d dB(A)	
Speakers Level 2	Point	9.4	
Speakers Level 2	Point	9.0	
Speakers Level 2	Point	-0.7	
Speakers Level 2	Point	-3.2	
Speakers Level 2	Point	5.5	
Speakers Level 2	Point	6.7	
Speakers Level 2	Point	6.4	
Speakers Level 2	Point	7.1	
Speakers Level 2	Point	6.8	
Speakers Level 2	Point	9.0	
Speakers Level 2	Point	10.4	
Speakers Level 2	Point	12.7	
Speakers Level 2	Point	8.3	
Speakers Level 2	Point	7.9	
Speakers Roof Level	Point	4.7	
Speakers Roof Level	Point	18.6	
Speakers Roof Level	Point	15.4	
Speakers Roof Level	Point	5.3	
Speakers Roof Level	Point	3.2	
Speakers Roof Level	Point	3.2	
Speakers Roof Level	Point	18.8	
Speakers Roof Level	Point	19.3	
Speakers Roof Level	Point	17.3	
Speakers Roof Level	Point	17.1	
Speakers Roof Level	Point	10.3	
Speakers Roof Level	Point	10.7	
Speakers Roof Level	Point	11.0	
Speakers Roof Level	Point	11.4	
Speakers Roof Level	Point	11.8	
Speakers Roof Level	Point	7.4	
Speakers Roof Level	Point	16.6	
Speakers Roof Level	Point	9.8	
Speakers Roof Level	Point	14.0	
Speakers Roof Level	Point	10.7	
Speakers Roof Level	Point	11.2	
Speakers Roof Level	Point	1.0	
Speakers Roof Level	Point	1.2	
Speakers Roof Level	Point	14.8	
Speakers Roof Level	Point	14.4	
Speakers Roof Level	Point	13.7	
Speakers Roof Level	Point	15.3	
Speakers Roof Level	Point	2.8	
Speakers Roof Level	Point	2.7	
Speakers Roof Level	Point	3.0	

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East End Studios ADLA Calculated Noise Levels - 04 Speakers

Source	Source type	Leq,d dB(A)	
Speakers Roof Level	Point	3.3	
Speakers Roof Level	Point	3.7	
Speakers Roof Level	Point	3.4	
Speakers Roof Level	Point	3.3	
Receiver R6 FI G Leq,d 44.0 dB(A)			
Speakers Level 2	Point	21.3	
Speakers Level 2	Point	22.1	
Speakers Level 2	Point	23.3	
Speakers Level 2	Point	23.5	
Speakers Level 2	Point	24.3	
Speakers Level 2	Point	23.4	
Speakers Level 2	Point	14.6	
Speakers Level 2	Point	13.1	
Speakers Level 2	Point	25.9	
Speakers Level 2	Point	26.3	
Speakers Level 2	Point	26.3	
Speakers Level 2	Point	24.4	
Speakers Level 2	Point	23.6	
Speakers Level 2	Point	1.1	
Speakers Level 2	Point	2.4	
Speakers Level 2	Point	9.2	
Speakers Level 2	Point	8.8	
Speakers Level 2	Point	10.9	
Speakers Level 2	Point	9.1	
Speakers Level 2	Point	8.5	
Speakers Level 2	Point	15.3	
Speakers Level 2	Point	12.7	
Speakers Level 2	Point	15.1	
Speakers Level 2	Point	10.9	
Speakers Level 2	Point	9.9	
Speakers Roof Level	Point	16.9	
Speakers Roof Level	Point	31.8	
Speakers Roof Level	Point	28.0	
Speakers Roof Level	Point	18.4	
Speakers Roof Level	Point	14.1	
Speakers Roof Level	Point	14.2	
Speakers Roof Level	Point	37.2	
Speakers Roof Level	Point	38.2	
Speakers Roof Level	Point	30.1	
Speakers Roof Level	Point	29.5	
Speakers Roof Level	Point	21.4	
Speakers Roof Level	Point	22.1	
Speakers Roof Level	Point	22.8	

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Calculated Noise Levels - 04 Speakers

Source	Source type	Leq,d dB(A)	
Speakers Roof Level	Point	23.6	
Speakers Roof Level	Point	30.0	
Speakers Roof Level	Point	24.6	
Speakers Roof Level	Point	30.6	
Speakers Roof Level	Point	26.7	
Speakers Roof Level	Point	22.4	
Speakers Roof Level	Point	11.4	
Speakers Roof Level	Point	26.5	
Speakers Roof Level	Point	10.5	
Speakers Roof Level	Point	10.7	
Speakers Roof Level	Point	24.2	
Speakers Roof Level	Point	24.9	
Speakers Roof Level	Point	23.7	
Speakers Roof Level	Point	24.2	
Speakers Roof Level	Point	18.1	
Speakers Roof Level	Point	16.0	
Speakers Roof Level	Point	19.1	
Speakers Roof Level	Point	19.4	
Speakers Roof Level	Point	16.1	
Speakers Roof Level	Point	15.9	
Speakers Roof Level	Point	15.8	
Receiver R6 FI F2 Leq,d 60.4 dB(A)			
Speakers Level 2	Point	35.3	
Speakers Level 2	Point	39.4	
Speakers Level 2	Point	37.5	
Speakers Level 2	Point	38.3	
Speakers Level 2	Point	39.1	
Speakers Level 2	Point	40.3	
Speakers Level 2	Point	31.3	
Speakers Level 2	Point	32.9	
Speakers Level 2	Point	42.5	
Speakers Level 2	Point	42.5	
Speakers Level 2	Point	42.0	
Speakers Level 2	Point	40.7	
Speakers Level 2	Point	40.0	
Speakers Level 2	Point	4.5	
Speakers Level 2	Point	16.1	
Speakers Level 2	Point	25.0	
Speakers Level 2	Point	21.9	
Speakers Level 2	Point	22.7	
Speakers Level 2	Point	22.7	
Speakers Level 2	Point	17.2	
Speakers Level 2	Point	28.7	

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Calculated Noise Levels - 04 Speakers

Source	Source type	Leq,d dB(A)	
Speakers Level 2	Point	28.1	
Speakers Level 2	Point	22.8	
Speakers Level 2	Point	19.6	
Speakers Level 2	Point	16.2	
Speakers Roof Level	Point	32.3	
Speakers Roof Level	Point	47.3	
Speakers Roof Level	Point	44.3	
Speakers Roof Level	Point	33.2	
Speakers Roof Level	Point	26.5	
Speakers Roof Level	Point	26.2	
Speakers Roof Level	Point	53.3	
Speakers Roof Level	Point	54.5	
Speakers Roof Level	Point	44.6	
Speakers Roof Level	Point	45.3	
Speakers Roof Level	Point	41.4	
Speakers Roof Level	Point	42.3	
Speakers Roof Level	Point	43.2	
Speakers Roof Level	Point	44.2	
Speakers Roof Level	Point	45.4	
Speakers Roof Level	Point	40.5	
Speakers Roof Level	Point	50.4	
Speakers Roof Level	Point	41.6	
Speakers Roof Level	Point	37.6	
Speakers Roof Level	Point	24.0	
Speakers Roof Level	Point	42.9	
Speakers Roof Level	Point	23.0	
Speakers Roof Level	Point	23.6	
Speakers Roof Level	Point	38.2	
Speakers Roof Level	Point	37.7	
Speakers Roof Level	Point	37.9	
Speakers Roof Level	Point	38.7	
Speakers Roof Level	Point	37.2	
Speakers Roof Level	Point	30.2	
Speakers Roof Level	Point	38.2	
Speakers Roof Level	Point	38.7	
Speakers Roof Level	Point	30.6	
Speakers Roof Level	Point	31.7	
Speakers Roof Level	Point	31.5	
Receiver R7 FI G Leq,d 47.8 dB(A)			
Speakers Level 2	Point	20.5	
Speakers Level 2	Point	23.1	
Speakers Level 2	Point	21.8	
Speakers Level 2	Point	21.4	

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East End Studios ADLA

Calculated Noise Levels - 04 Speakers

Source	Source type	Leq,d dB(A)	
Speakers Level 2	Point	21.1	
Speakers Level 2	Point	20.6	
Speakers Level 2	Point	33.9	
Speakers Level 2	Point	31.7	
Speakers Level 2	Point	20.6	
Speakers Level 2	Point	13.1	
Speakers Level 2	Point	18.9	
Speakers Level 2	Point	24.3	
Speakers Level 2	Point	27.1	
Speakers Level 2	Point	-0.7	
Speakers Level 2	Point	13.4	
Speakers Level 2	Point	15.2	
Speakers Level 2	Point	14.6	
Speakers Level 2	Point	12.9	
Speakers Level 2	Point	12.6	
Speakers Level 2	Point	12.2	
Speakers Level 2	Point	7.0	
Speakers Level 2	Point	14.8	
Speakers Level 2	Point	19.7	
Speakers Level 2	Point	12.5	
Speakers Level 2	Point	12.1	
Speakers Roof Level	Point	40.4	
Speakers Roof Level	Point	32.1	
Speakers Roof Level	Point	20.6	
Speakers Roof Level	Point	41.7	
Speakers Roof Level	Point	17.8	
Speakers Roof Level	Point	19.4	
Speakers Roof Level	Point	30.3	
Speakers Roof Level	Point	29.5	
Speakers Roof Level	Point	32.6	
Speakers Roof Level	Point	33.3	
Speakers Roof Level	Point	35.1	
Speakers Roof Level	Point	29.1	
Speakers Roof Level	Point	35.8	
Speakers Roof Level	Point	36.1	
Speakers Roof Level	Point	29.2	
Speakers Roof Level	Point	28.2	
Speakers Roof Level	Point	29.2	
Speakers Roof Level	Point	30.3	
Speakers Roof Level	Point	20.5	
Speakers Roof Level	Point	18.7	
Speakers Roof Level	Point	34.1	
Speakers Roof Level	Point	7.6	
Speakers Roof Level	Point	7.6	

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East End Studios ADLA

Calculated Noise Levels - 04 Speakers

Source	Source type	Leq,d dB(A)	
Speakers Roof Level	Point	21.3	
Speakers Roof Level	Point	21.9	
Speakers Roof Level	Point	19.7	
Speakers Roof Level	Point	19.9	
Speakers Roof Level	Point	24.1	
Speakers Roof Level	Point	25.5	
Speakers Roof Level	Point	18.4	
Speakers Roof Level	Point	28.6	
Speakers Roof Level	Point	30.1	
Speakers Roof Level	Point	23.4	
Speakers Roof Level	Point	20.6	

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East End Studios ADLA

Input data parking lots - 05 Parking

Parking lot	PLT	# of Parking Spaces	
Parking Level Ground	Visitors and staff	19	
Parking Level Ground	Visitors and staff	4	
Parking Level Ground	Visitors and staff	31	
Parking Level Ground	Visitors and staff	21	
Parking Level Ground	Visitors and staff	7	
Parking Level Ground	Visitors and staff	13	
Parking Level Ground	Visitors and staff	204	
Parking Level Ground	Visitors and staff	17	
Parking Level Ground	Visitors and staff	4	
Parking Level Ground	Visitors and staff	19	
Parking Level Ground	Visitors and staff	13	
Parking Level Ground	Visitors and staff	6	
Parking Level Ground	Visitors and staff	17	
Parking Level Ground	Visitors and staff	9	
Parking Level P1	Visitors and staff	46	
Parking Level P2	Visitors and staff	78	
Parking Level P3	Visitors and staff	80	
Parking Level P4	Visitors and staff	80	
Parking Level P5	Visitors and staff	91	

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East End Studios ADLA Calculated Noise Levels - 05 Parking

Source	Source type	Leq,d dB(A)	
Receiver R1 FI G Leq,d 27.0 dB(A)			
Parking Level Ground	PLot	7.6	
Parking Level Ground	PLot	-7.3	
Parking Level Ground	PLot	9.6	
Parking Level Ground	PLot	8.0	
Parking Level Ground	PLot	1.5	
Parking Level Ground	PLot	9.0	
Parking Level Ground	PLot	22.4	
Parking Level Ground	PLot	2.0	
Parking Level Ground	PLot	-6.5	
Parking Level Ground	PLot	4.2	
Parking Level Ground	PLot	12.4	
Parking Level Ground	PLot	8.6	
Parking Level Ground	PLot	11.5	
Parking Level Ground	PLot	23.8	
Parking Level P1	PLot		
Parking Level P2	PLot	10.3	
Parking Level P3	PLot	-21.4	
Parking Level P4	PLot	-23.1	
Parking Level P5	PLot	-22.4	
Receiver R1 FI F2 Leq,d 27.6 dB(A)			
Parking Level Ground	PLot	10.5	
Parking Level Ground	PLot	-7.4	
Parking Level Ground	PLot	11.8	
Parking Level Ground	PLot	9.6	
Parking Level Ground	PLot	2.8	
Parking Level Ground	PLot	9.5	
Parking Level Ground	PLot	23.5	
Parking Level Ground	PLot	2.7	
Parking Level Ground	PLot	-5.9	
Parking Level Ground	PLot	5.7	
Parking Level Ground	PLot	12.4	
Parking Level Ground	PLot	6.4	
Parking Level Ground	PLot	11.9	
Parking Level Ground	PLot	23.7	
Parking Level P1	PLot		
Parking Level P2	PLot	14.3	
Parking Level P3	PLot	-20.6	
Parking Level P4	PLot	-20.5	
Parking Level P5	PLot	-19.8	
Receiver R2 FI G Leq,d 30.4 dB(A)			
Parking Level Ground	PLot	18.8	
Parking Level Ground	PLot	1.9	

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East End Studios ADLA Calculated Noise Levels - 05 Parking

Source	Source type	Leq,d dB(A)	
Parking Level Ground	PLot	22.9	
Parking Level Ground	PLot	11.8	
Parking Level Ground	PLot	-1.4	
Parking Level Ground	PLot	5.9	
Parking Level Ground	PLot	26.6	
Parking Level Ground	PLot	21.8	
Parking Level Ground	PLot	4.2	
Parking Level Ground	PLot	20.5	
Parking Level Ground	PLot	4.4	
Parking Level Ground	PLot	0.1	
Parking Level Ground	PLot	7.1	
Parking Level Ground	PLot	3.4	
Parking Level P1	PLot		
Parking Level P2	PLot	16.8	
Parking Level P3	PLot		
Parking Level P4	PLot	10.4	
Parking Level P5	PLot		
Receiver R3 FI G Leq,d 46.2 dB(A)			
Parking Level Ground	PLot	30.5	
Parking Level Ground	PLot	20.9	
Parking Level Ground	PLot	33.4	
Parking Level Ground	PLot	28.9	
Parking Level Ground	PLot	1.2	
Parking Level Ground	PLot	14.6	
Parking Level Ground	PLot	41.1	
Parking Level Ground	PLot	38.6	
Parking Level Ground	PLot	26.0	
Parking Level Ground	PLot	36.3	
Parking Level Ground	PLot	15.4	
Parking Level Ground	PLot	10.7	
Parking Level Ground	PLot	18.4	
Parking Level Ground	PLot	-0.6	
Parking Level P1	PLot	26.5	
Parking Level P2	PLot	40.4	
Parking Level P3	PLot	14.8	
Parking Level P4	PLot	30.8	
Parking Level P5	PLot	17.4	
Receiver R3 FI F2 Leq,d 40.4 dB(A)			
Parking Level Ground	PLot	20.7	
Parking Level Ground	PLot	14.5	
Parking Level Ground	PLot	22.6	
Parking Level Ground	PLot	24.3	
Parking Level Ground	PLot	-0.6	

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East End Studios ADLA Calculated Noise Levels - 05 Parking

Source	Source type	Leq,d dB(A)	
Parking Level Ground	PLot	11.8	
Parking Level Ground	PLot	36.6	
Parking Level Ground	PLot	26.3	
Parking Level Ground	PLot	25.8	
Parking Level Ground	PLot	22.3	
Parking Level Ground	PLot	15.3	
Parking Level Ground	PLot	11.3	
Parking Level Ground	PLot	18.7	
Parking Level Ground	PLot	2.8	
Parking Level P1	PLot	-3.4	
Parking Level P2	PLot	30.9	
Parking Level P3	PLot	28.4	
Parking Level P4	PLot	32.4	
Parking Level P5	PLot	29.9	
Receiver R4 FI G Leq,d 21.1 dB(A)			
Parking Level Ground	PLot	3.3	
Parking Level Ground	PLot	-3.8	
Parking Level Ground	PLot	8.2	
Parking Level Ground	PLot	-0.2	
Parking Level Ground	PLot	-5.3	
Parking Level Ground	PLot	-4.8	
Parking Level Ground	PLot	17.4	
Parking Level Ground	PLot	11.2	
Parking Level Ground	PLot	3.6	
Parking Level Ground	PLot	5.7	
Parking Level Ground	PLot	-1.1	
Parking Level Ground	PLot	-6.7	
Parking Level Ground	PLot	0.0	
Parking Level Ground	PLot	-6.5	
Parking Level P1	PLot		
Parking Level P2	PLot	14.4	
Parking Level P3	PLot	2.9	
Parking Level P4	PLot	9.1	
Parking Level P5	PLot	7.0	
Receiver R4 FI F2 Leq,d 30.9 dB(A)			
Parking Level Ground	PLot	7.6	
Parking Level Ground	PLot	0.6	
Parking Level Ground	PLot	15.5	
Parking Level Ground	PLot	4.3	
Parking Level Ground	PLot	-2.1	
Parking Level Ground	PLot	-1.4	
Parking Level Ground	PLot	25.8	
Parking Level Ground	PLot	18.8	

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East End Studios ADLA Calculated Noise Levels - 05 Parking

Source	Source type	Leq,d dB(A)	
Parking Level Ground	PLot	13.1	
Parking Level Ground	PLot	11.1	
Parking Level Ground	PLot	5.5	
Parking Level Ground	PLot	-0.5	
Parking Level Ground	PLot	5.6	
Parking Level Ground	PLot	1.3	
Parking Level P1	PLot		
Parking Level P2	PLot	21.4	
Parking Level P3	PLot	20.5	
Parking Level P4	PLot	24.6	
Parking Level P5	PLot	21.8	
Receiver R5 FI G Leq,d 17.4 dB(A)			
Parking Level Ground	PLot	0.4	
Parking Level Ground	PLot	-6.5	
Parking Level Ground	PLot	3.9	
Parking Level Ground	PLot	2.7	
Parking Level Ground	PLot	-3.3	
Parking Level Ground	PLot	-0.1	
Parking Level Ground	PLot	15.9	
Parking Level Ground	PLot	-1.2	
Parking Level Ground	PLot	-10.4	
Parking Level Ground	PLot	-1.1	
Parking Level Ground	PLot	0.5	
Parking Level Ground	PLot	-5.3	
Parking Level Ground	PLot	-0.8	
Parking Level Ground	PLot	-5.9	
Parking Level P1	PLot		
Parking Level P2	PLot	6.5	
Parking Level P3	PLot	-7.3	
Parking Level P4	PLot	-2.3	
Parking Level P5	PLot		
Receiver R6 FI G Leq,d 29.1 dB(A)			
Parking Level Ground	PLot	9.2	
Parking Level Ground	PLot	1.3	
Parking Level Ground	PLot	14.1	
Parking Level Ground	PLot	13.4	
Parking Level Ground	PLot	11.1	
Parking Level Ground	PLot	14.4	
Parking Level Ground	PLot	27.9	
Parking Level Ground	PLot	5.4	
Parking Level Ground	PLot	-3.9	
Parking Level Ground	PLot	7.4	
Parking Level Ground	PLot	14.6	

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East End Studios ADLA Calculated Noise Levels - 05 Parking

Source	Source type	Leq,d dB(A)	
Parking Level Ground	PLot	9.4	
Parking Level Ground	PLot	15.6	
Parking Level Ground	PLot	4.6	
Parking Level P1	PLot		
Parking Level P2	PLot	12.0	
Parking Level P3	PLot	-14.2	
Parking Level P4	PLot	3.2	
Parking Level P5	PLot	-15.6	
Receiver R6 FI F2 Leq,d 39.9 dB(A)			
Parking Level Ground	PLot	16.8	
Parking Level Ground	PLot	1.0	
Parking Level Ground	PLot	22.3	
Parking Level Ground	PLot	24.9	
Parking Level Ground	PLot	19.4	
Parking Level Ground	PLot	23.0	
Parking Level Ground	PLot	39.2	
Parking Level Ground	PLot	14.1	
Parking Level Ground	PLot	1.1	
Parking Level Ground	PLot	16.6	
Parking Level Ground	PLot	20.1	
Parking Level Ground	PLot	16.3	
Parking Level Ground	PLot	24.4	
Parking Level Ground	PLot	18.6	
Parking Level P1	PLot		
Parking Level P2	PLot	20.1	
Parking Level P3	PLot	-11.1	
Parking Level P4	PLot	13.6	
Parking Level P5	PLot	-10.8	
Receiver R7 FI G Leq,d 34.0 dB(A)			
Parking Level Ground	PLot	1.6	
Parking Level Ground	PLot	-10.1	
Parking Level Ground	PLot	12.2	
Parking Level Ground	PLot	14.5	
Parking Level Ground	PLot	6.4	
Parking Level Ground	PLot	11.9	
Parking Level Ground	PLot	33.0	
Parking Level Ground	PLot	13.5	
Parking Level Ground	PLot	3.5	
Parking Level Ground	PLot	13.4	
Parking Level Ground	PLot	22.6	
Parking Level Ground	PLot	16.6	
Parking Level Ground	PLot	22.4	
Parking Level Ground	PLot	-2.0	

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East End Studios ADLA Calculated Noise Levels - 05 Parking

This image shows a completely blank white rectangular area enclosed within a thin black border. There are no markings, text, or illustrations present on the page.

East End Studios ADLA
Source Levels in dB(A) - 06 Basecamp

Name	Source type	Lw dB(A)	
Basecamp	Area	105.2	

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East End Studios ADLA

Calculated Noise Levels - 06 Basecamp

Source	Source type	Leq,d dB(A)	
Receiver R1 FI G Leq,d 31.9 dB(A)			
Basecamp	Area	31.9	
Receiver R1 FI F2 Leq,d 33.0 dB(A)			
Basecamp	Area	33.0	
Receiver R2 FI G Leq,d 34.3 dB(A)			
Basecamp	Area	34.3	
Receiver R3 FI G Leq,d 50.6 dB(A)			
Basecamp	Area	50.6	
Receiver R3 FI F2 Leq,d 46.2 dB(A)			
Basecamp	Area	46.2	
Receiver R4 FI G Leq,d 25.0 dB(A)			
Basecamp	Area	25.0	
Receiver R4 FI F2 Leq,d 34.7 dB(A)			
Basecamp	Area	34.7	
Receiver R5 FI G Leq,d 25.8 dB(A)			
Basecamp	Area	25.8	
Receiver R6 FI G Leq,d 37.6 dB(A)			
Basecamp	Area	37.6	
Receiver R6 FI F2 Leq,d 49.1 dB(A)			
Basecamp	Area	49.1	
Receiver R7 FI G Leq,d 39.9 dB(A)			
Basecamp	Area	39.9	

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Off-Site Traffic Noise Calculations

Project: East End Studios ADLA Project

Traffic Distribution as % of ADT				
Vehicle Type	Day	Eve	Night	Sub total
Auto	77.6%	9.7%	9.7%	97.0%
Medium Truck	1.6%	0.2%	0.2%	2.0%
Heavy Truck	0.8%	0.1%	0.1%	1.0%
	80.0%	10.0%	10.0%	100.0%

PHV to
ADT factor
8%

EXISTING CONDITIONS

Roadway Segment	Roadway Width*, ft	Distance to Edge of Roadway, ft	Distance to Centerline, feet	Speed mph	Traffic Volume PHV	ADT	PHV to ADT factor	Barrier Atten.	Site Adjust., dBA	24-Hour CNEL
Alameda Street										
- Between 4th St. and 6th St.	60	10	40	35	2,173	27,163	8%	0	0	69.7
- Between 6th St. and 7th St.	60	10	40	35	2,033	25,413	8%	0	0	69.4
- Between 7th St. and 8th St.	70	10	45	35	1,869	23,363	8%	0	0	68.4
Mill Street										
- Between 6th St. and 7th St.	40	10	30	25	118	1,475	8%	0	0	55.1
Mateo Street										
- Between 4th St. and 6th St.	40	10	30	30	629	7,863	8%	0	0	64.0
- Between 6th St. and 7th St.	40	10	30	30	551	6,888	8%	0	0	63.4
- Between 7th St. and 8th St.	40	10	30	30	659	8,238	8%	0	0	64.2
6th Street										
- Between Central Ave. and Alameda St.	50	10	35	35	1,403	17,538	8%	0	0	68.4
- Between Alameda St. and Mateo St.	50	10	35	35	1,447	18,088	8%	0	0	68.5
- Between Mateo St. and Santa Fe Ave.	50	10	35	35	1,459	18,238	8%	0	0	68.6
7th Street										
- Between Central Ave. and Alameda St.	50	10	35	35	1,527	19,088	8%	0	0	68.8
- Between Alameda St. and Mateo St.	50	10	35	35	1,463	18,288	8%	0	0	68.6
- Between Mateo St. and Santa Fe Ave.	50	10	35	35	1,492	18,650	8%	0	0	68.7

* Estimated based on Google Earth map.

** Calculated using FHWA's TNM Version 2.5 Computer Noise Model.

Off-Site Traffic Noise Calculations

Project: East End Studios ADLA Project

Traffic Distribution as % of ADT				
Vehicle Type	Day	Eve	Night	Sub total
Auto	77.6%	9.7%	9.7%	97.0%
Medium Truck	1.6%	0.2%	0.2%	2.0%
Heavy Truck	0.8%	0.1%	0.1%	1.0%
	80.0%	10.0%	10.0%	100.0%

PHV to
ADT factor
8%

EXISTING + PROJECT CONDITIONS

Roadway Segment	Roadway Width*, ft	Distance to Edge of Roadway, ft	Distance to Centerline, feet	Speed mph	Traffic Volume PHV	ADT	PHV to ADT factor	Barrier Atten.	Site Adjust., dBA	24-Hour CNEL
Alameda Street										
- Between 4th St. and 6th St.	60	10	40	35	2,226	27,825	8%	0	0	69.8
- Between 6th St. and 7th St.	60	10	40	35	2,118	26,475	8%	0	0	69.6
- Between 7th St. and 8th St.	70	10	45	35	1,939	24,238	8%	0	0	68.6
Mill Street										
- Between 6th St. and 7th St.	40	10	30	25	206	2,575	8%	0	0	57.6
Mateo Street										
- Between 4th St. and 6th St.	40	10	30	30	664	8,300	8%	0	0	64.2
- Between 6th St. and 7th St.	40	10	30	30	732	9,150	8%	0	0	64.7
- Between 7th St. and 8th St.	40	10	30	30	823	10,288	8%	0	0	65.2
6th Street										
- Between Central Ave. and Alameda St.	50	10	35	35	1,443	18,038	8%	0	0	68.5
- Between Alameda St. and Mateo St.	50	10	35	35	1,647	20,588	8%	0	0	69.1
- Between Mateo St. and Santa Fe Ave.	50	10	35	35	1,724	21,550	8%	0	0	69.3
7th Street										
- Between Central Ave. and Alameda St.	50	10	35	35	1,533	19,163	8%	0	0	68.8
- Between Alameda St. and Mateo St.	50	10	35	35	1,595	19,938	8%	0	0	69.0
- Between Mateo St. and Santa Fe Ave.	50	10	35	35	1,652	20,650	8%	0	0	69.1

* Estimated based on Google Earth map.

** Calculated using FHWA's TNM Version 2.5 Computer Noise Model.

Off-Site Traffic Noise Calculations

Project: East End Studios ADLA Project

Traffic Distribution as % of ADT				
Vehicle Type	Day	Eve	Night	Sub total
Auto	77.6%	9.7%	9.7%	97.0%
Medium Truck	1.6%	0.2%	0.2%	2.0%
Heavy Truck	0.8%	0.1%	0.1%	1.0%
	80.0%	10.0%	10.0%	100.0%

PHV to
ADT factor
8%

FUTURE NO PROJECT CONDITIONS

Roadway Segment	Roadway Width*, ft	Distance to Edge of Roadway, ft	Distance to Centerline, feet	Speed mph	Traffic Volume PHV	ADT	PHV to ADT factor	Barrier Atten.	Site Adjust., dBA	24-Hour CNEL
Alameda Street										
- Between 4th St. and 6th St.	60	10	40	35	2,261	28,263	8%	0	0	69.9
- Between 6th St. and 7th St.	60	10	40	35	2,115	26,438	8%	0	0	69.6
- Between 7th St. and 8th St.	70	10	45	35	1,944	24,300	8%	0	0	68.6
Mill Street										
- Between 6th St. and 7th St.	40	10	30	25	123	1,538	8%	0	0	55.3
Mateo Street										
- Between 4th St. and 6th St.	40	10	30	30	656	8,200	8%	0	0	64.2
- Between 6th St. and 7th St.	40	10	30	30	573	7,163	8%	0	0	63.6
- Between 7th St. and 8th St.	40	10	30	30	686	8,575	8%	0	0	64.4
6th Street										
- Between Central Ave. and Alameda St.	50	10	35	35	1,459	18,238	8%	0	0	68.6
- Between Alameda St. and Mateo St.	50	10	35	35	1,543	19,288	8%	0	0	68.8
- Between Mateo St. and Santa Fe Ave.	50	10	35	35	1,593	19,913	8%	0	0	68.9
7th Street										
- Between Central Ave. and Alameda St.	50	10	35	35	1,589	19,863	8%	0	0	68.9
- Between Alameda St. and Mateo St.	50	10	35	35	1,521	19,013	8%	0	0	68.7
- Between Mateo St. and Santa Fe Ave.	50	10	35	35	1,552	19,400	8%	0	0	68.8

* Estimated based on Google Earth map.

** Calculated using FHWA's TNM Version 2.5 Computer Noise Model.

Off-Site Traffic Noise Calculations

Project: East End Studios ADLA Project

Traffic Distribution as % of ADT				
Vehicle Type	Day	Eve	Night	Sub total
Auto	77.6%	9.7%	9.7%	97.0%
Medium Truck	1.6%	0.2%	0.2%	2.0%
Heavy Truck	0.8%	0.1%	0.1%	1.0%
	80.0%	10.0%	10.0%	100.0%

PHV to
ADT factor
8%

FUTURE + PROJECT CONDITIONS

Roadway Segment	Roadway Width*, ft	Distance to Edge of Roadway, ft	Distance to Centerline, feet	Speed mph	Traffic Volume PHV	ADT	PHV to ADT factor	Barrier Atten.	Site Adjust., dBA	24-Hour CNEL
Alameda Street										
- Between 4th St. and 6th St.	60	10	40	35	2,314	28,925	8%	0	0	70.0
- Between 6th St. and 7th St.	60	10	40	35	2,200	27,500	8%	0	0	69.7
- Between 7th St. and 8th St.	70	10	45	35	2,014	25,175	8%	0	0	68.8
Mill Street										
- Between 6th St. and 7th St.	40	10	30	25	211	2,638	8%	0	0	57.7
Mateo Street										
- Between 4th St. and 6th St.	40	10	30	30	691	8,638	8%	0	0	64.4
- Between 6th St. and 7th St.	40	10	30	30	754	9,425	8%	0	0	64.8
- Between 7th St. and 8th St.	40	10	30	30	850	10,625	8%	0	0	65.3
6th Street										
- Between Central Ave. and Alameda St.	50	10	35	35	1,499	18,738	8%	0	0	68.7
- Between Alameda St. and Mateo St.	50	10	35	35	1,743	21,788	8%	0	0	69.3
- Between Mateo St. and Santa Fe Ave.	50	10	35	35	1,858	23,225	8%	0	0	69.6
7th Street										
- Between Central Ave. and Alameda St.	50	10	35	35	1,595	19,938	8%	0	0	69.0
- Between Alameda St. and Mateo St.	50	10	35	35	1,653	20,663	8%	0	0	69.1
- Between Mateo St. and Santa Fe Ave.	50	10	35	35	1,712	21,400	8%	0	0	69.3

* Estimated based on Google Earth map.

** Calculated using FHWA's TNM Version 2.5 Computer Noise Model.

Alternatives Analysis

Project: East End Studios Project

Alternative Extended Construction Duration - 50% Reduction

Rec.	Estimated Construction Noise Levels, dBA Leq (Building Construction Phase)			Significance Threshold	Noise Exceedance above Threshold, dBA Leq	
	Project	Alternative 50% Reduction	Change in Noise Levels		Project	Alternative 3
R1	84.5	82.3	-2.2	76.1	8.4	6.2
R2	85.7	83.7	-2.0	77.4	8.3	6.3
R3	86.2	84.2	-2.0	74.9	11.3	9.3
R4	61.1	58.2	-2.9	63.9	0.0	0.0
R5	58.8	55.7	-3.1	73.8	0.0	0.0
R6	90.7	89.8	-0.9	69.5	21.2	20.3
R7	66.5	63.5	-3.0	66.0	0.5	0.0
R6A	77.7	74.9	-2.8	69.5	8.2	5.4

Alternative 3 - 75 ft Setback

Rec.	Estimated Construction Noise Levels, dBA Leq (Building Construction Phase)			Significance Threshold	Noise Exceedance above Threshold, dBA Leq	
	Project	Alternative 3	Change in Noise Levels		Project	Alternative 3
R1	84.5	84.5	0.0	76.1	8.4	8.4
R2	85.7	85.7	0.0	77.4	8.3	8.3
R3	86.2	86.2	0.0	74.9	11.3	11.3
R4	61.1	61.1	0.0	63.9	0.0	0.0
R5	58.8	57.7	-1.1	73.8	0.0	0.0
R6	90.7	84.2	-6.5	69.5	21.2	14.7
R7	66.5	66.5	0.0	66.0	0.5	0.5
R6A	77.7	76.0	-1.7	69.5	8.2	6.5

Project: East End Studios Project

Construction Phase: *Building Construction*
Alternative - 50% Reduction

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	80	0
Aerial Lifts		75	20%		
Air Compressor	1	78	40%	105	0
Crane		81	16%		
Water Truck	1	82	10%	130	0
Rough Terrain Forklifts	3	83	40%	130	0
Pump	1	81	20%	155	0
Plate Compactor	1	83	20%	155	0
Welder	2	74	40%	180	0
Tractor/Loader/Backhoe	2	84	40%	180	0
Skid Steer Loaders	1	79	40%	205	0
Others (misc)	2	85	50%	205	0
Concrete Saw		90	20%		
Aerial Lifts	8	75	20%	230	0
Crane	2	81	16%	230	0

25

Receptor: *R1*

Results:

1-hour Leq: 82.3

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Building Construction*
Alternative - 50% Reduction

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	65	0
Aerial Lifts		75	20%		
Air Compressor	1	78	40%	90	0
Crane		81	16%		
Water Truck	1	82	10%	115	0
Rough Terrain Forklifts	3	83	40%	115	0
Pump	1	81	20%	140	0
Plate Compactor	1	83	20%	140	0
Welder	2	74	40%	165	0
Tractor/Loader/Backhoe	2	84	40%	165	0
Skid Steer Loaders	1	79	40%	190	0
Others (misc)	2	85	50%	190	0
Concrete Saw		90	20%		
Aerial Lifts	8	75	20%	215	0
Crane	2	81	16%	215	0

25

Receptor: *R2*

Results:

1-hour Leq: 83.7

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Building Construction*
Alternative - 50% Reduction

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	60	0
Aerial Lifts		75	20%		
Air Compressor	1	78	40%	85	0
Crane		81	16%		
Water Truck	1	82	10%	110	0
Rough Terrain Forklifts	3	83	40%	110	0
Pump	1	81	20%	135	0
Plate Compactor	1	83	20%	135	0
Welder	2	74	40%	160	0
Tractor/Loader/Backhoe	2	84	40%	160	0
Skid Steer Loaders	1	79	40%	185	0
Others (misc)	2	85	50%	185	0
Concrete Saw		90	20%		
Aerial Lifts	8	75	20%	210	0
Crane	2	81	16%	210	0

25

Receptor: *R3*

Results:

1-hour Leq: 84.2

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Building Construction*
Alternative - 50% Reduction

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	310	15
Aerial Lifts		75	20%		
Air Compressor	1	78	40%	335	15
Crane		81	16%		
Water Truck	1	82	10%	360	15
Rough Terrain Forklifts	3	83	40%	360	15
Pump	1	81	20%	385	15
Plate Compactor	1	83	20%	385	15
Welder	2	74	40%	410	15
Tractor/Loader/Backhoe	2	84	40%	410	15
Skid Steer Loaders	1	79	40%	435	15
Others (misc)	2	85	50%	435	15
Concrete Saw		90	20%		
Aerial Lifts	8	75	20%	460	15
Crane	2	81	16%	460	15

25

Receptor: *R4*

Results:

1-hour Leq: 58.2

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Building Construction*
Alternative - 50% Reduction

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	430	15
Aerial Lifts		75	20%		
Air Compressor	1	78	40%	455	15
Crane		81	16%		
Water Truck	1	82	10%	480	15
Rough Terrain Forklifts	3	83	40%	480	15
Pump	1	81	20%	505	15
Plate Compactor	1	83	20%	505	15
Welder	2	74	40%	530	15
Tractor/Loader/Backhoe	2	84	40%	530	15
Skid Steer Loaders	1	79	40%	555	15
Others (misc)	2	85	50%	555	15
Concrete Saw		90	20%		
Aerial Lifts	8	75	20%	580	15
Crane	2	81	16%	580	15

25

Receptor: *R5*

Results:

1-hour Leq: 55.7

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Building Construction*
Alternative - 50% Reduction

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	25	0
Aerial Lifts		75	20%		
Air Compressor	1	78	40%	50	0
Crane		81	16%		
Water Truck	1	82	10%	75	0
Rough Terrain Forklifts	3	83	40%	100	0
Pump	1	81	20%	100	0
Plate Compactor	1	83	20%	125	0
Welder	2	74	40%	125	0
Tractor/Loader/Backhoe	2	84	40%	150	0
Skid Steer Loaders	1	79	40%	150	0
Others (misc)	2	85	50%	175	0
Concrete Saw		90	20%		
Aerial Lifts	8	75	20%	200	0
Crane	2	81	16%	200	0

25

Receptor: *R6*

Results:

1-hour Leq: 89.8

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Building Construction*
Alternative - 50% Reduction

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	245	0
Aerial Lifts		75	20%		
Air Compressor	1	78	40%	270	0
Crane		81	16%		
Water Truck	1	82	10%	295	0
Rough Terrain Forklifts	3	83	40%	295	0
Pump	1	81	20%	320	0
Plate Compactor	1	83	20%	320	0
Welder	2	74	40%	345	0
Tractor/Loader/Backhoe	2	84	40%	345	0
Skid Steer Loaders	1	79	40%	370	0
Others (misc)	2	85	50%	370	0
Concrete Saw		90	20%		
Aerial Lifts	8	75	20%	395	0
Crane	2	81	16%	395	0

25

Receptor: *R8*

Results:

1-hour Leq: 74.9

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

**Construction Phase: *Building Construction*
Alternative - 50% Reduction**

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	580	5
Aerial Lifts		75	20%		
Air Compressor	1	78	40%	605	5
Crane		81	16%		
Water Truck	1	82	10%	630	5
Rough Terrain Forklifts	3	83	40%	630	5
Pump	1	81	20%	655	5
Plate Compactor	1	83	20%	655	5
Welder	2	74	40%	680	5
Tractor/Loader/Backhoe	2	84	40%	680	5
Skid Steer Loaders	1	79	40%	705	5
Others (misc)	2	85	50%	705	5
Concrete Saw		90	20%		
Aerial Lifts	8	75	20%	730	5
Crane	2	81	16%	730	5

25

Receptor: *R7*

Results:

1-hour Leq: 63.5

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

**Construction Phase: *Building Construction*
Alternative - Single Equipment**

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	25	0
Aerial Lifts		75	20%		
Air Compressor		78	40%		
Crane		81	16%		
Water Truck		82	10%		
Rough Terrain Forklifts		83	40%		
Pump		81	20%		
Plate Compactor		83	20%		
Welder		74	40%		
Tractor/Loader/Backhoe		84	40%		
Skid Steer Loaders		79	40%		
Others (misc)		85	50%		
Concrete Saw		90	20%		
Aerial Lifts		75	20%		
Crane		81	16%		

1

Receptor: R6

Results:

1-hour Leq: 89.0

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

**Construction Phase: *Building Construction*
Alternative 3 - 75 ft Setback**

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	80	0
Aerial Lifts	1	75	20%	80	0
Air Compressor	2	78	40%	105	0
Crane	1	81	16%	105	0
Water Truck	1	82	10%	130	0
Rough Terrain Forklifts	6	83	40%	130	0
Pump	2	81	20%	155	0
Plate Compactor	2	83	20%	155	0
Welder	4	74	40%	180	0
Tractor/Loader/Backhoe	4	84	40%	180	0
Skid Steer Loaders	2	79	40%	205	0
Others (misc)	5	85	50%	205	0
Concrete Saw	1	90	20%	230	0
Aerial Lifts	15	75	20%	230	0
Crane	3	81	16%	230	0

50

Receptor: ***R1***

Results:

1-hour Leq: 84.5

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

**Construction Phase: *Building Construction*
Alternative 3 - 75 ft Setback**

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	65	0
Aerial Lifts	1	75	20%	65	0
Air Compressor	2	78	40%	90	0
Crane	1	81	16%	90	0
Water Truck	1	82	10%	115	0
Rough Terrain Forklifts	6	83	40%	115	0
Pump	2	81	20%	140	0
Plate Compactor	2	83	20%	140	0
Welder	4	74	40%	165	0
Tractor/Loader/Backhoe	4	84	40%	165	0
Skid Steer Loaders	2	79	40%	190	0
Others (misc)	5	85	50%	190	0
Concrete Saw	1	90	20%	215	0
Aerial Lifts	15	75	20%	215	0
Crane	3	81	16%	215	0

50

Receptor: R2

Results:

1-hour Leq: 85.7

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

**Construction Phase: *Building Construction*
Alternative 3 - 75 ft Setback**

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	60	0
Aerial Lifts	1	75	20%	60	0
Air Compressor	2	78	40%	85	0
Crane	1	81	16%	85	0
Water Truck	1	82	10%	110	0
Rough Terrain Forklifts	6	83	40%	110	0
Pump	2	81	20%	135	0
Plate Compactor	2	83	20%	135	0
Welder	4	74	40%	160	0
Tractor/Loader/Backhoe	4	84	40%	160	0
Skid Steer Loaders	2	79	40%	185	0
Others (misc)	5	85	50%	185	0
Concrete Saw	1	90	20%	210	0
Aerial Lifts	15	75	20%	210	0
Crane	3	81	16%	210	0

50

Receptor: R3

Results:

1-hour Leq: 86.2

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

**Construction Phase: *Building Construction*
Alternative 3 - 75 ft Setback**

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	310	15
Aerial Lifts	1	75	20%	310	15
Air Compressor	2	78	40%	335	15
Crane	1	81	16%	335	15
Water Truck	1	82	10%	360	15
Rough Terrain Forklifts	6	83	40%	360	15
Pump	2	81	20%	385	15
Plate Compactor	2	83	20%	385	15
Welder	4	74	40%	410	15
Tractor/Loader/Backhoe	4	84	40%	410	15
Skid Steer Loaders	2	79	40%	435	15
Others (misc)	5	85	50%	435	15
Concrete Saw	1	90	20%	460	15
Aerial Lifts	15	75	20%	460	15
Crane	3	81	16%	460	15

50

Receptor: *R4*

Results:

1-hour Leq: 61.1

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

**Construction Phase: *Building Construction*
Alternative 3 - 75 ft Setback**

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	500	15
Aerial Lifts	1	75	20%	500	15
Air Compressor	2	78	40%	525	15
Crane	1	81	16%	525	15
Water Truck	1	82	10%	550	15
Rough Terrain Forklifts	6	83	40%	550	15
Pump	2	81	20%	575	15
Plate Compactor	2	83	20%	575	15
Welder	4	74	40%	600	15
Tractor/Loader/Backhoe	4	84	40%	600	15
Skid Steer Loaders	2	79	40%	625	15
Others (misc)	5	85	50%	625	15
Concrete Saw	1	90	20%	650	15
Aerial Lifts	15	75	20%	650	15
Crane	3	81	16%	650	15

50

Receptor: R5

Results:

1-hour Leq: 57.7

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

**Construction Phase: *Building Construction*
Alternative 3 - 75 ft Setback**

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	75	0
Aerial Lifts	1	75	20%	100	0
Air Compressor	2	78	40%	100	0
Crane	1	81	16%	125	0
Water Truck	1	82	10%	125	0
Rough Terrain Forklifts	6	83	40%	150	0
Pump	2	81	20%	150	0
Plate Compactor	2	83	20%	175	0
Welder	4	74	40%	175	0
Tractor/Loader/Backhoe	4	84	40%	200	0
Skid Steer Loaders	2	79	40%	200	0
Others (misc)	5	85	50%	225	0
Concrete Saw	1	90	20%	225	0
Aerial Lifts	15	75	20%	250	0
Crane	3	81	16%	250	0

50

Receptor: R6

Results:

1-hour Leq: 84.2

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Phase: *Building Construction*
Alternative 3 - 75 ft Setback

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	315	0
Aerial Lifts	1	75	20%	315	0
Air Compressor	2	78	40%	340	0
Crane	1	81	16%	340	0
Water Truck	1	82	10%	365	0
Rough Terrain Forklifts	6	83	40%	365	0
Pump	2	81	20%	390	0
Plate Compactor	2	83	20%	390	0
Welder	4	74	40%	415	0
Tractor/Loader/Backhoe	4	84	40%	415	0
Skid Steer Loaders	2	79	40%	440	0
Others (misc)	5	85	50%	440	0
Concrete Saw	1	90	20%	465	0
Aerial Lifts	15	75	20%	465	0
Crane	3	81	16%	465	0

50

Receptor: R6A

Results:

1-hour Leq: 76.0

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

**Construction Phase: *Building Construction*
*Alternative 3 - 75 ft Setback***

Equipment

Description	No. of Equip.	Reference Noise Level at 50ft, Lmax	Acoustical Usage Factor	Distance to Receptor, ft	Estimated Noise Shielding, dBA
Concrete Saw	1	90	20%	580	5
Aerial Lifts	1	75	20%	580	5
Air Compressor	2	78	40%	605	5
Crane	1	81	16%	605	5
Water Truck	1	82	10%	630	5
Rough Terrain Forklifts	6	83	40%	630	5
Pump	2	81	20%	655	5
Plate Compactor	2	83	20%	655	5
Welder	4	74	40%	680	5
Tractor/Loader/Backhoe	4	84	40%	680	5
Skid Steer Loaders	2	79	40%	705	5
Others (misc)	5	85	50%	705	5
Concrete Saw	1	90	20%	730	5
Aerial Lifts	15	75	20%	730	5
Crane	3	81	16%	730	5

50

Receptor: *R7*

Results:

1-hour Leq: 66.5

Source for Ref. Noise Levels: FHWA RCNM, 2006

Project: East End Studios Project

Construction Vibration Impacts - Alternative 3 75-ft Setback

Reference Levels at 25 feet are based on FTA, 2006 (Transit Noise and Vibration Impact Assessment)

Calculations using FTA procedure with $n=$ 1.5 (for receptors 25 feet or greater)

$n=$ 1.1 (for receptors less than 25 feet, per Caltrans procedure)

ON-SITE CONSTRUCTION ACTIVITIES

Table 1: Construction Equipment Vibration Levels (PPV) - Building Damage

Equipment	Reference Vibration Levels at 25 ft., PPV	Estimated Vibration Levels at nearest off-site building structures, distance in feet, PPV									
		1205, 1235, 1269, E. 6th St. (Historic)		1275, 1281, 1291, E 6th St. (Historic)		1309 E 6th St. (Historic)		1340 E 6th St. (Historic)		1567 Industrial St. (Historic)	
		Distance	Level	Distance	Level	Distance	Level	Distance	Level	Distance	Level
Vibratory Roller	0.210	80	0.037	80	0.037	65	0.05010	60	0.0565	110	0.023
Large Bulldozer	0.089	80	0.016	80	0.016	65	0.02120	60	0.0239	110	0.010
Caisson Drilling	0.089	80	0.016	80	0.016	65	0.02120	60	0.0239	110	0.010
Loaded Trucks	0.076	80	0.013	80	0.013	65	0.01810	60	0.0204	110	0.008
Jackhammer	0.035	80	0.006	80	0.006	65	0.00830	60	0.0094	110	0.004
Small bulldozer	0.003	80	0.001	80	0.001	65	0.00070	60	0.0008	110	0.000

Table 1b: Construction Equipment Vibration Levels (PPV) - Building Damage

Equipment	Reference Vibration Levels at 25 ft., PPV	Estimated Vibration Levels at nearest off-site building structures, distance in feet, PPV									
		Buildings on North Side of E 6th St.		Building on East side of Mill St.		Multi-Residential Bldg. South of PS		Commercial Bldg. West of PS			
		Distance	Level	Distance	Level	Distance	Level	Distance	Level		
Vibratory Roller	0.210	80	0.037	60	0.057	75	0.040	130	0.018		
Large Bulldozer	0.089	80	0.016	60	0.024	75	0.017	130	0.008		
Caisson Drilling	0.089	80	0.016	60	0.024	75	0.017	130	0.008		
Loaded Trucks	0.076	80	0.013	60	0.020	75	0.015	130	0.006		
Jackhammer	0.035	80	0.006	60	0.009	75	0.007	130	0.003		
Small bulldozer	0.003	80	0.001	60	0.001	75	0.001	130	0.000		

Table 2a: Construction Equipment Vibration Levels (VdB) - Human Annoyance

Equipment	Reference Vibration Levels at 25 ft., VdB	Estimated Vibration Levels at Off-Site Receptors (at note distance in feet), VdB									
		R1		R2		R3		R4		R5	
		Distance	Level	Distance	Level	Distance	Level	Distance	Level	Distance	Level
Vibratory Roller	94	80	79	80	79	60	83	310	61	500	55
Large Bulldozer	87	80	72	80	72	60	76	310	54	500	48
Caisson Drilling	87	80	72	80	72	60	76	310	54	500	48
Loaded Truck	86	80	71	80	71	60	75	310	53	500	47
Jackhammer	79	80	64	80	64	60	68	310	46	500	40
Small bulldozer	58	80	43	80	43	60	47	310	25	500	19

Table 2b: Construction Equipment Vibration Levels (VdB) - Human Annoyance

Equipment	Reference Vibration Levels at 25 ft., VdB	Estimated Vibration Levels at Off-Site Receptors (at note distance in feet), VdB									
		R6		R7		R6A					
		Distance	Level	Distance	Level	Distance	Level	Distance	Level	Distance	Level
Vibratory Roller	94	75	80	580	53	320	61				
Large Bulldozer	87	75	73	580	46	320	54				
Caisson Drilling	87	75	73	580	46	320	54				
Loaded Truck	86	75	72	580	45	320	53				
Jackhammer	79	75	65	580	38	320	46				
Small bulldozer	58	75	44	580	17	320	25				

Appendix M.2

VMT Calculator Output for Alternative 2

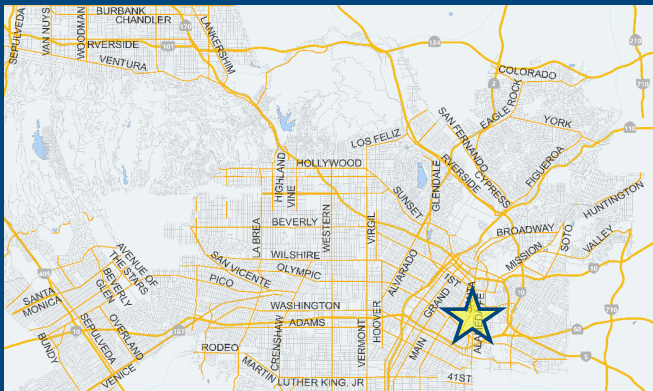
CITY OF LOS ANGELES VMT CALCULATOR Version 1.4



Project Screening Criteria: Is this project required to conduct a vehicle miles traveled analysis?

Project Information

Project: 6th and Alameda Studios
Scenario: Alternative 2
Address: 1206 E 6TH ST, 90021



Is the project replacing an existing number of residential units with a smaller number of residential units AND is located within one-half mile of a fixed-rail or fixed-guideway transit station?

☒ Yes ☐ No

Existing Land Use

Land Use Type	Value	Unit
Industrial Light Industrial	311	ksf
Industrial Light Industrial	311	ksf

[Click here to add a single custom land use type \(will be included in the above list\)](#)

Proposed Project Land Use

Land Use Type	Value	Unit
Office General Office		ksf
Retail General Retail	3	ksf
Retail High-Turnover Sit-Down Restaurant	3	ksf
Office General Office	224.555	ksf
(custom) Sound Stage & Production Support	1540	Trips
(custom) Sound Stage & Production Support	52	Percent
(custom) Sound Stage & Production Support	24	Percent
(custom) Sound Stage & Production Support	12	Percent
(custom) Sound Stage & Production Support	0	Percent
(custom) Sound Stage & Production Support	0	Percent
(custom) Sound Stage & Production Support	12	Percent
(custom) Sound Stage & Production Support	0	Residents
(custom) Sound Stage & Production Support	1001	Employee
(custom) Sound Stage & Production Support	Non-Retail	Retail/Non

[Click here to add a single custom land use type \(will be included in the above list\)](#)

Project Screening Summary

Existing Land Use	Proposed Project
1,701 Daily Vehicle Trips	3,418 Daily Vehicle Trips
11,821 Daily VMT	25,085 Daily VMT

Tier 1 Screening Criteria

Project will have less residential units compared to existing residential units & is within one-half mile of a fixed-rail station. ☐

Tier 2 Screening Criteria

The net increase in daily trips < 250 trips 1,717
Net Daily Trips

The net increase in daily VMT ≤ 0 13,264
Net Daily VMT

The proposed project consists of only retail land uses ≤ 50,000 square feet total. 6,000
ksf

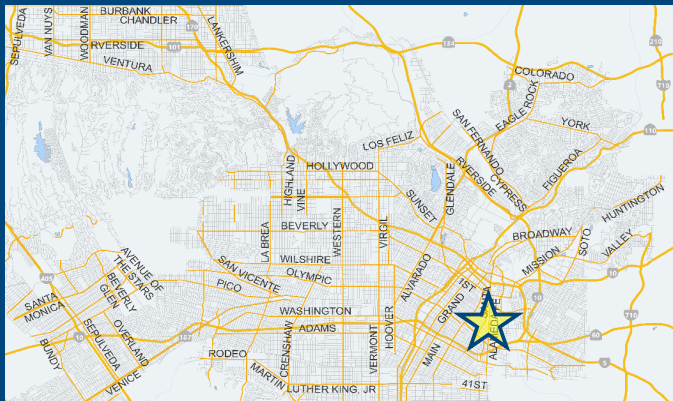
The proposed project is required to perform VMT analysis.

CITY OF LOS ANGELES VMT CALCULATOR Version 1.4



Project Information

Project: 6th and Alameda Studios
Scenario: Alternative 2
Address: 1206 E 6TH ST, 90021



Proposed Project Land Use Type	Value	Unit
Retail General Retail	3	ksf
Retail High-Turnover Sit-Down Restaurant	3	ksf
Office General Office	224.555	ksf
(custom) Sound Stage & Production Support	1540	Trips
(custom) Sound Stage & Production Support	52	Percent
(custom) Sound Stage & Production Support	24	Percent
(custom) Sound Stage & Production Support	12	Percent
(custom) Sound Stage & Production Support	0	Percent
(custom) Sound Stage & Production Support	0	Percent
(custom) Sound Stage & Production Support	12	Percent
(custom) Sound Stage & Production Support	0	Residents
(custom) Sound Stage & Production Support	1001	Employees
(custom) Sound Stage & Production Support	Non-Retail	Retail/Non-R

TDM Strategies

Select each section to show individual strategies
Use ☒ to denote if the TDM strategy is part of the proposed project or is a mitigation strategy

Max Home Based TDM Achieved?	Proposed Project	With Mitigation
Max Work Based TDM Achieved?	No	No

A **Parking**

Reduce Parking Supply

☐ Proposed Prj ☐ Mitigation

1371

city code parking provision for the project site

759

actual parking provision for the project site

Unbundle Parking

☐ Proposed Prj ☐ Mitigation

175

monthly parking cost (dollar) for the project site

Parking Cash-Out

☐ Proposed Prj ☐ Mitigation

50

percent of employees eligible

Price Workplace Parking

☐ Proposed Prj ☐ Mitigation

6.00

daily parking charge (dollar)

50

percent of employees subject to priced parking

Residential Area Parking Permits

☐ Proposed Prj ☐ Mitigation

200

cost (dollar) of annual permit

B **Transit**

C **Education & Encouragement**

D **Commute Trip Reductions**

E **Shared Mobility**

F **Bicycle Infrastructure**

G **Neighborhood Enhancement**

Analysis Results

Proposed Project	With Mitigation
3,396 Daily Vehicle Trips	3,396 Daily Vehicle Trips
24,929 Daily VMT	24,929 Daily VMT
0.0 Household VMT per Capita	0.0 Household VMT per Capita
6.5 Work VMT per Employee	6.5 Work VMT per Employee

Significant VMT Impact?	
Household: No Threshold = 6.0 15% Below APC	Household: No Threshold = 6.0 15% Below APC
Work: No Threshold = 7.6 15% Below APC	Work: No Threshold = 7.6 15% Below APC

CITY OF LOS ANGELES VMT CALCULATOR

Report 1: Project & Analysis Overview

Date: June 6, 2024

Project Name: 6th and Alameda Studios

Project Scenario: Alternative 2

Project Address: 1206 E 6TH ST, 90021



Version 1.4

Project Information			
Land Use Type		Value	Units
Housing	Single Family	0	DU
	Multi Family	0	DU
	Townhouse	0	DU
	Hotel	0	Rooms
	Motel	0	Rooms
	Family	0	DU
Affordable Housing	Senior	0	DU
	Special Needs	0	DU
	Permanent Supportive	0	DU
Retail	General Retail	3.000	ksf
	Furniture Store	0.000	ksf
	Pharmacy/Drugstore	0.000	ksf
	Supermarket	0.000	ksf
	Bank	0.000	ksf
	Health Club	0.000	ksf
	High-Turnover Sit-Down Restaurant	3.000	ksf
	Fast-Food Restaurant	0.000	ksf
	Quality Restaurant	0.000	ksf
	Auto Repair	0.000	ksf
	Home Improvement	0.000	ksf
	Free-Standing Discount	0.000	ksf
	Movie Theater	0	Seats
Office	General Office	224.555	ksf
	Medical Office	0.000	ksf
Industrial	Light Industrial	0.000	ksf
	Manufacturing	0.000	ksf
	Warehousing/Self-Storage	0.000	ksf
School	University	0	Students
	High School	0	Students
	Middle School	0	Students
	Elementary	0	Students
	Private School (K-12)	0	Students
Other	Sound Stage & Production Sup	1540	Trips

Analysis Results			
Total Employees: 1,917			
Total Population: 0			
Proposed Project		With Mitigation	
3,396	Daily Vehicle Trips	3,396	Daily Vehicle Trips
24,929	Daily VMT	24,929	Daily VMT
0	Household VMT per Capita	0	Household VMT per Capita
6.5	Work VMT per Employee	6.5	Work VMT per Employee
Significant VMT Impact?			
APC: Central			
Impact Threshold: 15% Below APC Average			
Household = 6.0			
Work = 7.6			
Proposed Project		With Mitigation	
VMT Threshold	Impact	VMT Threshold	Impact
Household > 6.0	No	Household > 6.0	No
Work > 7.6	No	Work > 7.6	No

CITY OF LOS ANGELES VMT CALCULATOR

Report 3: TDM Outputs

Date: June 6, 2024
Project Name: 6th and Alameda Studios
Project Scenario: Alternative 2
Project Address: 1206 E 6TH ST, 90021



Version 1.4

TDM Adjustments by Trip Purpose & Strategy														
Place type: Suburban Center														
		Home Based Work Production		Home Based Work Attraction		Home Based Other Production		Home Based Other Attraction		Non-Home Based Other Production		Non-Home Based Other Attraction		Source
		Proposed	Mitigated	Proposed	Mitigated	Proposed	Mitigated	Proposed	Mitigated	Proposed	Mitigated	Proposed	Mitigated	
Parking	Reduce parking supply	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	TDM Strategy Appendix, Parking sections 1 - 5
	Unbundle parking	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	
	Parking cash-out	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	
	Price workplace parking	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	
	Residential area parking permits	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	
Transit	Reduce transit headways	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	TDM Strategy Appendix, Transit sections 1 - 3
	Implement neighborhood shuttle	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	
	Transit subsidies	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	
Education & Encouragement	Voluntary travel behavior change program	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	TDM Strategy Appendix, Education & Encouragement sections 1 - 2
	Promotions and marketing	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	
Commute Trip Reductions	Required commute trip reduction program	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	TDM Strategy Appendix, Commute Trip Reductions sections 1 - 4
	Alternative Work Schedules and Telecommute Program	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	
	Employer sponsored vanpool or shuttle	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	
	Ride-share program	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	
Shared Mobility	Car-share	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	TDM Strategy Appendix, Shared Mobility sections 1 - 3
	Bike share	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	
	School carpool program	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	

TDM Adjustments by Trip Purpose & Strategy, Cont.														
Place type: Suburban Center														
		Home Based Work Production		Home Based Work Attraction		Home Based Other Production		Home Based Other Attraction		Non-Home Based Other Production		Non-Home Based Other Attraction		Source
		Proposed	Mitigated	Proposed	Mitigated	Proposed	Mitigated	Proposed	Mitigated	Proposed	Mitigated	Proposed	Mitigated	
Bicycle Infrastructure	Implement/ Improve on-street bicycle facility	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	TDM Strategy Appendix, Bicycle Infrastructure sections 1 - 3
	Include Bike parking per LAMC	0.6%	0.6%	0.6%	0.6%	0.6%	0.6%	0.6%	0.6%	0.6%	0.6%	0.6%	0.6%	
	Include secure bike parking and showers	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	
Neighborhood Enhancement	Traffic calming improvements	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	TDM Strategy Appendix, Neighborhood Enhancement sections 1 - 2
	Pedestrian network improvements	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	

Final Combined & Maximum TDM Effect													
	Home Based Work Production		Home Based Work Attraction		Home Based Other Production		Home Based Other Attraction		Non-Home Based Other Production		Non-Home Based Other Attraction		
	Proposed	Mitigated	Proposed	Mitigated	Proposed	Mitigated	Proposed	Mitigated	Proposed	Mitigated	Proposed	Mitigated	
COMBINED TOTAL	1%	1%	1%	1%	1%	1%	1%	1%	1%	1%	1%	1%	
MAX. TDM EFFECT	1%	1%	1%	1%	1%	1%	1%	1%	1%	1%	1%	1%	

$$= \text{Minimum}(X\%, 1 - [(1-A) * (1-B) \dots])$$

where X%=

PLACE	urban	75%
TYPE	compact infill	40%
MAX:	suburban center	20%
	suburban	15%

Note: $1 - [(1-A) * (1-B) \dots]$ reflects the dampened combined effectiveness of TDM Strategies (e.g., A, B, ...). See the TDM Strategy Appendix (*Transportation Assessment Guidelines Attachment G*) for further discussion of dampening.

CITY OF LOS ANGELES VMT CALCULATOR

Report 4: MXD Methodology

Date: June 6, 2024

Project Name: 6th and Alameda Studios

Project Scenario: Alternative 2

Project Address: 1206 E 6TH ST, 90021



Version 1.4

MXD Methodology - Project Without TDM

	Unadjusted Trips	MXD Adjustment	MXD Trips	Average Trip Length	Unadjusted VMT	MXD VMT
Home Based Work Production	0	0.0%	0	6.7	0	0
Home Based Other Production	0	0.0%	0	4.6	0	0
Non-Home Based Other Production	585	-4.3%	560	7.5	4,388	4,200
Home-Based Work Attraction	2,104	-27.3%	1,530	8.2	17,253	12,546
Home-Based Other Attraction	1,204	-36.2%	768	5.9	7,104	4,531
Non-Home Based Other Attraction	585	-4.3%	560	6.8	3,978	3,808

MXD Methodology with TDM Measures

	<i>Proposed Project</i>			<i>Project with Mitigation Measures</i>		
	TDM Adjustment	Project Trips	Project VMT	TDM Adjustment	Mitigated Trips	Mitigated VMT
Home Based Work Production	-0.6%	0	0	-0.6%	0	0
Home Based Other Production	-0.6%	0	0	-0.6%	0	0
Non-Home Based Other Production	-0.6%	557	4,174	-0.6%	557	4,174
Home-Based Work Attraction	-0.6%	1,520	12,468	-0.6%	1,520	12,468
Home-Based Other Attraction	-0.6%	763	4,503	-0.6%	763	4,503
Non-Home Based Other Attraction	-0.6%	556	3,784	-0.6%	556	3,784

MXD VMT Methodology Per Capita & Per Employee

Total Population: 0

Total Employees: 1,917

APC: Central

	<i>Proposed Project</i>	<i>Project with Mitigation Measures</i>
Total Home Based Production VMT	0	0
Total Home Based Work Attraction VMT	12,468	12,468
Total Home Based VMT Per Capita	0.0	0.0
Total Work Based VMT Per Employee	6.5	6.5

Appendix M.3

VMT Calculator Output for Alternative 3

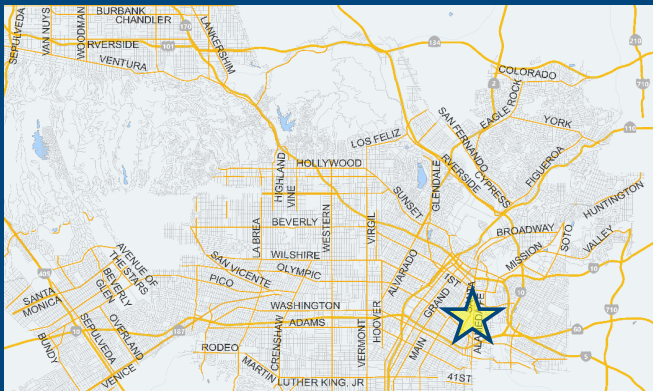
CITY OF LOS ANGELES VMT CALCULATOR Version 1.4



Project Screening Criteria: Is this project required to conduct a vehicle miles traveled analysis?

Project Information

Project: 6th and Alameda Studios
Scenario: Alternative 3
Address: 1206 E 6TH ST, 90021



Is the project replacing an existing number of residential units with a smaller number of residential units AND is located within one-half mile of a fixed-rail or fixed-guideway transit station?

☒ Yes ☐ No

Existing Land Use

Land Use Type	Value	Unit
Industrial Light Industrial	311	ksf
Industrial Light Industrial	311	ksf

[Click here to add a single custom land use type \(will be included in the above list\)](#)

Proposed Project Land Use

Land Use Type	Value	Unit
Office General Office	224.555	ksf
Retail General Retail	3	ksf
Retail High-Turnover Sit-Down Restaurant	3	ksf
Office General Office	224.555	ksf
(custom) Sound Stage & Production Support	Non-Retail	LU type
(custom) Sound Stage & Production Support	0	Person
(custom) Sound Stage & Production Support	1014	Person
(custom) Sound Stage & Production Support	1565	Trips
(custom) Sound Stage & Production Support	52	Percent
(custom) Sound Stage & Production Support	24	Percent
(custom) Sound Stage & Production Support	12	Percent
(custom) Sound Stage & Production Support	0	Percent
(custom) Sound Stage & Production Support	0	Percent
(custom) Sound Stage & Production Support	12	Percent

[Click here to add a single custom land use type \(will be included in the above list\)](#)

Project Screening Summary

Existing Land Use	Proposed Project
1,701 Daily Vehicle Trips	3,435 Daily Vehicle Trips
11,821 Daily VMT	25,212 Daily VMT

Tier 1 Screening Criteria

Project will have less residential units compared to existing residential units & is within one-half mile of a fixed-rail station. ☐

Tier 2 Screening Criteria

The net increase in daily trips < 250 trips 1,734
Net Daily Trips

The net increase in daily VMT ≤ 0 13,391
Net Daily VMT

The proposed project consists of only retail land uses ≤ 50,000 square feet total. 6,000
ksf

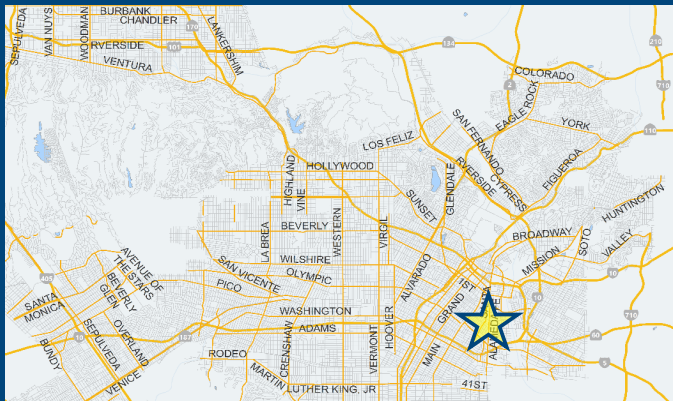
The proposed project is required to perform VMT analysis.

CITY OF LOS ANGELES VMT CALCULATOR Version 1.4



Project Information

Project: 6th and Alameda Studios
Scenario: Alternative 3
Address: 1206 E 6TH ST, 90021



Proposed Project Land Use Type

Proposed Project Land Use Type	Value	Unit
Retail General Retail	3	ksf
Retail High-Turnover Sit-Down Restaurant	3	ksf
Office General Office	224.555	ksf
(custom) Sound Stage & Production Support Non-Retail	LU type	
(custom) Sound Stage & Production Support	0	Person
(custom) Sound Stage & Production Support	1014	Person
(custom) Sound Stage & Production Support	1565	Trips
(custom) Sound Stage & Production Support	52	Percent
(custom) Sound Stage & Production Support	24	Percent
(custom) Sound Stage & Production Support	12	Percent
(custom) Sound Stage & Production Support	0	Percent
(custom) Sound Stage & Production Support	0	Percent
(custom) Sound Stage & Production Support	12	Percent

TDM Strategies

Select each section to show individual strategies

Use ☒ to denote if the TDM strategy is part of the proposed project or is a mitigation strategy

	Proposed Project	With Mitigation
Max Home Based TDM Achieved?	No	No
Max Work Based TDM Achieved?	No	No
☒ A	Parking	
☒ B	Transit	
☒ C	Education & Encouragement	
☒ D	Commute Trip Reductions	
☒ E	Shared Mobility	
☒ F	Bicycle Infrastructure	
☒ G	Neighborhood Enhancement	
Traffic Calming Improvements		
☐ Proposed Prj	☐ Mitigation	25 percent of streets within project with traffic calming improvements
☐ Proposed Prj	☐ Mitigation	25 percent of intersections within project with traffic calming improvements
Pedestrian Network Improvements		
☐ Proposed Prj	☐ Mitigation	within project and connecting off-site

Analysis Results

Proposed Project	With Mitigation
3,413 Daily Vehicle Trips	3,413 Daily Vehicle Trips
25,055 Daily VMT	25,055 Daily VMT
0.0 Household VMT per Capita	0.0 Household VMT per Capita
6.5 Work VMT per Employee	6.5 Work VMT per Employee
Significant VMT Impact?	
Household: No Threshold = 6.0 15% Below APC	Household: No Threshold = 6.0 15% Below APC
Work: No Threshold = 7.6 15% Below APC	Work: No Threshold = 7.6 15% Below APC

CITY OF LOS ANGELES VMT CALCULATOR

Report 1: Project & Analysis Overview

Date: June 6, 2024

Project Name: 6th and Alameda Studios

Project Scenario: Alternative 3

Project Address: 1206 E 6TH ST, 90021



Version 1.4

Project Information			
Land Use Type		Value	Units
Housing	Single Family	0	DU
	Multi Family	0	DU
	Townhouse	0	DU
	Hotel	0	Rooms
	Motel	0	Rooms
	Family	0	DU
Affordable Housing	Senior	0	DU
	Special Needs	0	DU
	Permanent Supportive	0	DU
Retail	General Retail	3.000	ksf
	Furniture Store	0.000	ksf
	Pharmacy/Drugstore	0.000	ksf
	Supermarket	0.000	ksf
	Bank	0.000	ksf
	Health Club	0.000	ksf
	High-Turnover Sit-Down Restaurant	3.000	ksf
	Fast-Food Restaurant	0.000	ksf
	Quality Restaurant	0.000	ksf
	Auto Repair	0.000	ksf
	Home Improvement	0.000	ksf
	Free-Standing Discount	0.000	ksf
	Movie Theater	0	Seats
Office	General Office	224.555	ksf
	Medical Office	0.000	ksf
Industrial	Light Industrial	0.000	ksf
	Manufacturing	0.000	ksf
	Warehousing/Self-Storage	0.000	ksf
School	University	0	Students
	High School	0	Students
	Middle School	0	Students
	Elementary	0	Students
	Private School (K-12)	0	Students
Other	Sound Stage & Production Sup	1565	Trips

Analysis Results			
Total Employees: 1,930			
Total Population: 0			
Proposed Project		With Mitigation	
3,413	Daily Vehicle Trips	3,413	Daily Vehicle Trips
25,055	Daily VMT	25,055	Daily VMT
0	Household VMT per Capita	0	Household VMT per Capita
6.5	Work VMT per Employee	6.5	Work VMT per Employee
Significant VMT Impact?			
APC: Central			
Impact Threshold: 15% Below APC Average			
Household = 6.0			
Work = 7.6			
Proposed Project		With Mitigation	
VMT Threshold	Impact	VMT Threshold	Impact
Household > 6.0	No	Household > 6.0	No
Work > 7.6	No	Work > 7.6	No

TDM Strategy Inputs			
Strategy Type	Description	Proposed Project	Mitigations
Parking	Reduce parking supply	City code parking provision (spaces)	0
		Actual parking provision (spaces)	0
	Unbundle parking	Monthly cost for parking (\$)	\$0
	Parking cash-out	Employees eligible (%)	0%
		Daily parking charge (\$)	\$0.00
	Price workplace parking	Employees subject to priced parking (%)	0%
	Residential area parking permits	Cost of annual permit (\$)	\$0
(cont. on following page)			
TDM Strategy Inputs, Cont.			
Strategy Type	Description	Proposed Project	Mitigations
Transit	Reduce transit headways	Reduction in headways (increase in frequency) (%)	0%
		Existing transit mode share (as a percent of total daily trips) (%)	0%
		Lines within project site improved (<50%, >=50%)	0
	Implement neighborhood shuttle	Degree of implementation (low, medium, high)	0
		Employees and residents eligible (%)	0%
		Employees and residents eligible (%)	0%
	Transit subsidies	Amount of transit subsidy per passenger (daily passengers) (\$)	\$0.00
Education & Encouragement	Voluntary travel behavior change program	Employees and residents participating (%)	0%
	Promotions and marketing	Employees and residents participating (%)	0%
(cont. on following page)			
TDM Strategy Inputs, Cont.			
Strategy Type	Description	Proposed Project	Mitigations
Commuter Trip Reductions	Required commute trip reduction program	Employees participating (%)	0%
	Alternative Work Schedules and Telecommute	Employees participating (%)	0%
		Degree of implementation (low, medium, high)	0
	Employer sponsored vanpool or shuttle	Employees eligible (%)	0%
		Employer size (small, medium, large)	0
		Employees eligible (%)	0%
	Wide-share program	Employees eligible (%)	0%
Shared Mobility	Car share	Car share project setting (Urban, Suburban, All Other)	0
	Bike share	Within 600 feet of existing bike share station - OR - implementing new bike share station (Yes/No)	0
	School carpool program	Level of implementation (Low, Medium, High)	0
(cont. on following page)			
TDM Strategy Inputs, Cont.			
Strategy Type	Description	Proposed Project	Mitigations
Bicycle Infrastructure	Implement/improve on-street bicycle facility	Provide bicycle facility along site (Yes/No)	0
	Include bike parking per LAMC	Meets City Bike Parking Code (Yes/No)	Yes
	Include secure bike parking and showers	Includes indoor bike parking/showers, & repair station (Yes/No)	0
Neighborhood Enhancement	Streets with traffic calming	Streets with traffic calming improvements (%)	0%
	Traffic calming improvements	Intersections with traffic calming improvements (%)	0%
	Pedestrian network improvements	Included within project and connecting off-site within project only	0

CITY OF LOS ANGELES VMT CALCULATOR

Report 3: TDM Outputs

Date: June 6, 2024
Project Name: 6th and Alameda Studios
Project Scenario: Alternative 3
Project Address: 1206 E 6TH ST, 90021



Version 1.4

TDM Adjustments by Trip Purpose & Strategy														
Place type: Suburban Center														
		Home Based Work Production		Home Based Work Attraction		Home Based Other Production		Home Based Other Attraction		Non-Home Based Other Production		Non-Home Based Other Attraction		Source
		Proposed	Mitigated	Proposed	Mitigated	Proposed	Mitigated	Proposed	Mitigated	Proposed	Mitigated	Proposed	Mitigated	
Parking	Reduce parking supply	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	TDM Strategy Appendix, Parking sections 1 - 5
	Unbundle parking	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	
	Parking cash-out	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	
	Price workplace parking	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	
	Residential area parking permits	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	
Transit	Reduce transit headways	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	TDM Strategy Appendix, Transit sections 1 - 3
	Implement neighborhood shuttle	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	
	Transit subsidies	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	
Education & Encouragement	Voluntary travel behavior change program	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	TDM Strategy Appendix, Education & Encouragement sections 1 - 2
	Promotions and marketing	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	
Commute Trip Reductions	Required commute trip reduction program	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	TDM Strategy Appendix, Commute Trip Reductions sections 1 - 4
	Alternative Work Schedules and Telecommute Program	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	
	Employer sponsored vanpool or shuttle	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	
	Ride-share program	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	
Shared Mobility	Car-share	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	TDM Strategy Appendix, Shared Mobility sections 1 - 3
	Bike share	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	
	School carpool program	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	

TDM Adjustments by Trip Purpose & Strategy, Cont.														
Place type: Suburban Center														
		Home Based Work Production		Home Based Work Attraction		Home Based Other Production		Home Based Other Attraction		Non-Home Based Other Production		Non-Home Based Other Attraction		Source
		Proposed	Mitigated	Proposed	Mitigated	Proposed	Mitigated	Proposed	Mitigated	Proposed	Mitigated	Proposed	Mitigated	
Bicycle Infrastructure	Implement/ Improve on-street bicycle facility	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	TDM Strategy Appendix, Bicycle Infrastructure sections 1 - 3
	Include Bike parking per LAMC	0.6%	0.6%	0.6%	0.6%	0.6%	0.6%	0.6%	0.6%	0.6%	0.6%	0.6%	0.6%	
	Include secure bike parking and showers	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	
Neighborhood Enhancement	Traffic calming improvements	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	TDM Strategy Appendix, Neighborhood Enhancement sections 1 - 2
	Pedestrian network improvements	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	

Final Combined & Maximum TDM Effect													
	Home Based Work Production		Home Based Work Attraction		Home Based Other Production		Home Based Other Attraction		Non-Home Based Other Production		Non-Home Based Other Attraction		
	Proposed	Mitigated	Proposed	Mitigated	Proposed	Mitigated	Proposed	Mitigated	Proposed	Mitigated	Proposed	Mitigated	
COMBINED TOTAL	1%	1%	1%	1%	1%	1%	1%	1%	1%	1%	1%	1%	
MAX. TDM EFFECT	1%	1%	1%	1%	1%	1%	1%	1%	1%	1%	1%	1%	

$$= \text{Minimum}(X\%, 1 - [(1-A) * (1-B)...])$$

where X%=

PLACE	urban	75%
TYPE	compact infill	40%
MAX:	suburban center	20%
	suburban	15%

Note: $1 - [(1-A) * (1-B)...]$ reflects the dampened combined effectiveness of TDM Strategies (e.g., A, B,...). See the TDM Strategy Appendix (*Transportation Assessment Guidelines Attachment G*) for further discussion of dampening.

CITY OF LOS ANGELES VMT CALCULATOR

Report 4: MXD Methodology

Date: June 6, 2024

Project Name: 6th and Alameda Studios

Project Scenario: Alternative 3

Project Address: 1206 E 6TH ST, 90021



Version 1.4

MXD Methodology - Project Without TDM

	Unadjusted Trips	MXD Adjustment	MXD Trips	Average Trip Length	Unadjusted VMT	MXD VMT
Home Based Work Production	0	0.0%	0	6.7	0	0
Home Based Other Production	0	0.0%	0	4.6	0	0
Non-Home Based Other Production	588	-4.4%	562	7.5	4,410	4,215
Home-Based Work Attraction	2,117	-27.3%	1,539	8.2	17,359	12,620
Home-Based Other Attraction	1,210	-36.3%	771	5.9	7,139	4,549
Non-Home Based Other Attraction	588	-4.3%	563	6.8	3,998	3,828

MXD Methodology with TDM Measures

	<i>Proposed Project</i>			<i>Project with Mitigation Measures</i>		
	TDM Adjustment	Project Trips	Project VMT	TDM Adjustment	Mitigated Trips	Mitigated VMT
Home Based Work Production	-0.6%	0	0	-0.6%	0	0
Home Based Other Production	-0.6%	0	0	-0.6%	0	0
Non-Home Based Other Production	-0.6%	559	4,189	-0.6%	559	4,189
Home-Based Work Attraction	-0.6%	1,529	12,541	-0.6%	1,529	12,541
Home-Based Other Attraction	-0.6%	766	4,521	-0.6%	766	4,521
Non-Home Based Other Attraction	-0.6%	559	3,804	-0.6%	559	3,804

MXD VMT Methodology Per Capita & Per Employee

Total Population: 0

Total Employees: 1,930

APC: Central

	<i>Proposed Project</i>	<i>Project with Mitigation Measures</i>
<i>Total Home Based Production VMT</i>	0	0
<i>Total Home Based Work Attraction VMT</i>	12,541	12,541
<i>Total Home Based VMT Per Capita</i>	0.0	0.0
<i>Total Work Based VMT Per Employee</i>	6.5	6.5