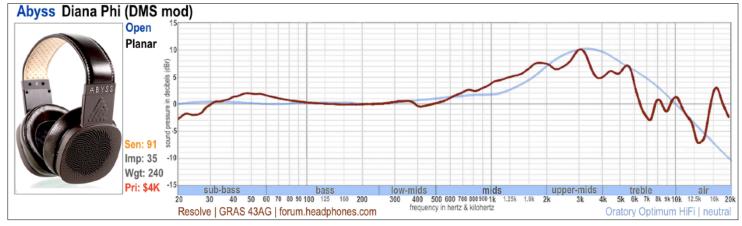
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Open = open-back | Closed = closed-back Sen=sensitivity (V) | Imp=impedance | Wgt=weight (G) | Pri=price orange or red = notice this, ≠ inappropriate values

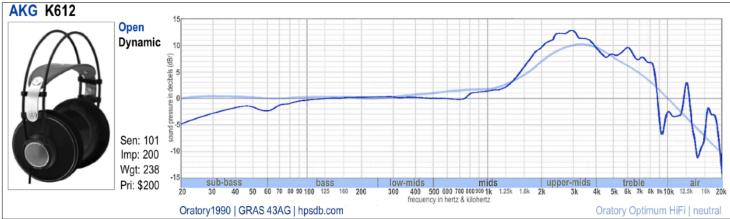
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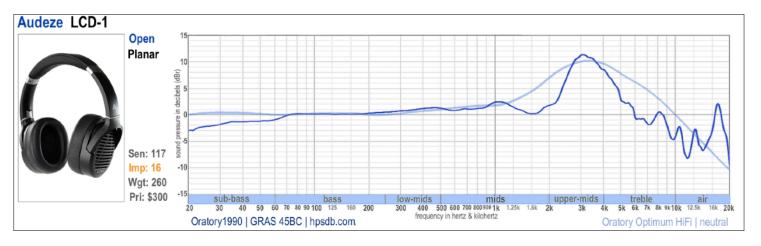
Explanatory notes

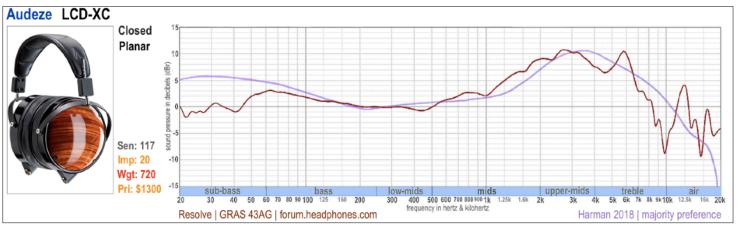




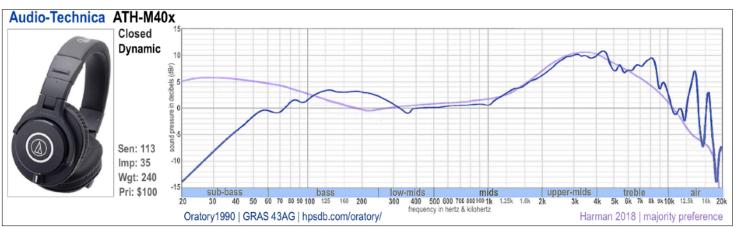


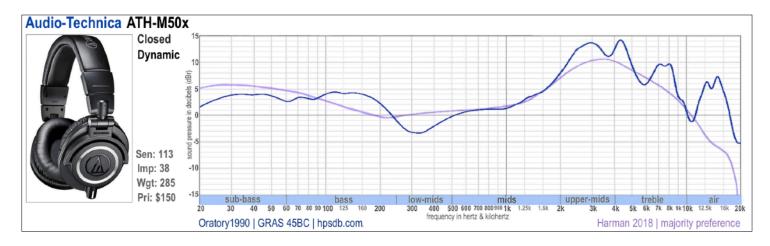


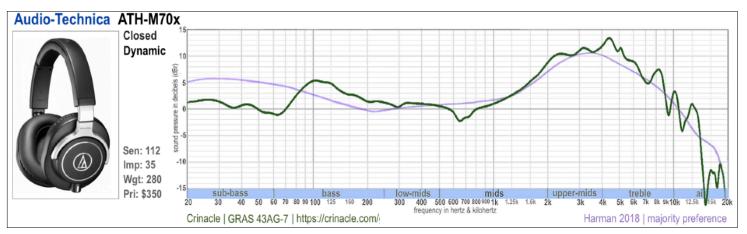


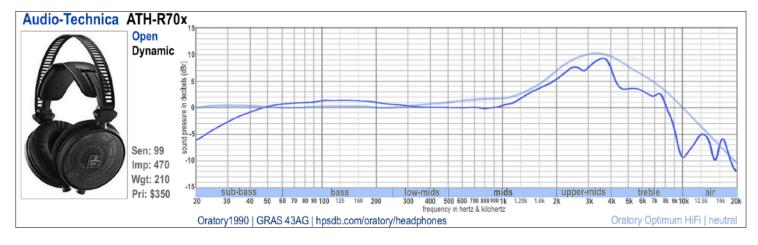


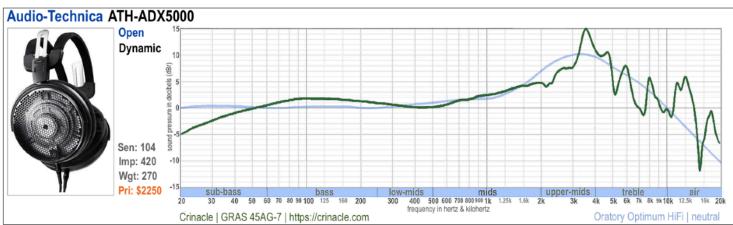






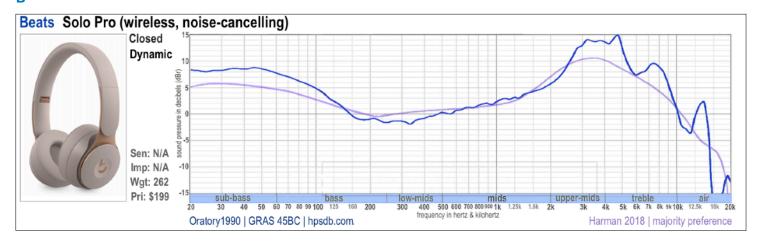




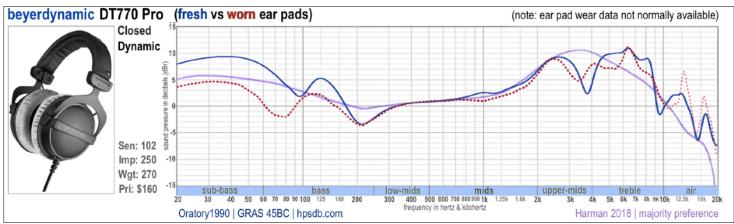


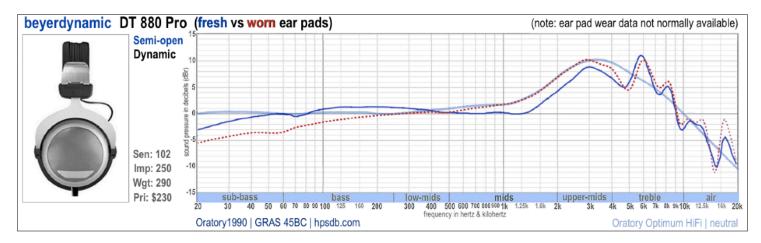


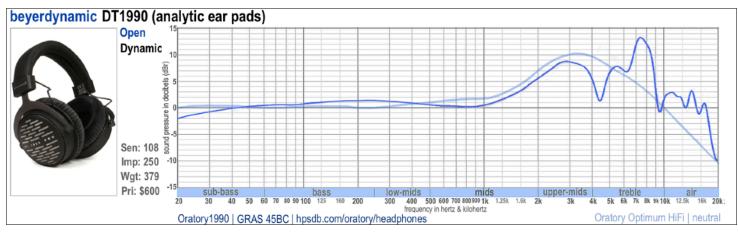
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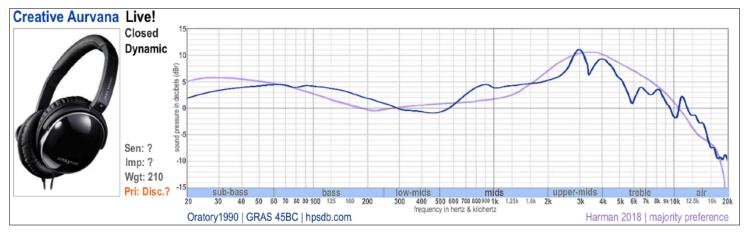




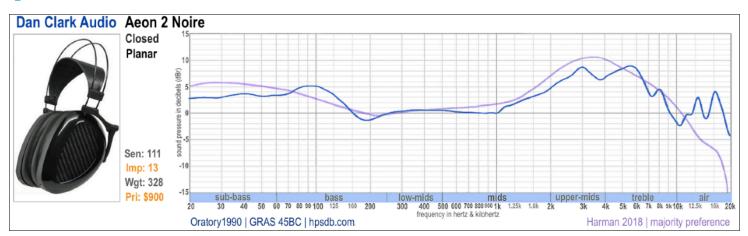




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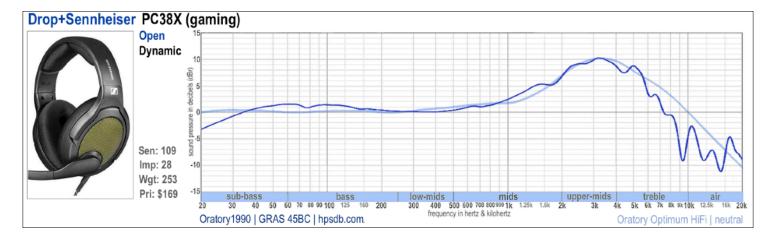


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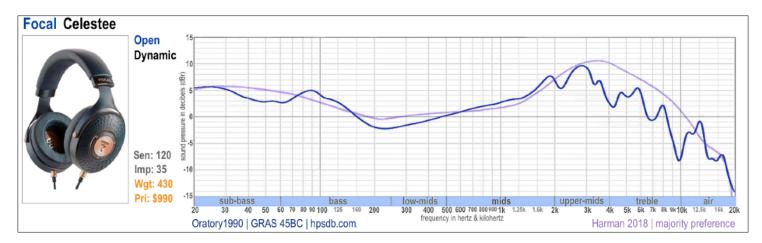


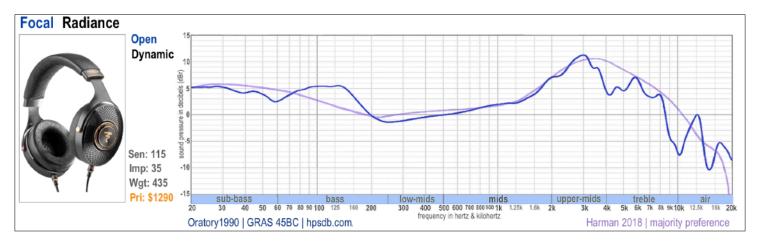


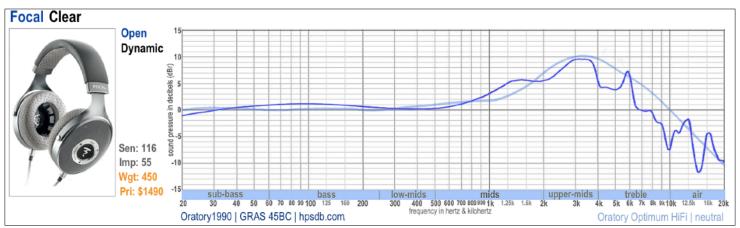




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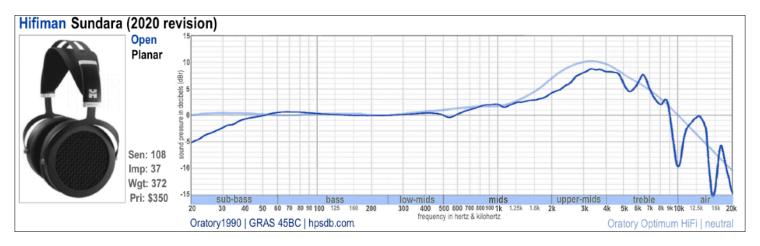




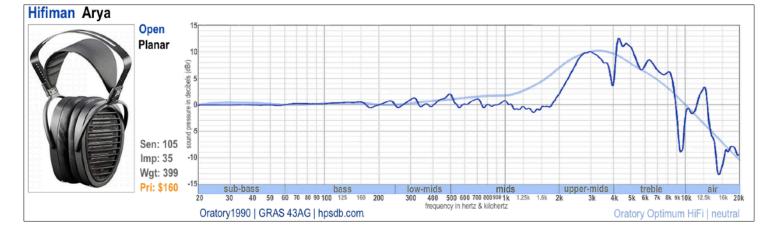


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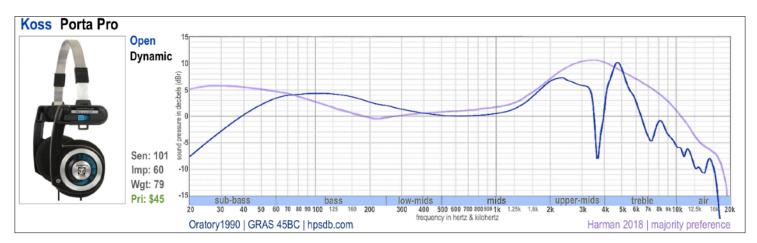


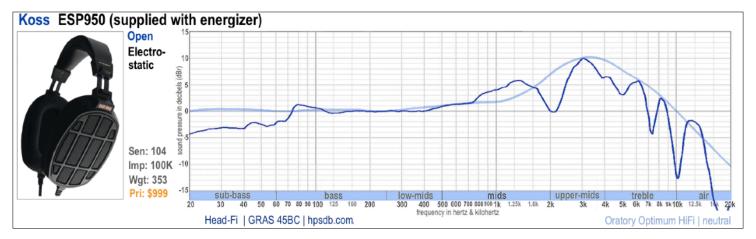






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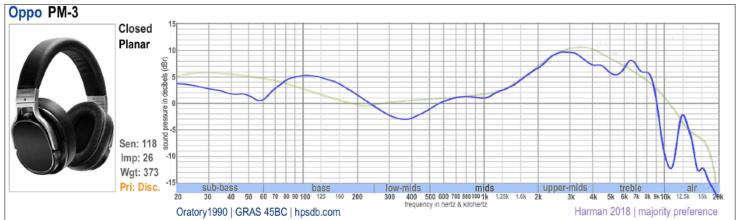


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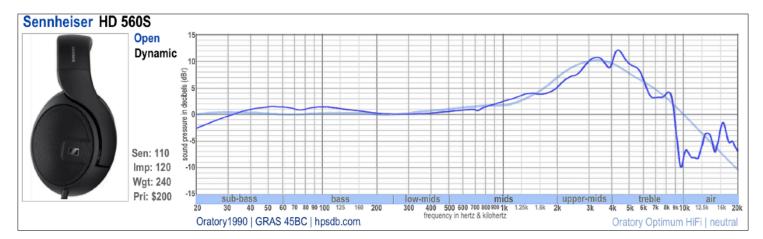


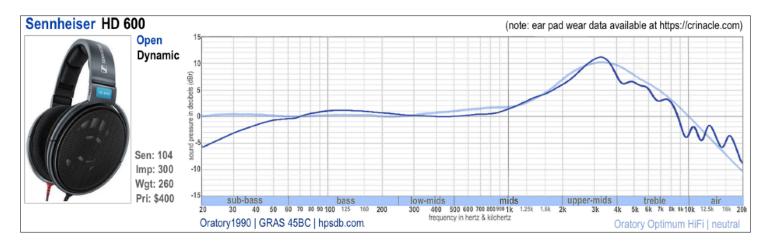


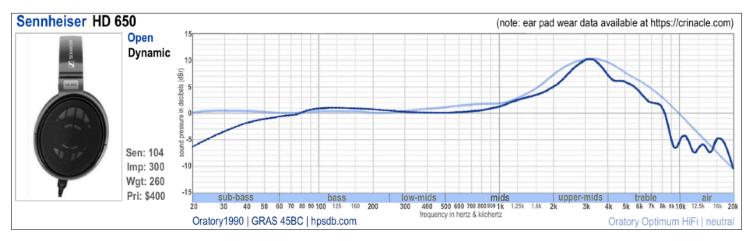
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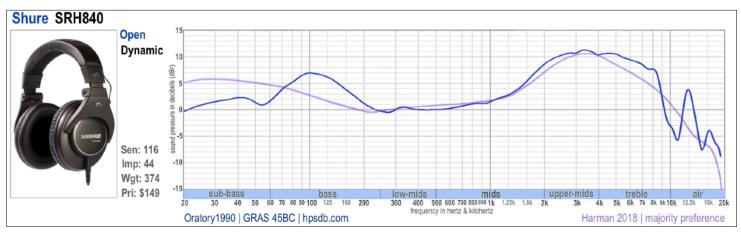
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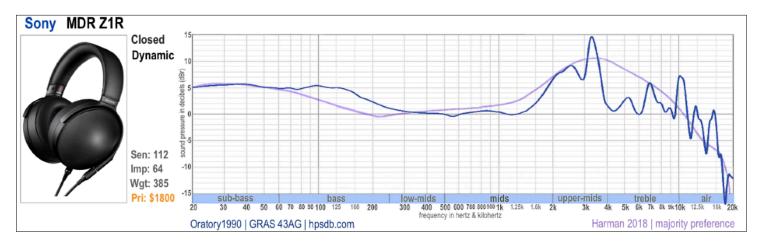


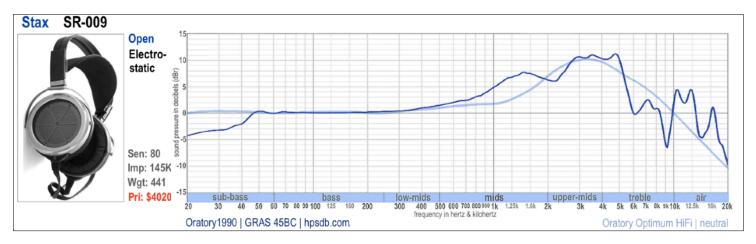


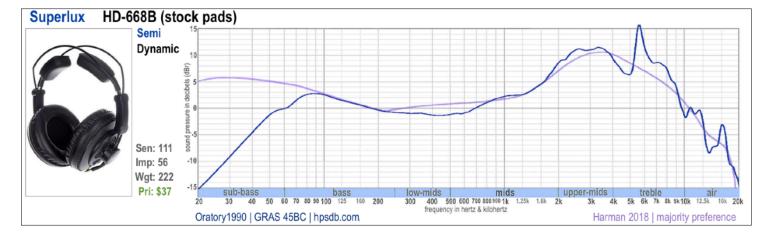






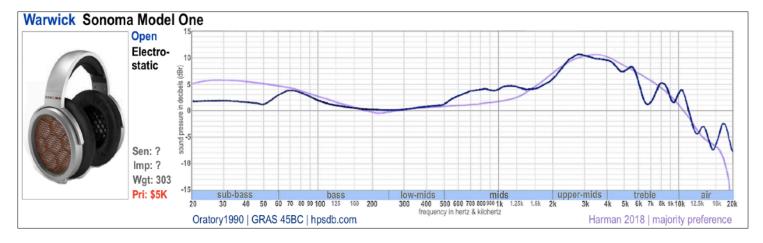




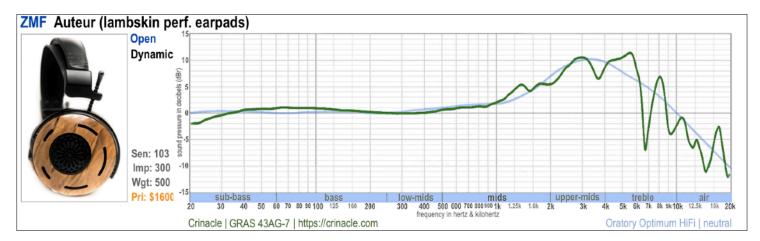




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$... \diamond ... \diamond ... \diamond ...$

Explanatory notes

I explain the rationale for this oddball collection of headphones starting on pages 11-13 of <u>Wrapping</u> your head around the whole flat/neutral/Harman thing.

Note: this resource doesn't tell you anything about sound quality, except how much departure the headphone exhibits compared to neutral or consumer preference.

Regardless, you may find it useful if researching the purchase of a headphone with a relatively accurate/uncoloured frequency response. If frequency response graphs look confusing or intimidating, you might want to read my tutorial The Skinny on Headphone Frequency Response Graphs. The general idea, however, is simplicity itself. If the jagged line of the headphone measurements goes above or below the pale blue or purple smoothly curved line, that's a possible source of concern. The labeling in the blue bar at the bottom shows you where from bass to treble a given area of concern lies. Headphones with a pale blue reference curve are best considered if you're looking for all-around accuracy/neutrality. The pale purple reference curve shows what a reasonable amount of boosted bass looks like, including especially where the boost should taper off to zero.

That said, a common mistake is to assume that the *amount* of bass loudness tells the whole bass story. In fact, a headphone with a very incisive, resonant bass *quality* (like many planar magnetic models) can be more satisfying without a loudness boost, than other headphones with bass that is only boosted in *quantity*. This points to the limitation of frequency response graphs. They give a lot of information about one dimension of the headphone sound experience, but none at all about other dimensions, such as stereo imaging, dynamics and transients. They also don't tell the complete story on detail/clarity — although serious deviations in frequency response are absolutely culprits in muddying the detail waters.

Another caveat regarding the graphs is that both the sub-bass and the air regions on the far left and right seldom come into play. No voices and very few instruments (or even natural phenomena) produce sounds at either extreme. These are also areas in which even the best measuring equipment has serious limitations.

Another, practical, issue is sound isolation. Each headphone has an indication of open vs closed. **Open-back** means the headphone allows at least a significant amount of sound to spill out into the surrounding air. So an open-back headphone is already a non-starter in situations in which you need to keep from annoying other people. But for sealing *out* external sound, even **closed-back** models vary drastically in effectiveness. Headphones with a porous ear pad construction allow sound to leak in.

As well as the graph, each headphone model includes a short list of sensitivity, impedance, weight and price numbers:

Sensitivity expressed as $dB_{SPL}/1Volt$ (rather than the more common $dB_{SPL}/1mW$) directly corresponds to the loudness dial on your device. For a portable player like a smart phone, any sensitivity number over roughly 98 to 100 should work just fine. (These devices typically output 1.2 volts).

Impedance essentially shows how much electrical current your headphone requires to produce sound. Here values that are too *low* are of concern. Anything under roughly 30 (Ohms) has a good chance of demanding more sustained current flow than an unaided portable player can deliver.

Weight. It's impossible to express comfort/fit in a simple way. Weight is just one aspect. But headphones weighing more than a pound (454 grams) are fairly likely to be problematic for a long listening session.

The **Price** given for each model is its US dollars list. This gives you a general idea whether a headphone is even worth looking at, depending on your budget. Many uninitiated into the depths of the headphone enthusiast microcosm will be flabbergasted that such a thing as a headphone selling for more than \$500 dollars even exists (let alone the roughly \$60,000 of the current model Sennheiser HE 1). Nevertheless, for the headphones in this collection evidence suggests sound quality more or less scales with price — just not linearly, especially after \$1000. Law of diminishing returns.

Worn vs **fresh** ear pads: at this time the graphs for the DT 770 and DT 880, plus Crinacle's <u>measurements</u> of the HD 600 and HD 650 are the only measurements available for pad wear. It is not possible to generalize that other headphones would exhibit similar pad wear. Some headphones with memory foam ear pads may exhibit very little change. My beyerdynamic DT 1990 has Visco memory foam inside the ear pads and have had 2½ years of extensive use. I can tell by how well they EQ based on the graph in this collection that they still sound much as the graph shows.