



Air Distribution Fundamentals

Sandrine Delaquis – Senior Product Application Specialist GRD

Overview



Presenter



Sandrine Delaquis

Senior Product Application Specialist for GRD Products, Price Industries

- Bachelor of Science in Mechanical Engineering from University of Manitoba
- Focus on Product Development and Product Support for Price Industries Grilles, Registers, and Diffuser product family
- ASHRAE – Manitoba Chapter Board member (2017-2020)

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Overview



Course Summary

Mixed Air Distribution Systems using Grilles, Registers and Diffusers continue to be the most common air distribution system. In one form or another Mixed Air has been around for nearly 100 years.

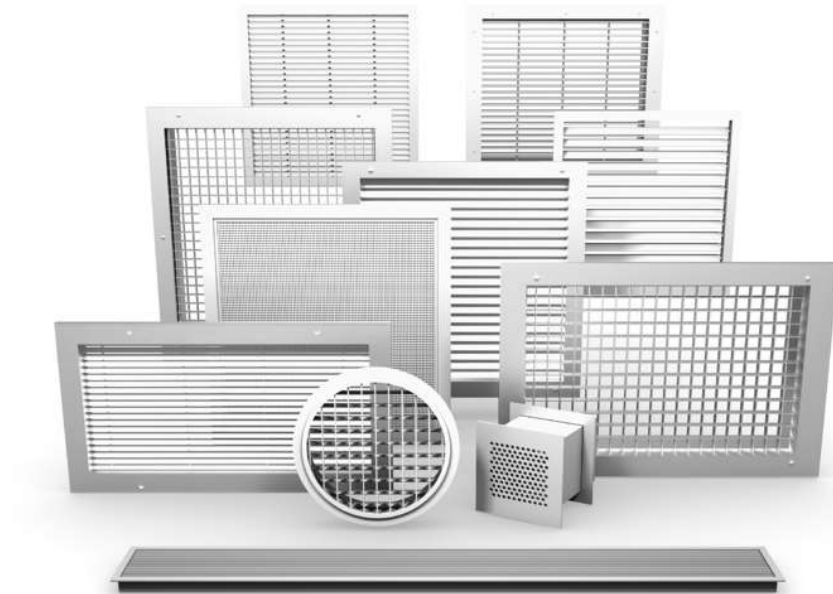
This course will cover the basics of room air movement, the geometry of grilles and diffusers, and how to describe their performance.

Overview

GRILLES &
DIFFUSERS

Agenda

- Room Air Distribution
- Grilles, Registers, and Diffusers
- Sound
- Throw



Air Distribution Fundamentals

Air Distribution Basics

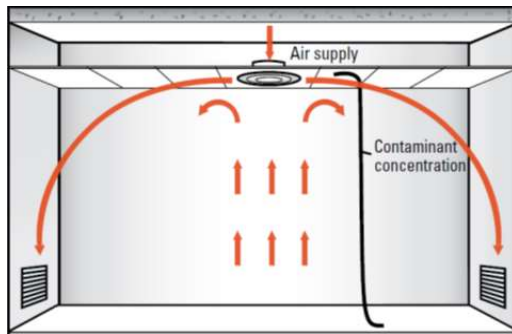
Air Distribution Basics

| GRILLES &
DIFFUSERS

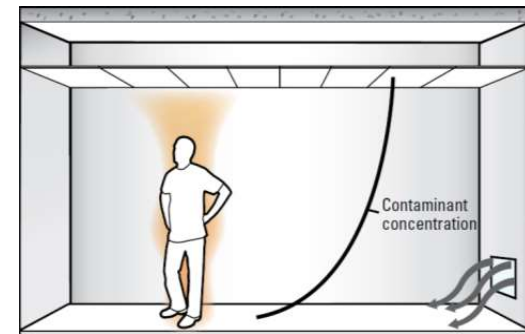
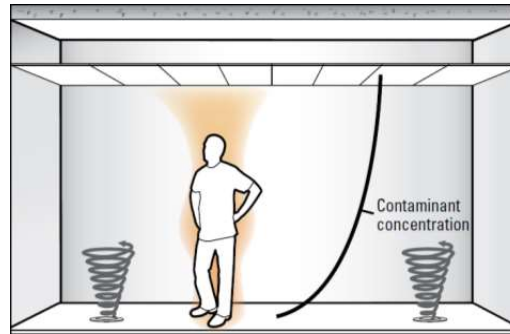
Air Distribution Systems

- Fully Mixed / Partially Mixed / Fully Stratified
- What are we mixing/stratifying?
 - Contaminants / Heat / CO2 / Moisture / Particulates

Fully Mixed



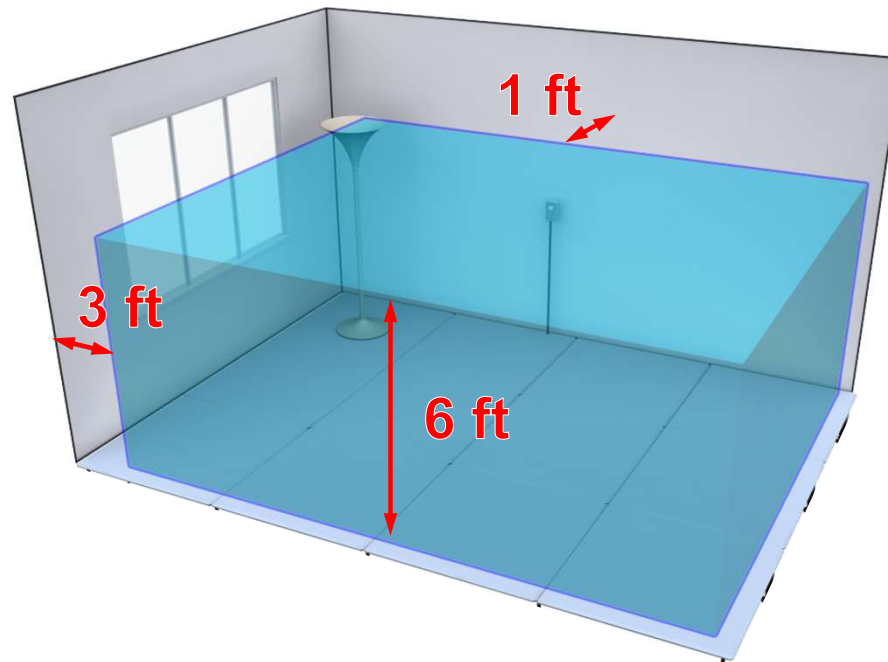
Fully Stratified



Air Distribution Basics

GRILLES & DIFFUSERS

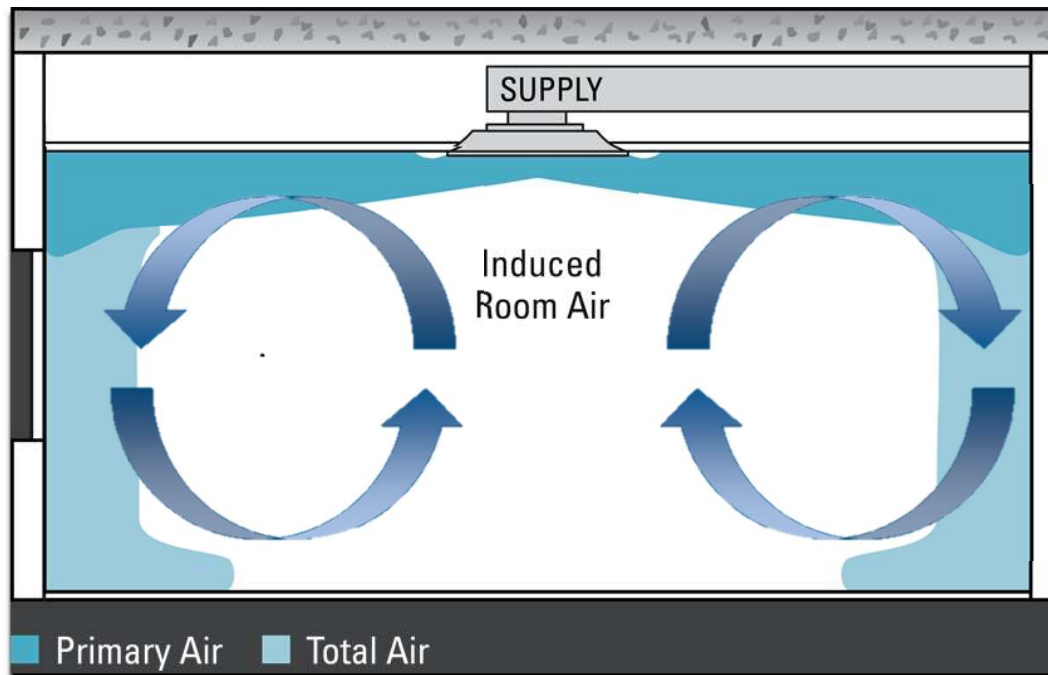
Occupied Zone



Air Distribution Basics

GRILLES & DIFFUSERS

How Air Mixes





The supply air jet leaves the grille or diffuser at high velocity (upwards of 1000 fpm) and travels along the ceiling.



11



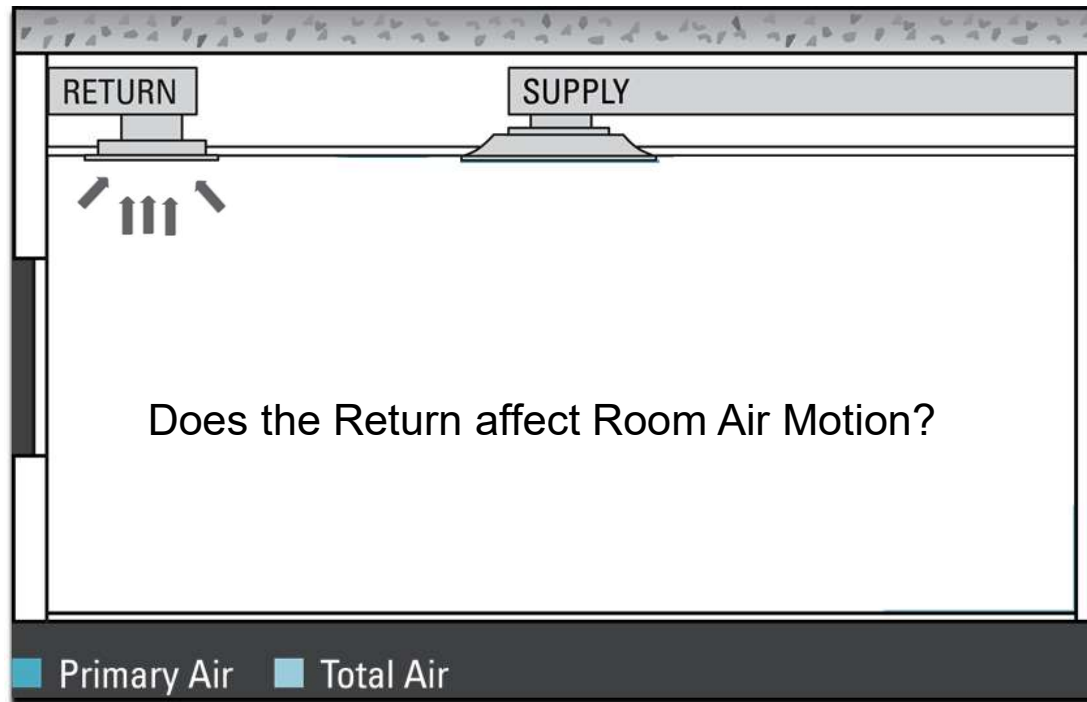
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Air Distribution Basics

GRILLES & DIFFUSERS

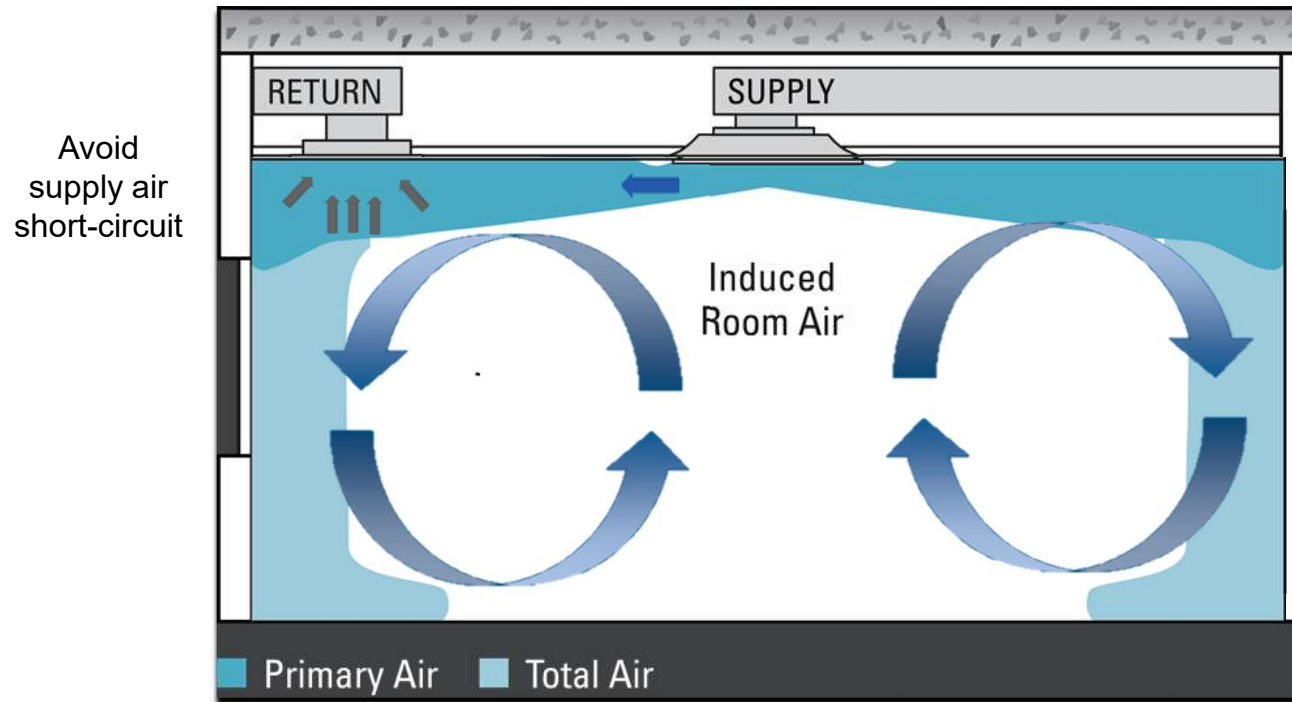
How Air Mixes



Air Distribution Basics

GRILLES & DIFFUSERS

How Air Mixes

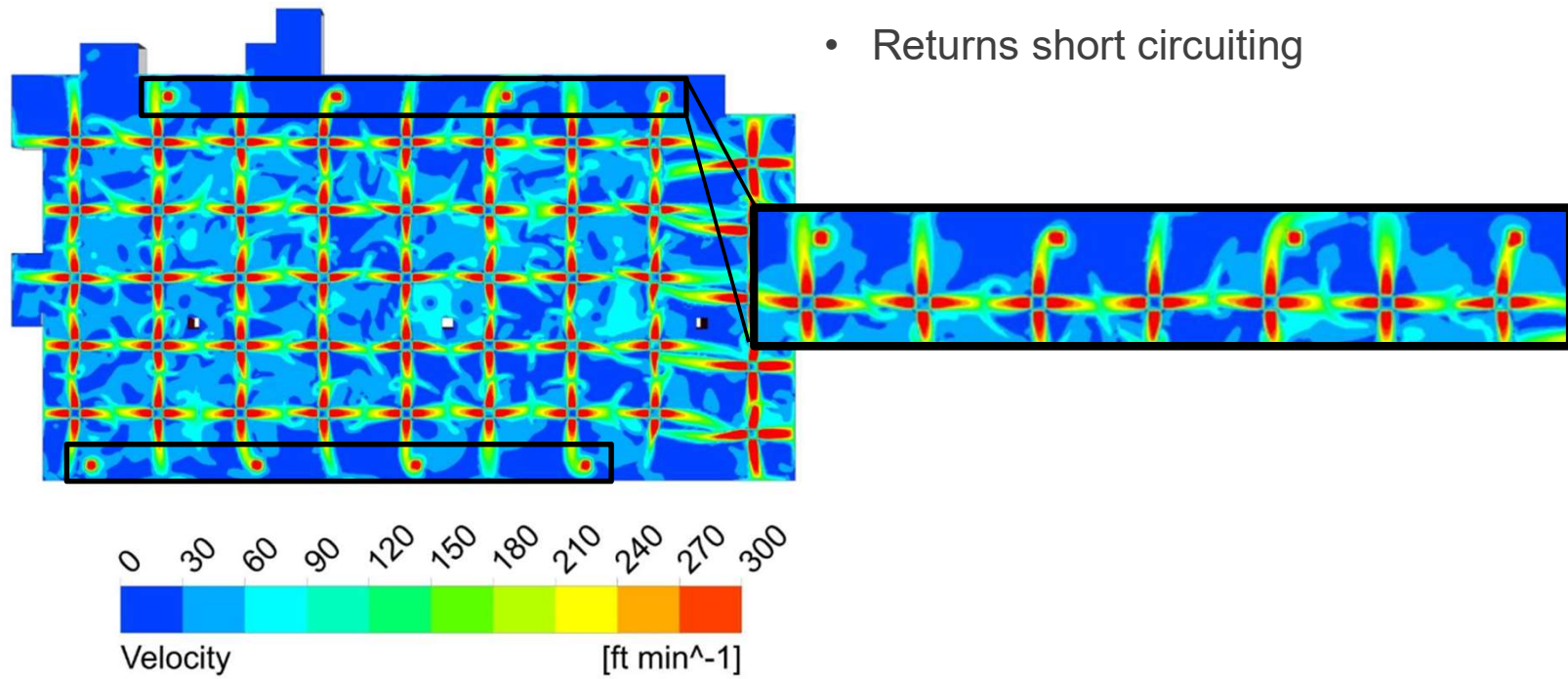


Air Distribution Basics

GRILLES & DIFFUSERS

How Air Mixes

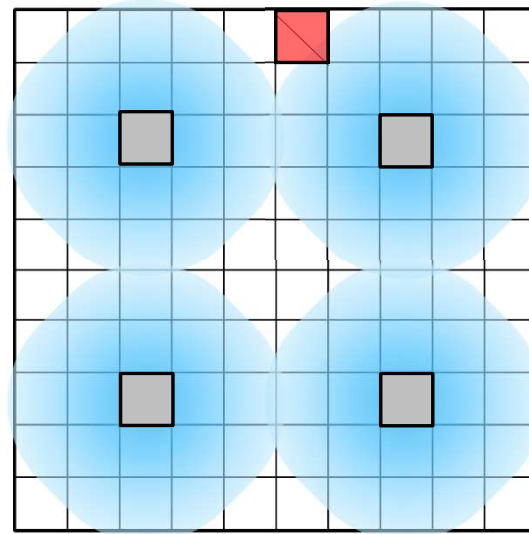
- Returns short circuiting



Air Distribution Basics

GRILLES & DIFFUSERS

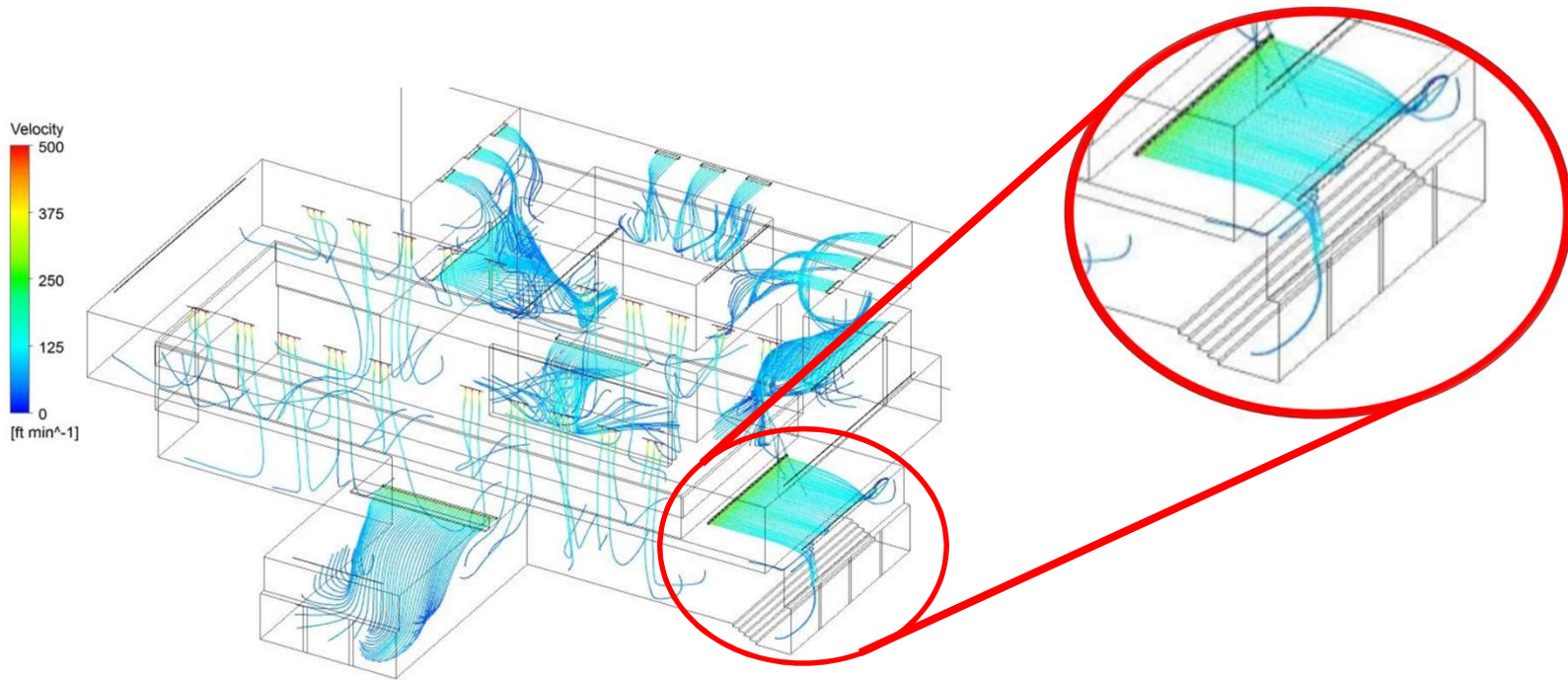
How Air Mixes



Air Distribution Basics

GRILLES & DIFFUSERS

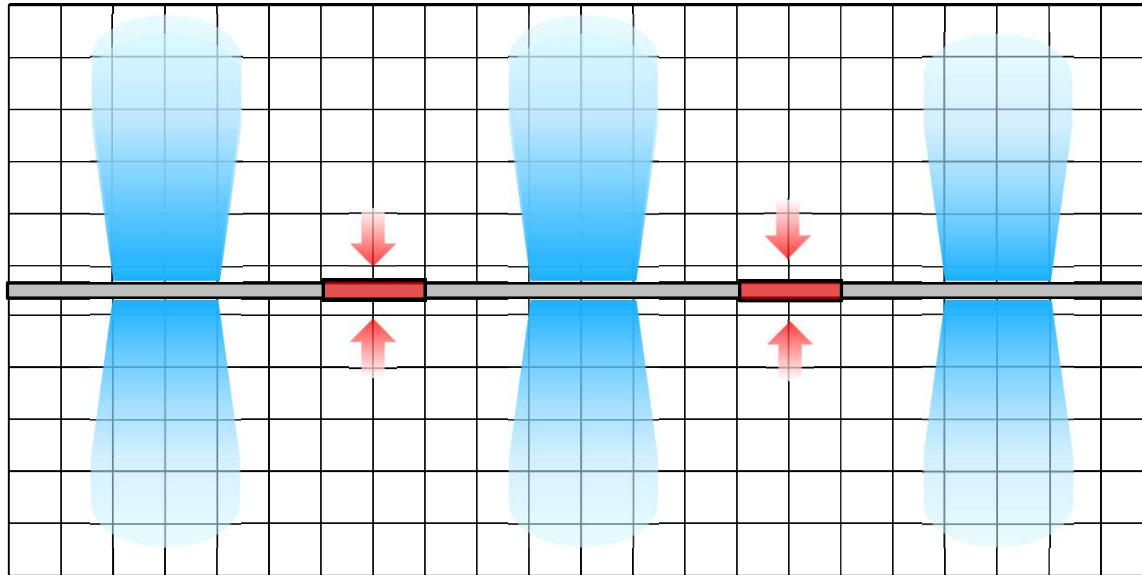
How Air Mixes



Air Distribution Basics

GRILLES & DIFFUSERS

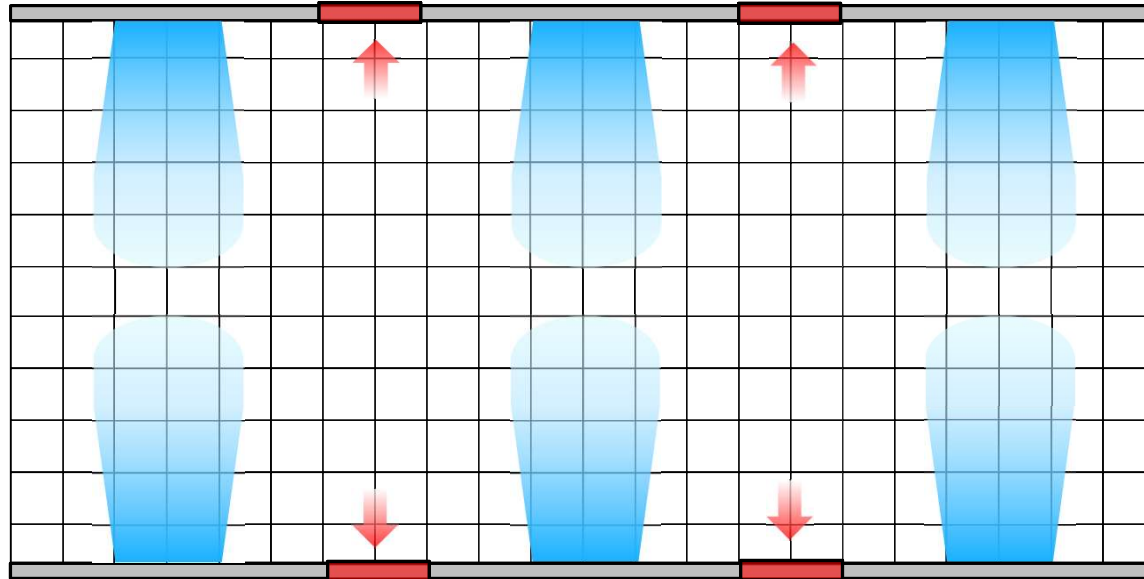
How Air Mixes



Air Distribution Basics

GRILLES & DIFFUSERS

How Air Mixes



Air Distribution Fundamentals

Grilles, Registers & Diffusers

Grilles, Registers & Diffusers

GRILLES &
DIFFUSERS

Grille vs. Register

- What is the difference between a grille and a register?
 - A grille is a covering for any area through which air passes
 - A register also has a damper or control valve



Grilles, Registers & Diffusers



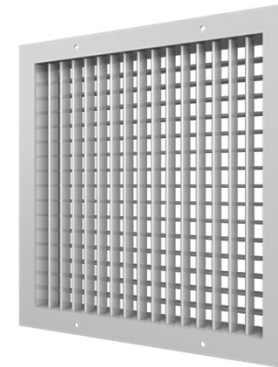
Grille Type – Blade Type



Fixed Deflection
(Return)



Single Deflection
(Supply)

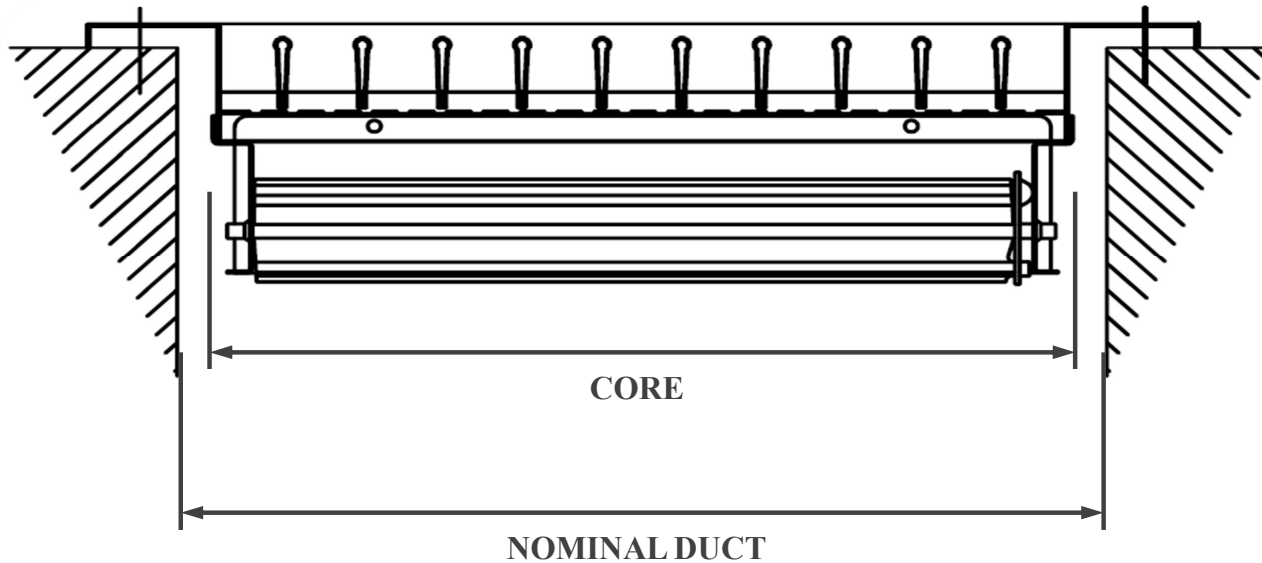


Double Deflection
(Supply)

Grilles, Registers & Diffusers



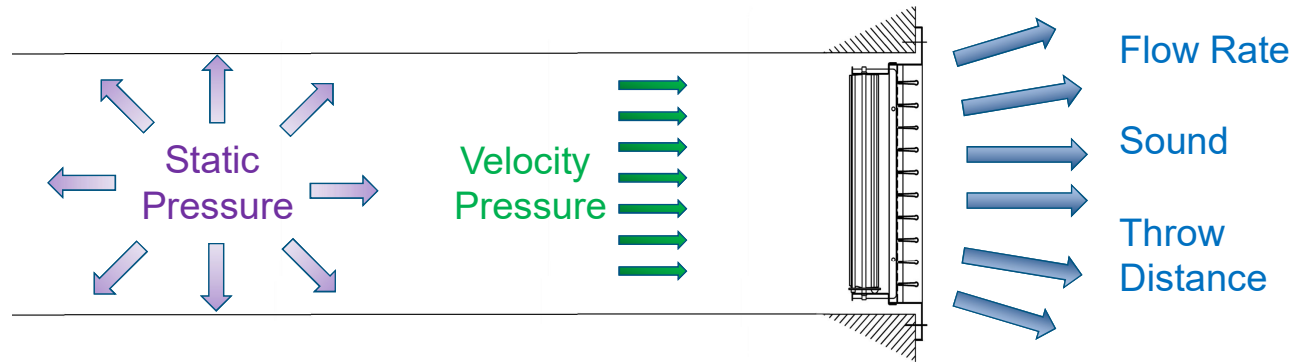
Grille and Register Dimensions



Grilles, Registers & Diffusers



Grille and Register Operation



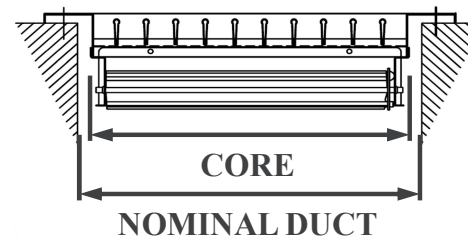
$$\text{Total Pressure} = \text{Static Pressure} + \text{Velocity Pressure}$$

Grilles, Registers & Diffusers



Grille and Register Operation

Size	Core Velocity (fpm)		300	400	500	600
	Velocity Pressure (in. w.g.)		0.006	0.010	0.016	0.022
	Total	0°	0.014	0.024	0.038	0.052
	Pressure (in. w.g.)	22.5°	0.017	0.028	0.045	0.063
		45°	0.025	0.042	0.067	0.093
Ac = 0.15 ft ² 7 x 4 6 x 5	Flow Rate (cfm)		45	60	75	90
	Sound (NC)		-	-	-	-
	Throw (ft)	0°	4-6-12	5-8-14	7-10-16	8-12-17
22.5°		3-5-10	4-6-11	6-8-13	6-10-14	
45°		2-3-6	3-4-7	3-5-8	4-6-9	



Grilles, Registers & Diffusers



Grille and Register Operation

- Larger grilles allow more airflow with less noise

Core		Core Velocity		1222
		Free Area Velocity		1722
Area	Nominal Size	Velocity Pressure		0.093
			0°	0.169
		Total Pressure	22°	0.212
Sq. ft.			45°	0.322
		CFM		500
0.41	6" x 12"	NC	0°	26
			22°	30
			45°	37
		Throw (ft)	0°	23-28-40
			22°	18-23-32
			45°	12-14-20

Core		Core Velocity		276
		Free Area Velocity		388
Area	Nominal Size	Velocity Pressure		0.005
			0°	0.009
		Total Pressure	22°	0.011
Sq. ft.			45°	0.016
		CFM		500
1.81	12" x 24"	NC	0°	--
			22°	--
			45°	--
		Throw (ft)	0°	11-19-37
			22°	8-15-30
			45°	5-9-19

Grilles, Registers & Diffusers



Grille and Register Operation

- **Free Area** is the total non-obstructed cross-sectional area across the grille.



Eggcrate Face

Core		Core Velocity	1010
Area	Nominal Size	Velocity Pressure	0.064
Sq. ft.		Negative SP	0.136
0.40	12x6	CFM	400
		NC	26



Louvered Face

Core		Core Velocity	975
Area	Nominal Size	Velocity Pressure	0.059
Sq. ft.	L x W	Negative SP	0.239
0.41	12" x 6"	CFM	400
		NC	35



Perforated Face

Core		Core Velocity	976
Area	Nominal Size	Velocity Pressure	0.059
Sq. ft.		Negative SP	0.451
0.41	6x12	CFM	400
		NC	38

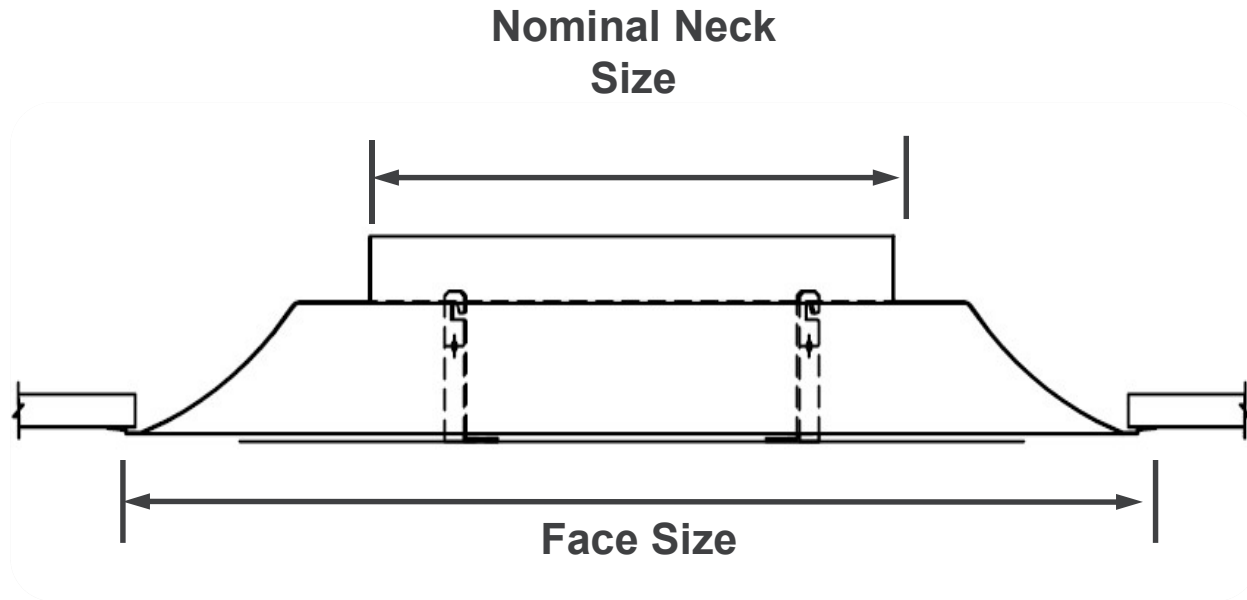




Grilles, Registers & Diffusers



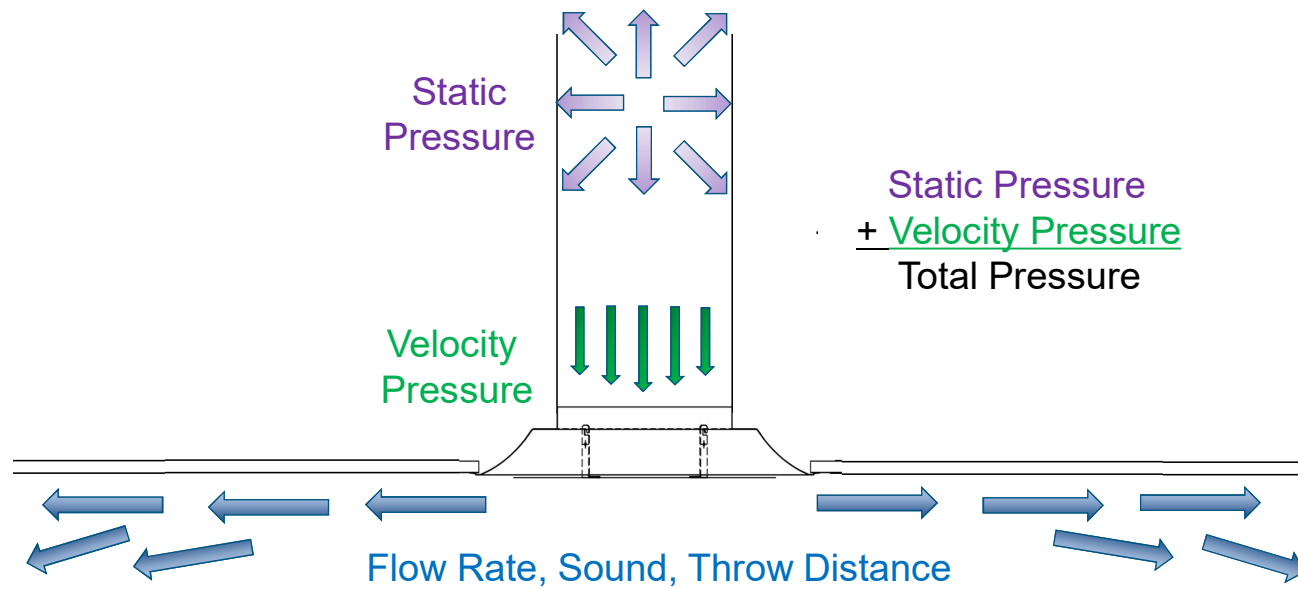
Diffuser Dimensions



Grilles, Registers & Diffusers



Diffuser Operation

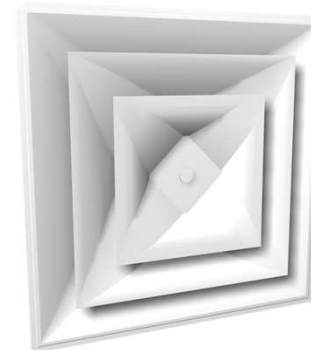


Grilles, Registers & Diffusers



Diffuser Operation

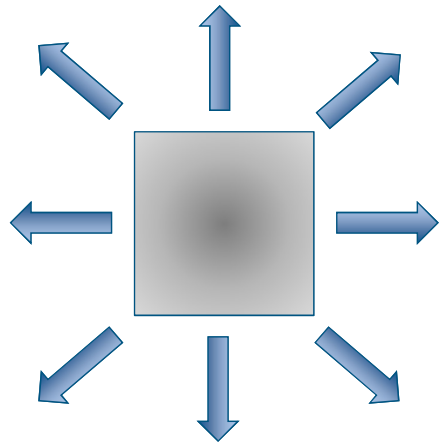
Listed Size	Neck Velocity (fpm)	400	500	600	700	800	900	1000	1200	1400	1600
	Velocity Pressure (in. w.g.)	.01	.016	.022	.031	.040	.050	.062	.090	.122	.160
6	Total Pressure (in. w.g.)	.015	.023	.034	.046	.060	.076	.094	.135	.183	.239
	Flow Rate (cfm)	78	98	118	137	157	176	196	235	274	314
	Sound (NC)	-	-	-	-	15	19	22	28	33	37
	Throw (ft.)	1-2-4	1-2-4	2-3-5	2-3-6	2-4-7	3-4-7	3-4-7	4-5-8	4-6-9	5-7-9
8	Total Pressure (in. w.g.)	.016	.025	.037	.050	.065	.082	.102	.146	.199	.260
	Flow Rate (cfm)	140	175	209	244	279	314	349	419	489	558
	Sound (NC)	-	-	-	-	19	22	26	31	36	40
	Throw (ft.)	2-2-5	2-3-6	2-4-7	3-4-8	3-5-9	4-6-9	4-6-10	5-7-11	6-8-12	7-9-12
10	Total Pressure (in. w.g.)	.019	.030	.044	.060	.078	.098	.122	.175	.238	.311
	Flow Rate (cfm)	218	273	327	382	436	491	545	654	763	872
	Sound (NC)	-	-	-	17	21	25	28	34	39	43
	Throw (ft.)	2-3-6	3-4-8	3-5-9	4-6-10	4-6-11	5-7-12	5-8-12	6-9-13	8-10-14	9-11-15
12	Total Pressure (in. w.g.)	.023	.036	.051	.070	.091	.115	.142	.205	.279	.364
	Flow Rate (cfm)	314	393	471	550	628	707	785	942	1099	1256
	Sound (NC)	-	-	-	19	24	27	30	36	41	45
	Throw (ft.)	3-4-8	3-5-10	4-6-11	5-7-12	5-8-13	6-9-14	7-10-15	8-11-16	9-12-17	11-13-19



Grilles, Registers & Diffusers



Diffuser Operation

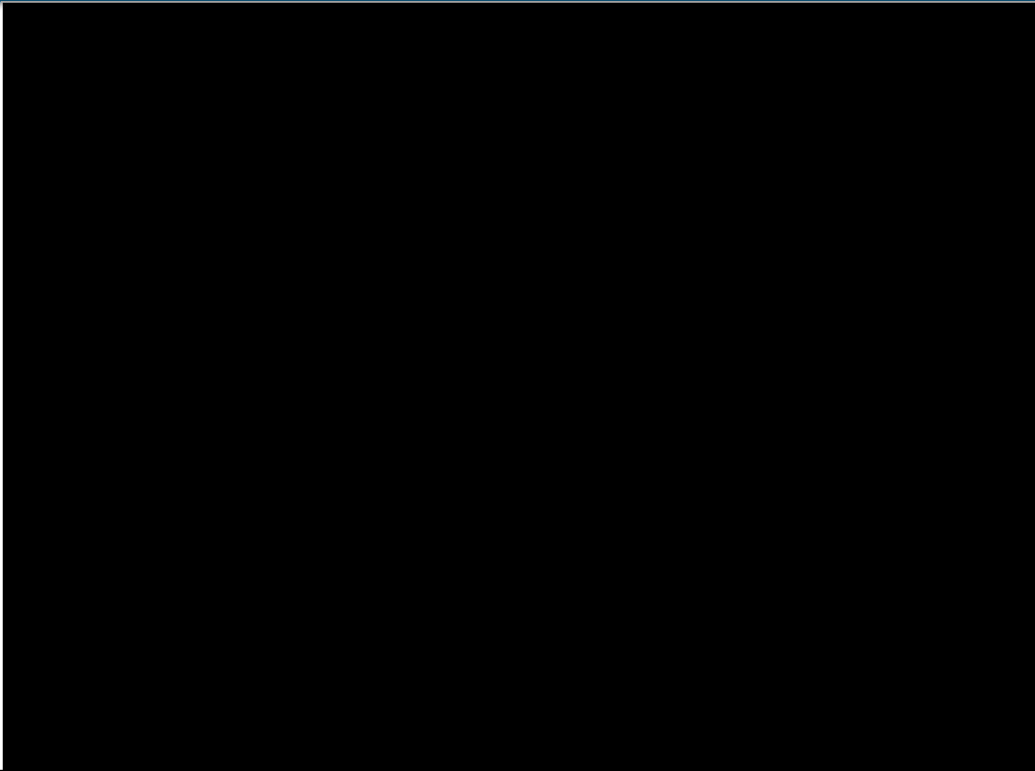


Square Cone Diffuser

Grilles, Registers & Diffusers



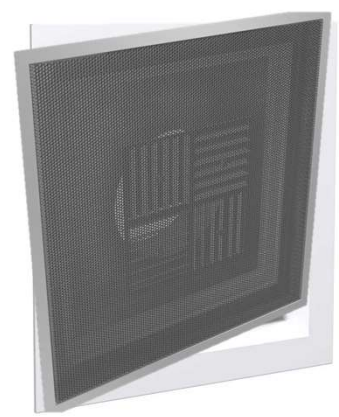
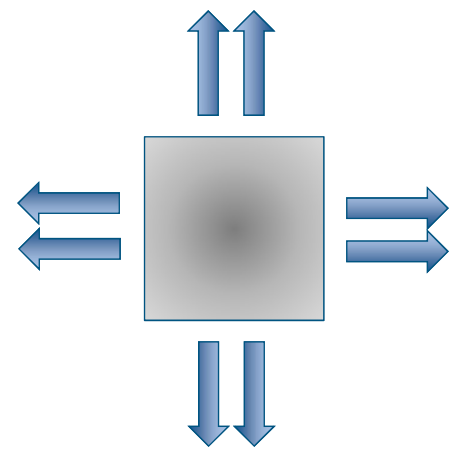
Diffuser Operation



Grilles, Registers & Diffusers



Diffuser Operation

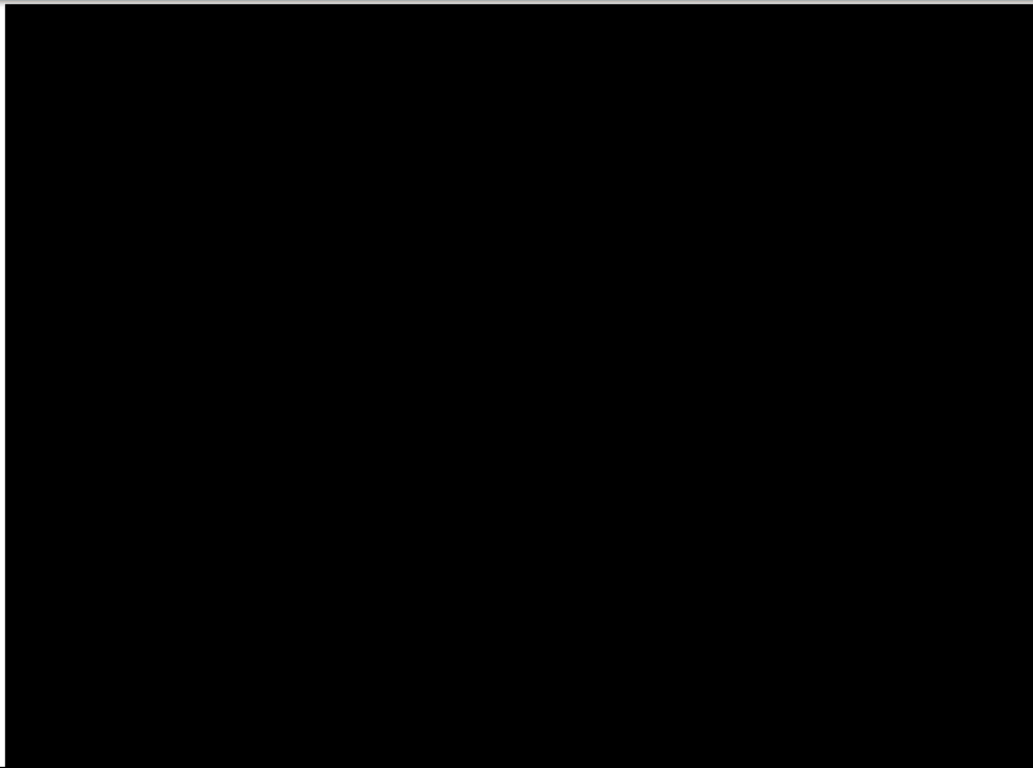


Perforated Face Diffuser

Grilles, Registers & Diffusers



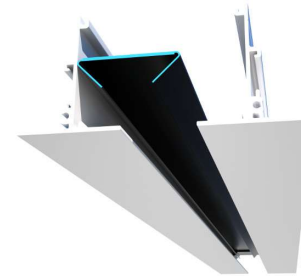
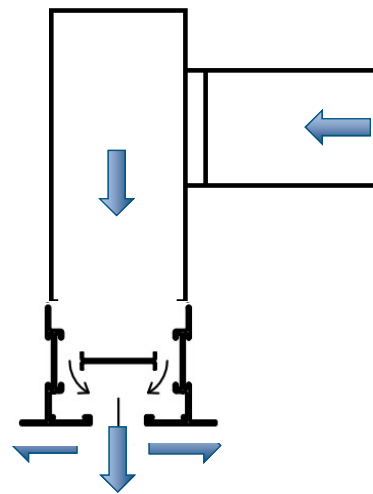
Diffuser Operation



Grilles, Registers & Diffusers

GRILLES & DIFFUSERS

Diffuser Operation



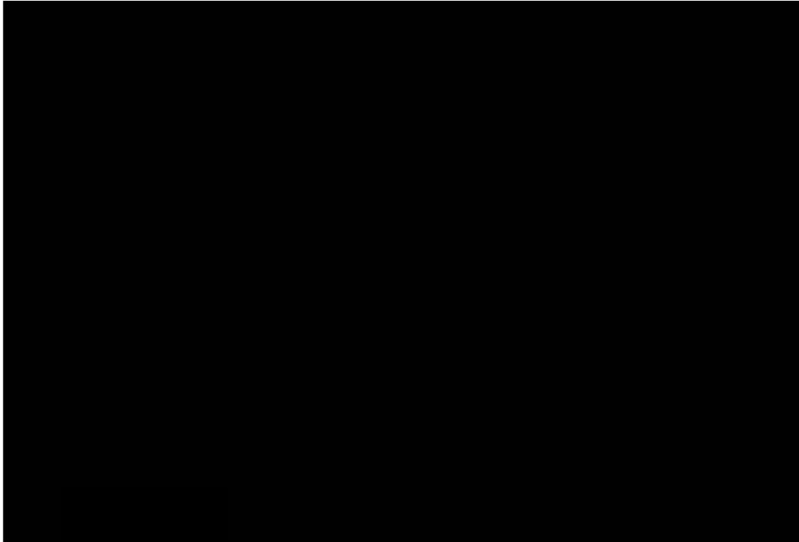
Slot Diffuser

Grilles, Registers & Diffusers



Diffuser Operation

Horizontal Throw



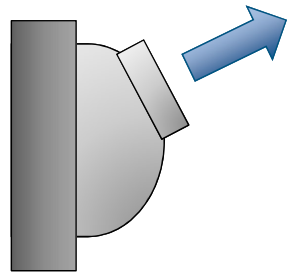
Vertical Throw



Grilles, Registers & Diffusers



Diffuser Operation



Nozzle Diffuser

Grilles, Registers & Diffusers



Diffuser Operation



Air Distribution Fundamentals

Sound

GRD Sound

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Testing

- Lab testing
 - ASHRAE Standard 70
 - Defines test procedures
 - Isothermal Testing
 - Non-turbulent, smooth inlet conditions
 - Note in all catalogue performance data



GRD Sound



Catalog Noise Data

- How do we measure “sound” from diffusers?

Neck Velocity (fpm)		300		400		500		600	
Velocity Pressure (in. w.g.)		0.006		0.01		0.016		0.022	
Total Pressure (in. w.g.)		0.036		0.065		0.099		0.144	
Duct Size	Flow Rate (cfm)	1200		1600		2000		2400	
24 in. x 24 in.	Sound (NC)	15		24		31		37	
		A	B	A	B	A	B	A	B
Duct Area 4.00 ft ²	4A	300		400		500		600	
	Throw (ft)	16-20-28		19-23-32		21-26-36		23-28-40	
	3A	300	450	400	600	500	750	600	900
	Throw (ft)	16-20-28	18-22-31	19-23-32	21-26-36	21-26-36	23-29-41	23-28-40	26-31-44
2S, 2G	600		800		1000		1200		
Throw (ft)	20-24-34		23-28-39		25-31-44		28-34-48		
1S	1200		1600		2000		2400		
Throw (ft)							34-41-59		

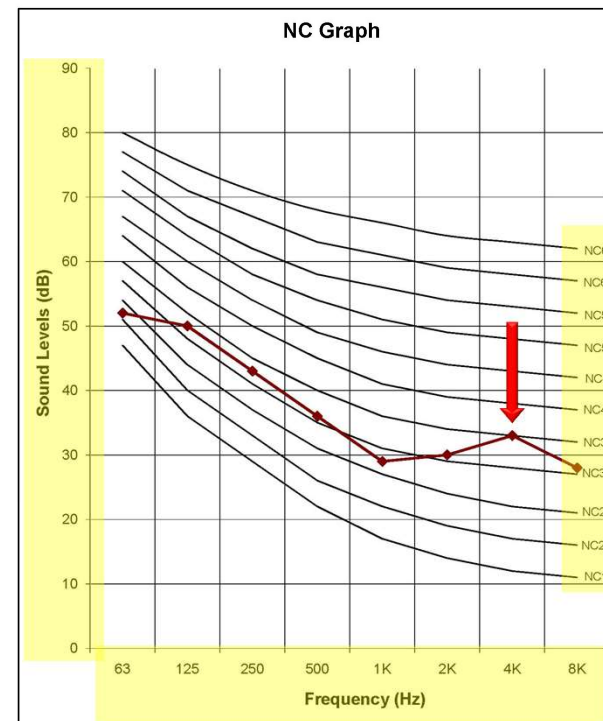
What does this NC value ACTUALLY mean?

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Noise Criterion (NC) Graph

- Plot sound levels at each of the 8 frequencies
- Frequency range is 63 Hz to 8000 Hz
- The high point on the NC curves sets the NC value

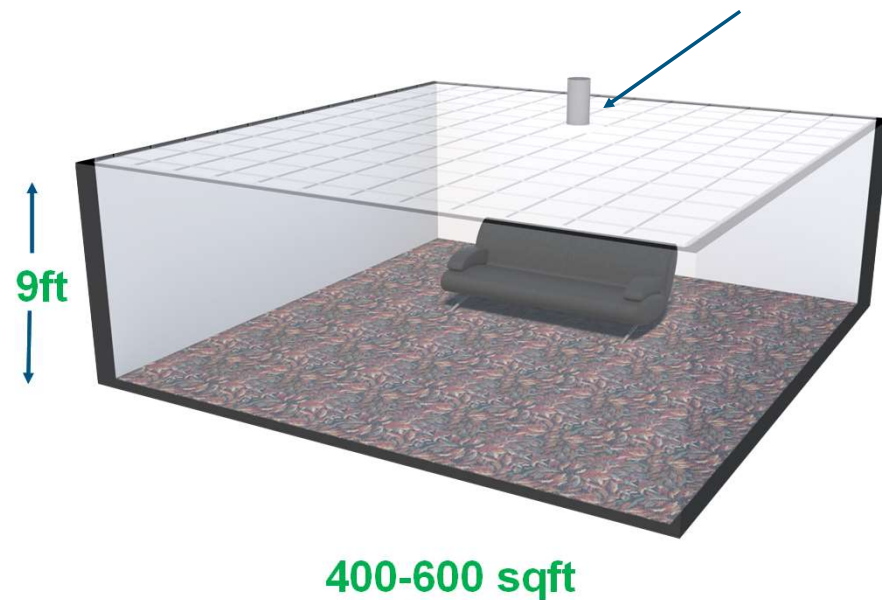


GRD Sound

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Catalog Noise Data

- Catalog sound data makes several assumptions in its measurement:
 - Average Room Size (400-600 sqft)
 - Distance from source (9 ft ceiling)
 - Assumes 10dB room absorption (carpet, drywall)
 - Single diffuser



GRD Sound



Catalog Noise Data

- So why use NC?
 - Been around 50 years
 - NC provides a means to quickly compare manufacturers.
 - (Comparing 1 number vs 8 numbers)
 - NC is weighted towards human perception
 - Easier to apply quick guidelines

GRD Sound



ASHRAE and Sound

- ASHRAE Publishes Guidelines
- Individual diffusers should be quieter than guidelines to account for multiple outlets in space

Room Types	Recommended NC or RC Criteria
Private residences	25-35
Hotels/Motels	
Individual rooms or suites	25-35
Meeting/banquet rooms	25-35
Corridors, lobbies	35-45
Service/support areas	35-45
Office Buildings	
Executive and private offices	25-35
Conference rooms	25-35
Teleconference rooms	< 25
Open-plan offices	< 40
- With sound masking	< 35
Corridors and lobbies	40-45
Hospitals and clinics	
Private rooms	25-35

GRD Sound



Performance Notes

Performance Data - Imperial Units - 12 x 12 Face Size

Listed Size	Neck Velocity, fpm	400	500	600	700	800	900	1000	1200	1400	1600
	Velocity Pressure, in. w.g.	.010	.016	.022	.031	.040	.050	.062	.090	.122	.160
	Total Pressure	.017	.026	.038	.052	.068	.086	.106	.153	.208	.271
	Flow Rate, cfm	35	44	52	61	70	78	87	104	122	139
4	NC	—	—	—	—	—	15	19	25	30	34
	Throw 150, 100, 50	1-2-4	1-2-4	2-3-5	2-3-6	2-4-6	3-4-7	3-4-7	4-5-8	4-6-9	5-6-9
	Total Pressure, in. w.g.	.027	.042	.061	.082	.108	.136	.168	.242	.330	.431
	Flow Rate, cfm	54	68	82	95	109	122	136	163	190	218
5	NC	—	—	—	—	16	20	24	30	35	39
	Throw 150, 100, 50	2-2-5	2-3-6	2-4-7	3-4-8	3-5-8	4-5-9	4-6-9	5-7-10	5-8-11	6-8-11

Performance Notes:

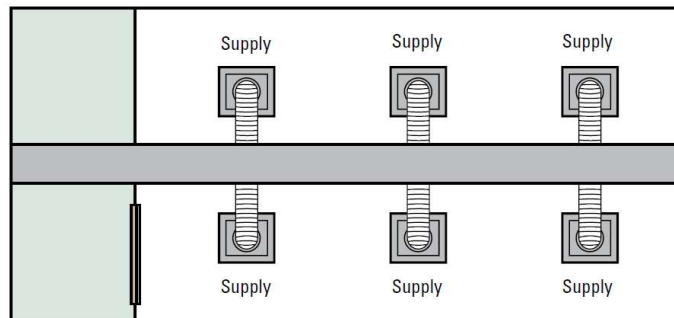
1. Tested in accordance with ASHRAE Standard 70-2006 "Method of Testing for Rating the Performance of Air Outlets and Inlets."
2. Air flow is in cfm.
3. All pressures are in in. w.g.
4. Throw values are measured in feet for terminal velocities of 150 fpm (minimum), 100 fpm (middle) and 50 fpm (maximum).
5. Throw data is based on supply air and room air being at isothermal conditions.
6. If the diffuser is mounted on an exposed duct, multiply the radii of diffusion in the table by 0.70.
7. NC values are based on room absorption of 10 dB re 10⁻¹² Watts and one diffuser.
8. Blanks (—) indicate an NC level below 15.
9. Does not include effects of ceiling radiation damper (SPD-FR)

GRD Sound



Multiple Outlets

- What to do with multiple outlets
 - Room size ~ 400-600 ft²



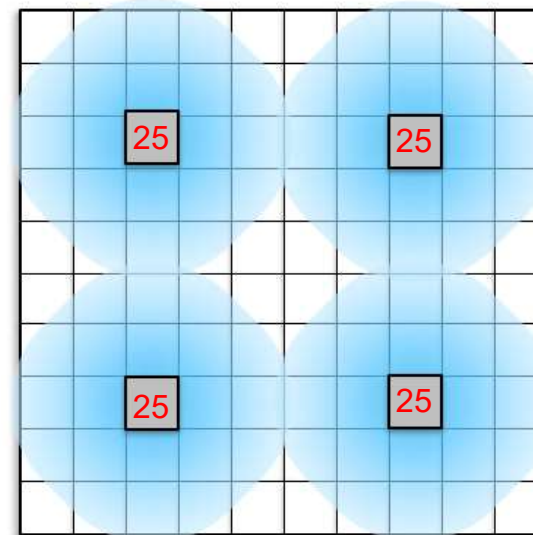
No. of Outlets	1	2	3	4	8	10	20	40
dB Boost	0	3	5	6	9	10	13	16

GRD Sound



Multiple Air Outlets

Select a diffuser for NC25
 4 diffusers in the room
 4 equal sound sources results in
 total sound level of NC31



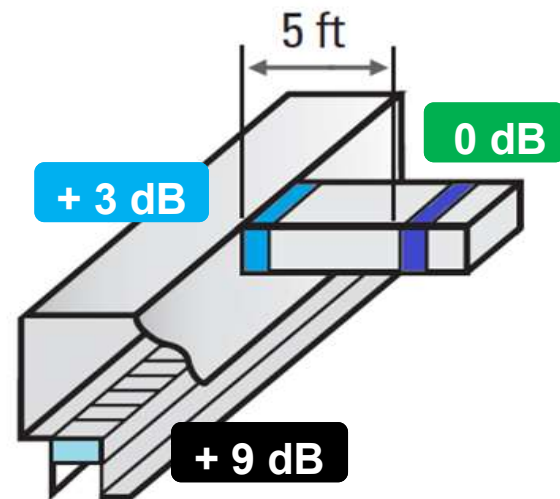
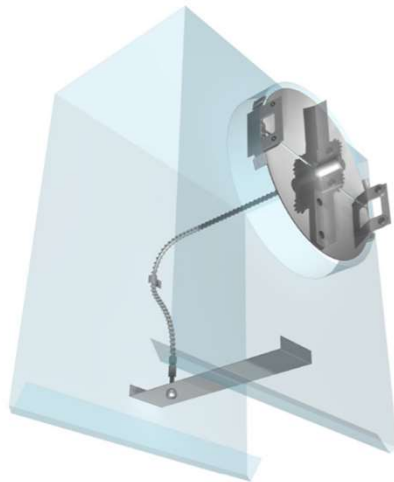
No. of Outlets	1	2	3	4	8	10	20	40
dB Boost	0	3	5	6	9	10	13	16

GRD Sound



Accessories

- How does damper location effect sound?



GRD Sound



Sound Comparison

- Diffuser sound comparison – 24x24, 380cfm, 700fpm Neck Velocity
 - Square ConeNC 17
 - Square PlaqueNC 18
 - Round ConeNC 22
 - Modular CoreNC 26
 - Perforated Curved VaneNC 28
 - Louvered FaceNC 31
 - Perforated Face DeflectorNC 33
 - Perforated Neck DeflectorNC 37



Air Distribution Fundamentals

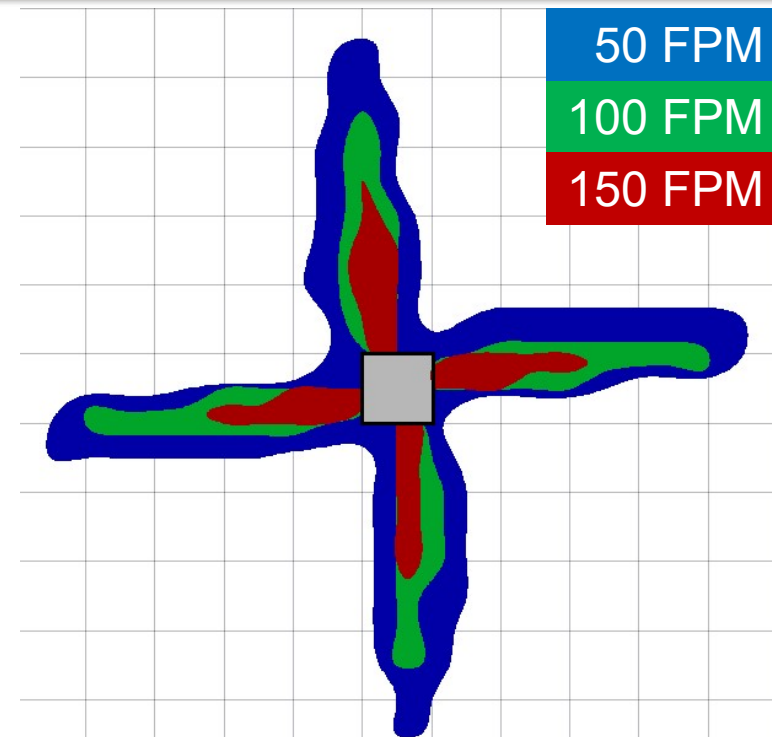
Throw

GRD Throw

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What is Throw?

- Throw is the **distance** air travels before it reduces to a terminal velocity
 - 150 fpm
 - 100 fpm
 - 50 fpm
- The geometric boundary created by the terminal velocity is known as the **isovel**.

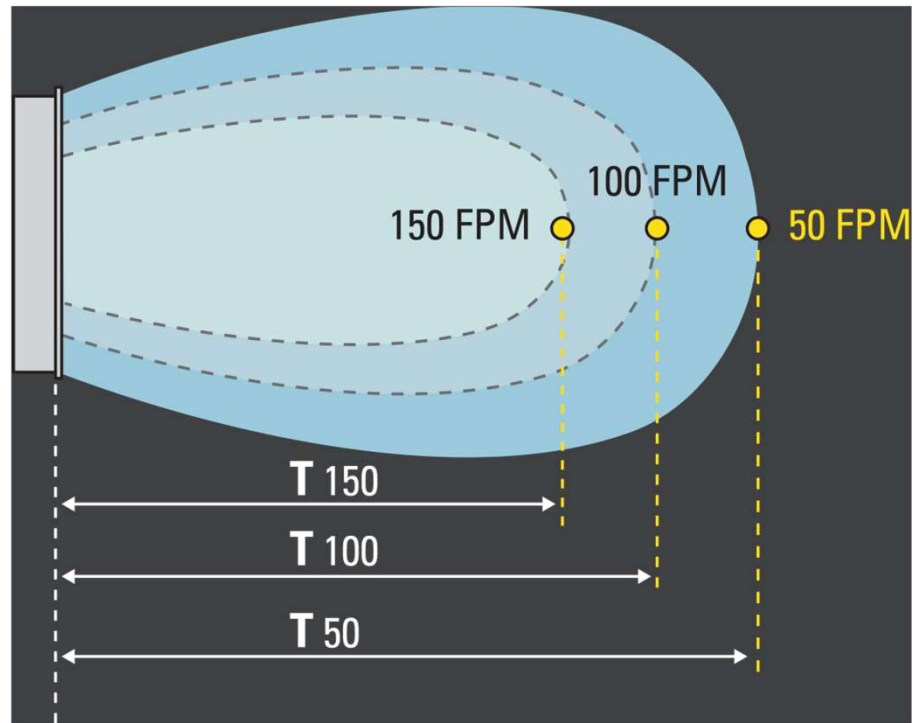


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GRD Throw

GRILLES & DIFFUSERS

Grille Isovel

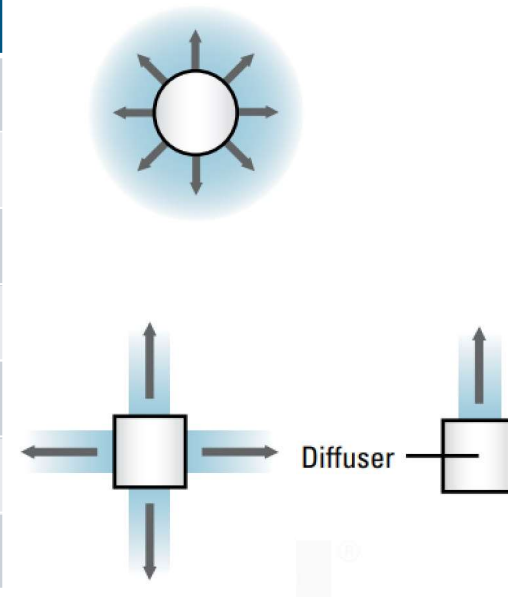


GRD Throw



Throw Patterns

Diffuser Type	Flow	T _{50fpm}	Noise
Square Cone	450 CFM	11 ft	NC-21
Square Plaque	450 CFM	11 ft	NC-22
Round Cone	450 CFM	11 ft	NC-27
Perf Face 4-Way	450 CFM	16 ft	NC-37
Louvered Face 4-Way	450 CFM	26 ft	NC-35
Perf Face 1-Way	450 CFM	32 ft	NC-37
Louvered Face 1-Way	450 CFM	39 ft	NC-35

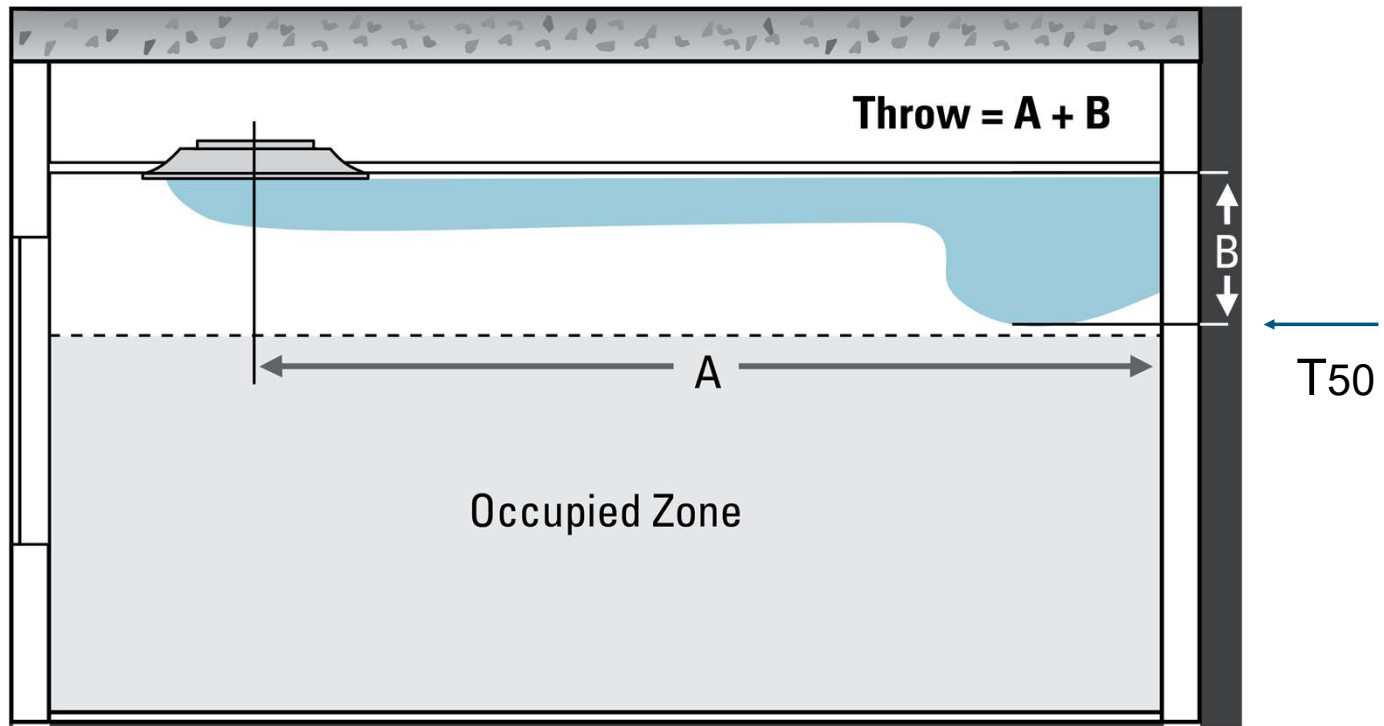


(All at identical inlet neck velocity, neck size, flow rate
10" or equiv. neck, 800 fpm neck velocity, 450 CFM, 24"x24" face)

GRD Throw

GRILLES & DIFFUSERS

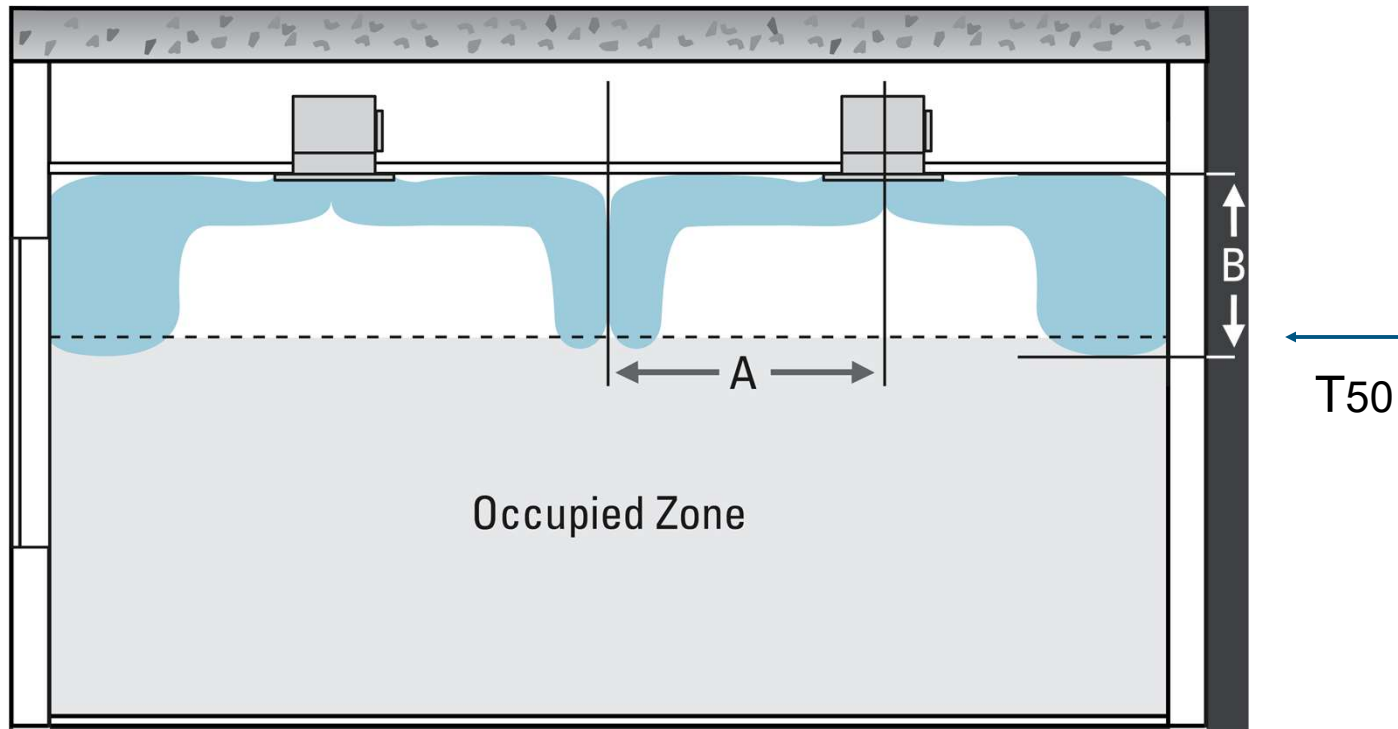
Throw Mapping



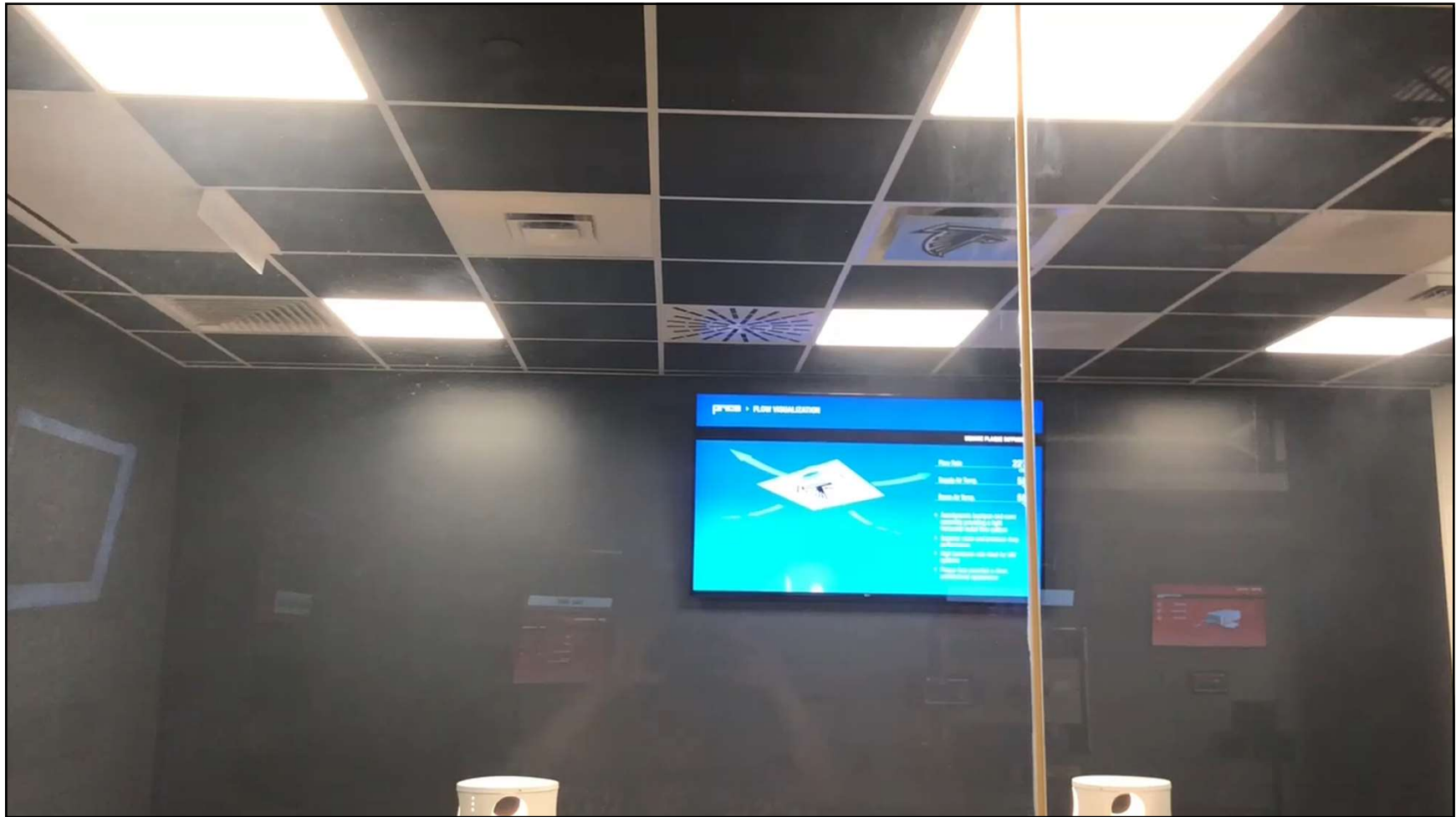
GRD Throw

GRILLES & DIFFUSERS

Throw Mapping



60

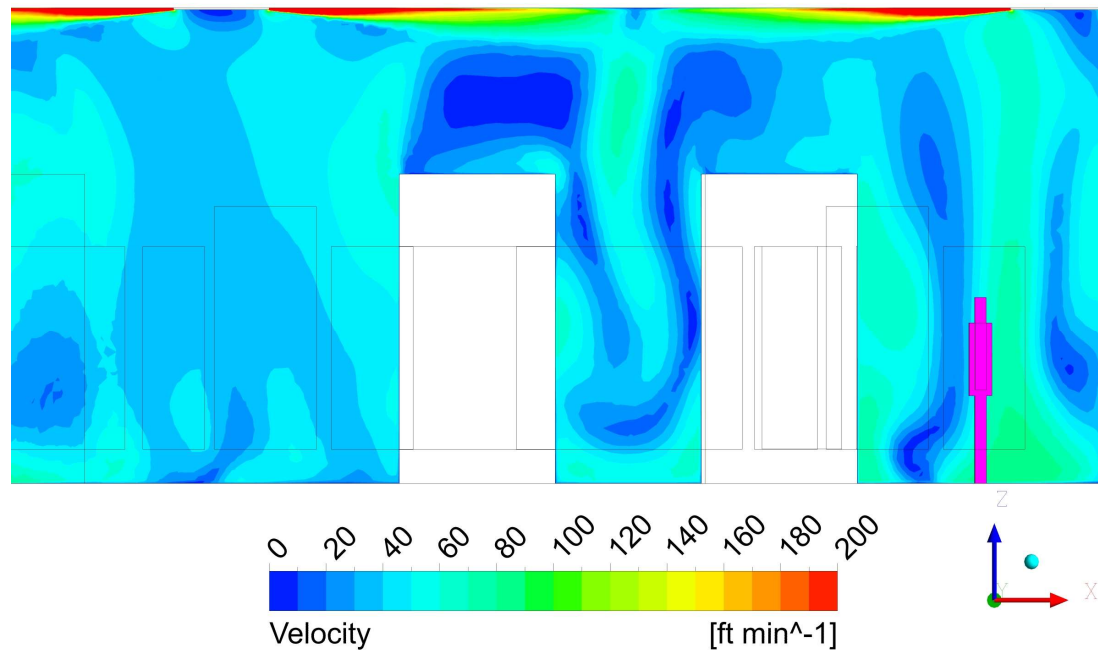


61

GRD Throw



Throw Mapping



GRD Throw

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Throw Mapping - Room Details

Room size = 20' x 20'

Ceiling height = 10'

Air volume = 1000 cfm

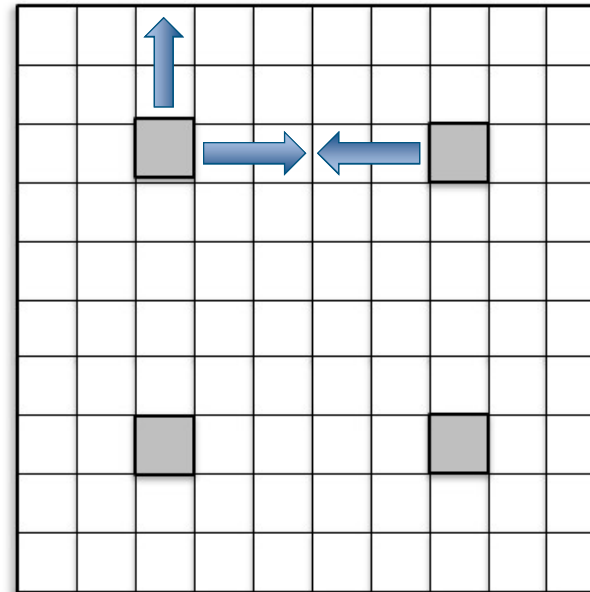


GRD Throw



Throw Mapping - Horizontal Throw Distance

Assuming 24"x24" ceiling tile
Diffusers are 8' apart
Diffusers are 4' from the wall



GRD Throw

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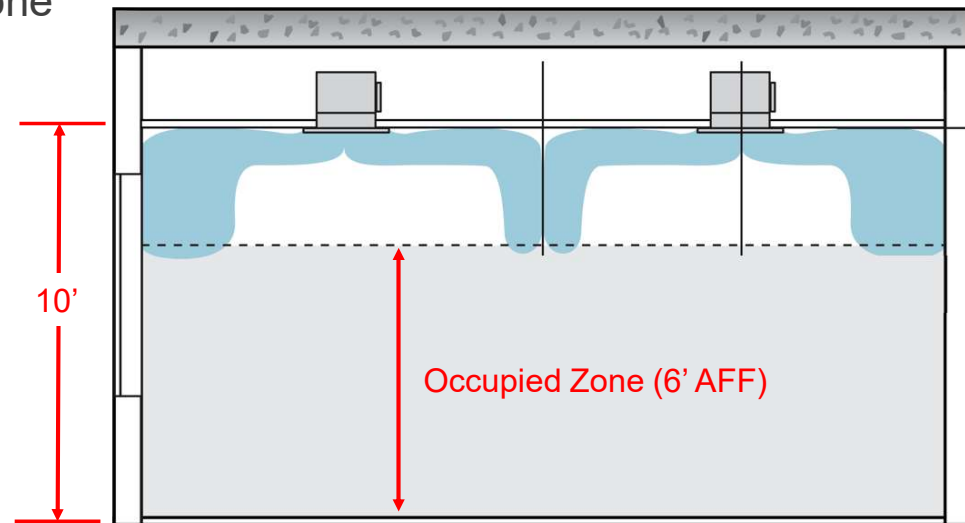
Throw Mapping - Vertical Throw Distance

Design for 50 fpm at occupied zone

Space has a 10' ceiling

Occupied zone is 6' AFF

Vertical throw = $10' - 6' = 4'$



GRD Throw

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Throw Mapping – Total Throw Distance

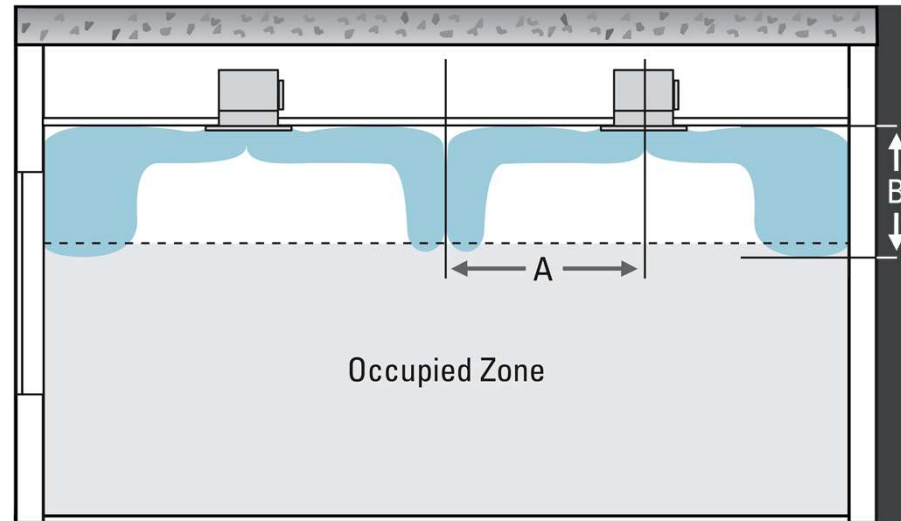
Ideal throw length = A+B

Horizontal throw (A) = $8' / 2 = 4'$

Vertical throw (B) = 4'

Ideal throw length = $4 + 4 = 8'$

Select each diffuser for $8' @ 250\text{cfm}$



GRD Throw



Directional Diffuser Selection



Neck Velocity (fpm)		300		400		500		600		700		800			
Velocity Pressure (in. w.g.)		0.006		0.01		0.016		0.022		0.031		0.04			
Total Pressure (in. w.g.)		0.036		0.065		0.099		0.144		0.196		0.256			
Duct Size	Flow Rate (cfm)	75		100		125		150		175		200			
	Sound (NC)	-		-		17		23		27		31			
Duct Area 0.25 ft ²	4A	cfm/Side	19	25	31	38	44	50	56						
		Throw (ft)	4-6-12	5-8-15	7-10-16	8-12-18	9-14-19	11-15-21	12-16-22						
	3A	cfm/Side	19	28	31	47	38	56	44	66	50	75	56	84	
		Throw (ft)	4-6-12	5-7-14	5-8-15	6-10-16	7-10-16	8-12-18	8-12-18	10-14-20	9-14-19	11-15-22	11-15-21	13-16-23	12-16-22
Duct Area 0.56 ft ²	2S, 2G	cfm/Side	38	50	63	75	88	100	113						
		Throw (ft)	6-8-15	7-11-18	9-14-20	11-15-22	13-17-24	15-18-25	15-19-27						
Duct Area 0.56 ft ²	1S	cfm/Side	75	100	125	150	175	200	225						
		Throw (ft)	8-12-19	11-15-22	13-17-24	15-19-27	17-20-29	18-22-31	19-23-33						
Duct Size	Flow Rate (cfm)	169		225		282		338		394		450			
	Sound (NC)	-		-		21		27		31		35			
Duct Area 0.56 ft ²	4A	cfm/Side	42	56	71	85	99	113	127						
		Throw (ft)	6-9-16	8-12-18	10-15-21	12-16-23	14-17-24	15-18-26	16-20-28						
	3A	cfm/Side	42	63	56	84	71	106	85	127	99	148	113	169	
		Throw (ft)	6-9-16	7-11-18	8-12-18	10-15-21	10-15-21	12-16-23	12-16-23	15-18-25	14-17-24	16-19-27	15-18-26	17-21-29	16-20-28
Duct Area 0.56 ft ²	2S, 2G	cfm/Side	85	113	141	169	197	225	254						
		Throw (ft)	8-13-19	11-16-22	14-18-25	16-19-28	17-21-30	18-22-32	19-24-34						
Duct Area 0.56 ft ²	1S	cfm/Side	169	225	282	338	394	450	507						
		Throw (ft)	12-17-24	16-19-27	18-22-31	19-24-34	21-26-36	22-27-39	21-29-41						

GRD Throw



Radial Diffuser Selection



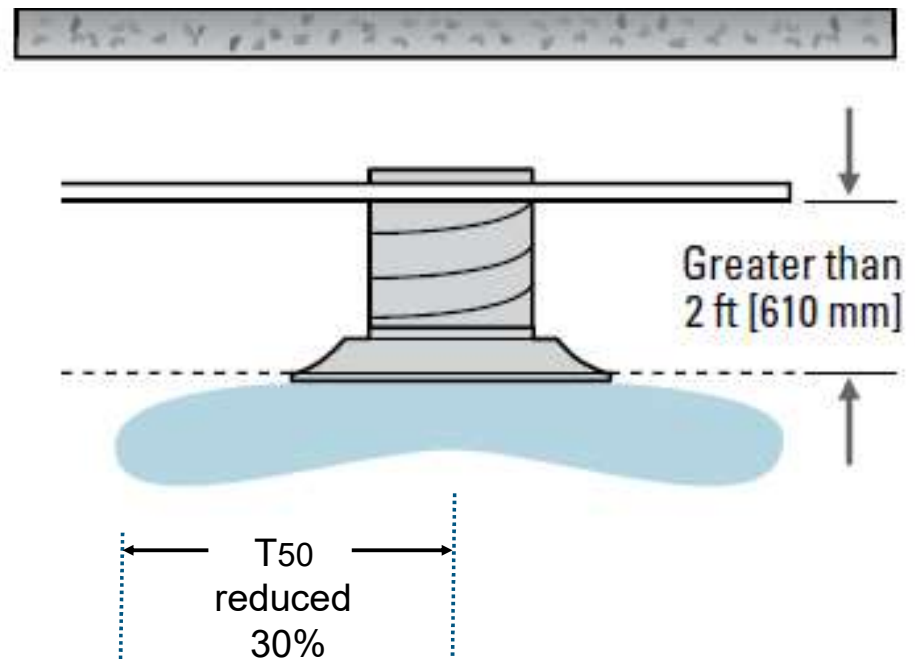
Listed Size	Neck Velocity (fpm) Velocity Pressure (in. w.g.)	400	500	600	700	800	900	1000	1200	1400
		0.010	0.016	0.022	0.031	0.040	0.050	0.062	0.090	0.122
6	Total Pressure (in. w.g.)	0.010	0.016	0.023	0.032	0.041	0.053	0.065	0.093	0.127
	Flow Rate (cfm)	78	98	118	137	157	176	196	235	274
	Sound (NC)	-	-	-	-	-	19	22	29	34
	Throw (ft)	1-2-4	1-2-4	2-3-5	2-3-6	2-4-6	3-4-7	3-4-7	4-5-8	4-6-9
8	Total Pressure (in. w.g.)	0.018	0.029	0.042	0.057	0.074	0.093	0.115	0.166	0.226
	Flow Rate (cfm)	140	175	209	244	279	314	349	419	489
	Sound (NC)	-	-	-	-	19	23	27	33	38
	Throw (ft)	2-2-5	2-3-6	2-4-7	3-4-8	3-5-9	4-6-9	4-6-10	5-7-11	6-8-12
10	Total Pressure (in. w.g.)	0.029	0.045	0.065	0.088	0.115	0.146	0.180	0.259	0.353
	Flow Rate (cfm)	218	273	327	382	436	491	545	654	763
	Sound (NC)	-	-	-	18	22	26	30	36	41
	Throw (ft)	2-3-6	3-4-8	3-5-9	4-6-10	4-6-11	5-7-12	5-8-12	6-9-13	8-10-14

GRD Throw

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Coanda Effect

- The **Coanda Effect** is the tendency for high velocity air to cling to solid surfaces.
- An air jet without an adjacent surface will see a reduction in throw distance by roughly 30%.

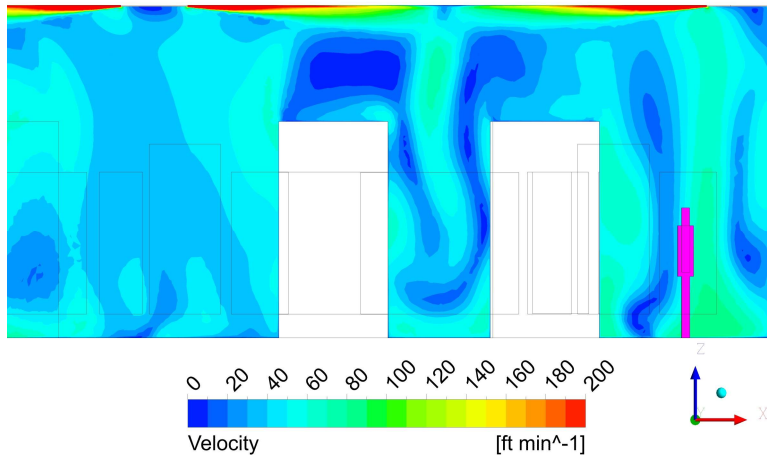


GRD Throw

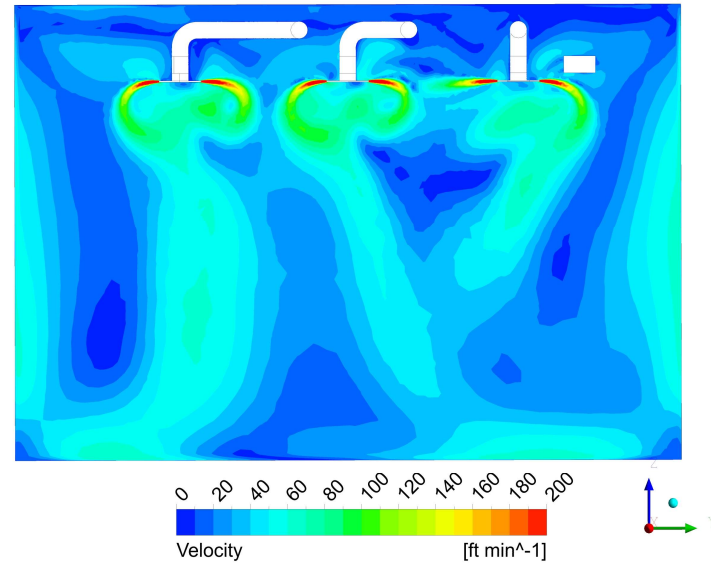


Coanda Effect

- With a ceiling



- Without a ceiling

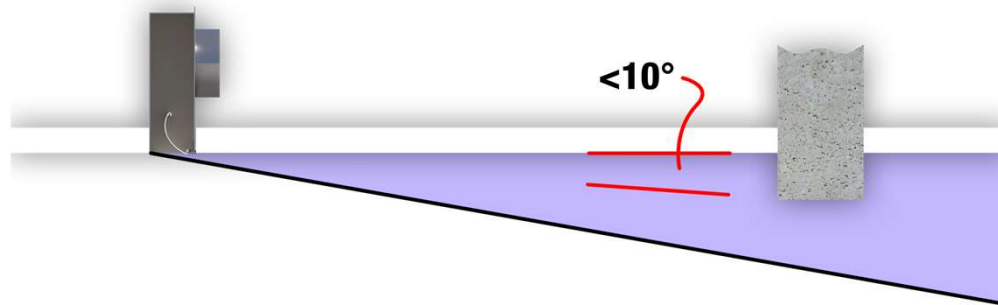


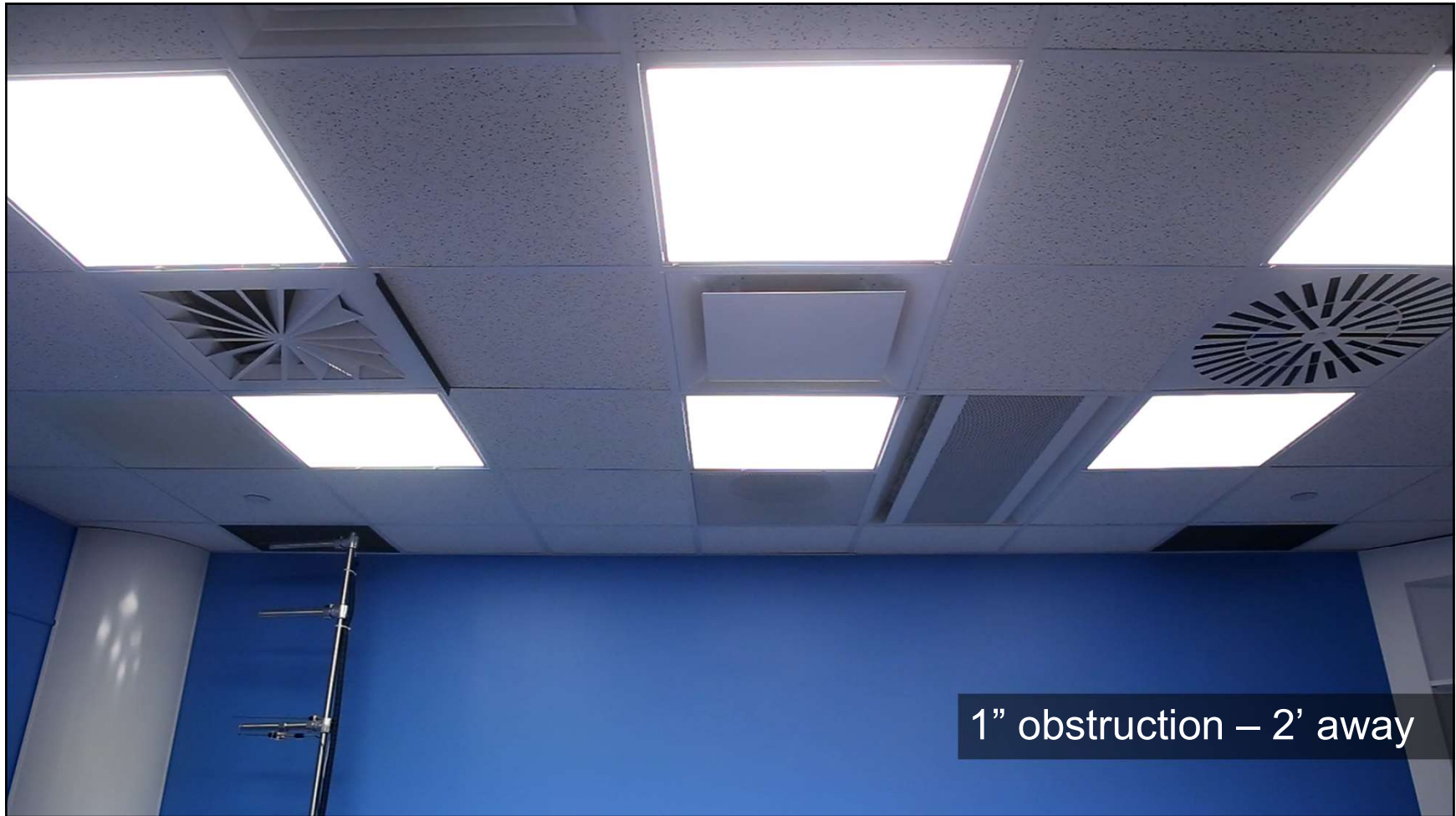
GRD Throw

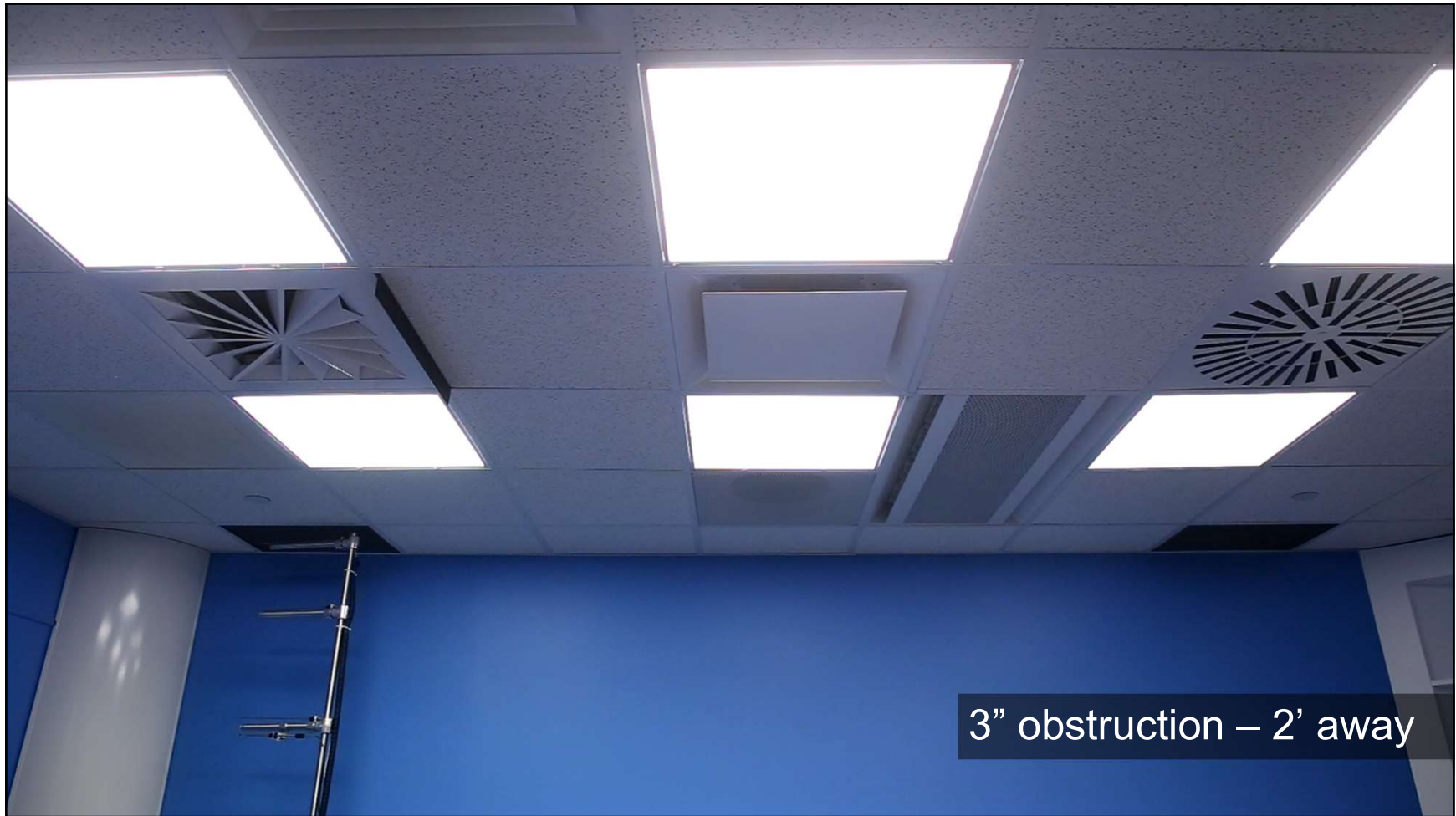
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Throw Obstructions

- How do obstructions, like a coffered ceiling or bulkhead effect throw?
 - Coanda in effect if angle is $<10^\circ$
 - Higher than this results in angular – vertical throw projection







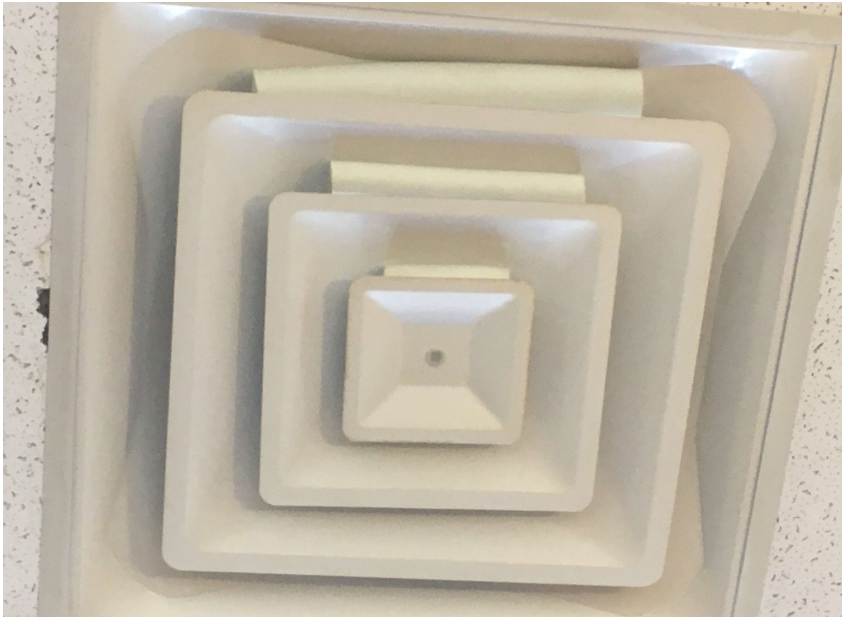
73

GRD Throw



Throw Obstruction

- When things go wrong...



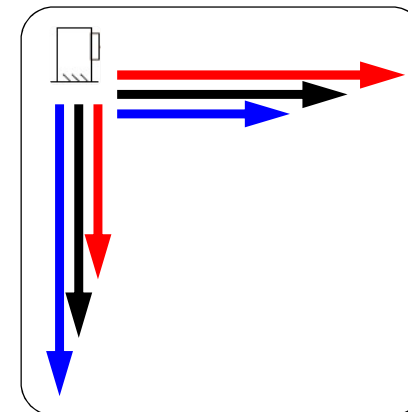
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Non-Isothermal Throw

- Does heated and cooled air effect throw?
 - Non-Isothermal Effects
 - Adjust throw by 1% per F differential
 - Ex. 75F set point with 55F Air – Horizontal throw
 - Reduce throw by 20%

	Cooling	Heating
Horizontal	–	+
Vertical	+	–



Air Distribution Fundamentals



Summary

- How air moves through a room in a “Mixed Air” System
- Basics of a grille, register, diffuser, and how they function
- Applied Noise Criterion, how to calculate it and use it as a guide for acceptable sound levels
- Concept of “throw” patterns
- How to use throw mapping to select a product

Questions?

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