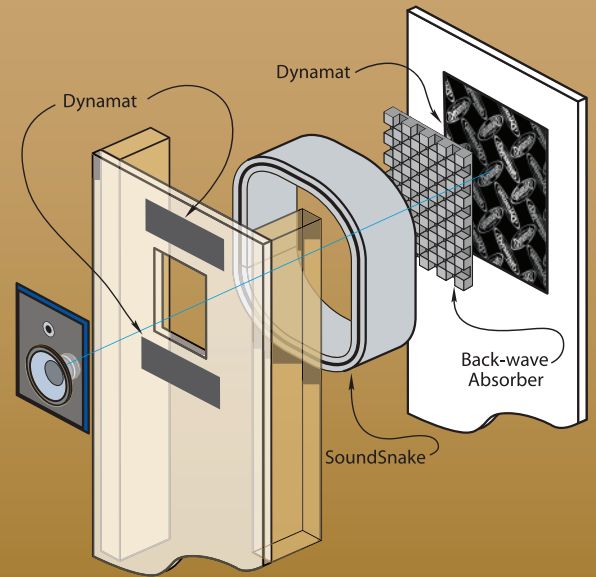




## SOUND BARRIER SPEAKER ENCLOSURE

En-Wall Enclosure Systems combine Dynamat Xtreme, back-wave absorbers, and the SoundSnake to damp, diffuse and decouple in-wall speakers. En-Wall significantly reduces wall vibration, projects more clear sound into the room and reduces unwanted noise transfer through walls. En-Wall encases in-wall speakers creating an optimal acoustic environment for delivering premium sound quality.



*Simple retrofit installation!*

## FOR USE WITH IN-WALL SPEAKERS

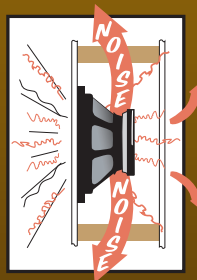
**DAMP  
WALL  
VIBRATION**

**DIFFUSE  
SPEAKER  
BACK-WAVE**

**DECOUPLE  
SPEAKER  
ENCLOSURE**

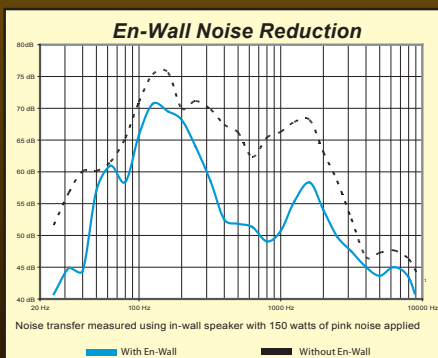
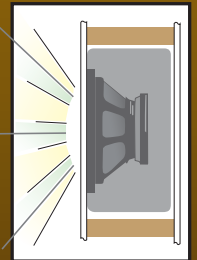
### POOR PERFORMANCE

Without En-Wall Enclosure System, even the very best speakers fail to perform to their maximum potential. Sound resonates throughout the surrounding structure creating muddy, back-wave distortion and unwanted noise and vibration in adjacent rooms. Installing your speakers without En-Wall is great if you want noise, vibration and distortion.



### SUPERIOR PERFORMANCE

With En-Wall, every speaker will definitely sound better. These revolutionary enclosure systems dramatically improve sound quality and reduce unwanted noise to other rooms. In-wall speakers now sound like speakers mounted in solid, well crafted cabinets. En-Wall delivers superior sound quality and incredible noise isolation.



## En-Wall Stops Sound Migration!

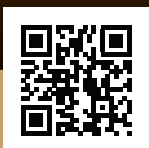
An in-wall speaker sends the same sound at the same volume into the wall structure as it does into the theater room. This migrating sound can create annoying noise in adjacent rooms. En-Wall Enclosure Systems damp the vibration and decouple the structure. The results are dramatic (see graph). Isolating the theater room is now possible with En-Wall Enclosure Systems.

### En-Wall 4 in.

Contains Dynamat Xtreme, SoundSnake and Back-Wave foam  
PART NO. 50504

### En-Wall 6 in.

Contains Dynamat Xtreme, SoundSnake and Back-Wave foam  
PART NO. 50506



[www.dynamat.com](http://www.dynamat.com)

