Online Examinations (Even Sem/Part-I/Part-II Examinations 2020 - 2021

Course Name - –Sound Designing for Cinema
Course Code - MMM202

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- MCA
- M.SC.(MSJ)
- M.SC.(AM)
- M.SC.CS)
- M.SC.(ANCS)
- M.SC.(MM)
- B.A.(Eng)

Answer all the questions. Each question carry one mark.

9.   1.Pitch may be quantified as _____.

Mark only one oval.

- Volume
- Amplitude
- Frequency
- None

10.   2.A_____ specifies a location in time in either the Waveform Editor or Multi-track Timeline.

Mark only one oval.

○ Spike

○ Tick

○ Marker

○ None

11.   3.A voice over is an example of_____ sound.

Mark only one oval.

○ Diegetic

○ Non-diegetic

○ Contrapuntal

○ Pleonastic

12.   4.Which of the following is true about Multitrack Editing?

Mark only one oval.

○ It is a form of Destructive Editing

○ It is a form of Non - Destructive Editing

○ It is a form of Linear Editing

○ None

13.   5.Which of the following is a Multitrack Editing Software?

Mark only one oval.

○ Adobe Addition

○ Adobe Audition

○ Audacity

○ None

14.   6._____ is defined as the number of complete oscillations or vibrations in a second performed by a particle of sound in the path of the wave..

Mark only one oval.

○ Wavelength

○ Amplitude

○ Frequency

○ Sample Rate

15.   7.Which of the following is true about Channel?

Mark only one oval.

○ We can Pan Sound in Mono Channel

○ We cannot Pan Sound in Stereo Channel

○ We can Pan Sound in Stereo Channel

○ We can Pan Sound in both Mono and Stereo Channel

16. 8._____ is a device that converts energy from one form to another.

Mark only one oval.

○ Mixer

○ Sound Card

○ Transducer

○ None

17. 9.Which of the following Sample Rates is termed as a Standard Sample Rate?

Mark only one oval.

○ 24000 Hertz

○ 44100 Hertz

○ 36000 Hertz

○ 64000 Hertz

18. 10.On which of the following Sound does not propagate?

Mark only one oval.

○ Water

○ Solid

○ Gas

○ Vacuum

19.　　11.What is the Human audible range?

Mark only one oval.

◯ 20 MHz to 20000 MHz

◯ 200 mHz to 20000 mHz

◯ 200 Hz to 20000 Hz

◯ 20 Hz to 20000 Hz

20.　　12.Sound below 20 Hertz is known as_____.

Mark only one oval.

◯ Ultrasonic Sound

◯ Sub â€" sonic Sound

◯ Infrasonic Sound

◯ None

21.　　13._____ is the interdisciplinary science that deals with the study of mechanical waves in gases, liquids, and solids including vibration, sound, ultrasound and infrasound.

Mark only one oval.

◯ Sound Editing

◯ Sound Designing

◯ Acoustics

◯ None

22.   14.Through which type of wave does sound propagate in Solid medium?

Mark only one oval.

◯ Longitudinal

◯ Transverse

◯ Both Longitudinal and Transverse

◯ None

23.   15.Quantization using 16 Bit results in _____ possible Amplitude
levels.

Mark only one oval.

◯ 256

◯ 65536

◯ 44100

◯ None

24.   16.Quantization using 8 Bit results in _____ possible Amplitude levels.

Mark only one oval.

◯ 256

◯ 65536

◯ 44100

◯ None

25. 17.The range of possible Amplitude levels of Sound are defined by_____.

Mark only one oval.

  ◯ Wavelength

  ◯ Sample Rate

  ◯ Bit Depth

  ◯ None

26. 18._____ can be defined as the maximum displacement of a particle of sound from its mean or equilibrium position.

Mark only one oval.

  ◯ Decibel

  ◯ Amplitude

  ◯ Frequency

  ◯ Wavelength

27. 19.A Waveform is depicted by a graph that shows_____.

Mark only one oval.

  ◯ Changes in recorded signal's amplitude over the duration of recording

  ◯ Changes in playback speed over the duration of recording

  ◯ Changes in recorded signal's amplitude over playback speed

  ◯ None

28.   20.Ultrasonic Sound is the Sound that is above_____.

Mark only one oval.

◯ 20 MHz

◯ 20 GHz

◯ 20 Hz

◯ 20 KHz

29.   21.Which of the following Microphone is made for hands free operations?

Mark only one oval.

◯ Lavalier

◯ Microphone

◯ Shotgun

◯ Option 4

◯ Loudspeaker

30.   22.Which of the following is a Lossless Audio format?

Mark only one oval.

◯ .wav

◯ .mp3

◯ .mp4

◯ None

31.   23.Shotgun Microphone is a _____ type of Microphone.Â

Mark only one oval.

◯ Uni-directional

◯ Bi-directional

◯ Omni-directional

◯ Angular

32.   24.Which of the following is a Transducer?

Mark only one oval.

◯ Microphone

◯ Loud Speaker

◯ Both Microphone and Loudspeaker

◯ None

33.   25.Which of the following statement is correct?

Mark only one oval.

◯ Stereophonic sound is a method creating uni-directional audible perspective.

◯ Stereophonic sound is a method creating multi-directional audible perspective.

◯ Both Stereophonic sound is a method creating uni-directional audible perspective and
Stereophonic sound is a method creating multi-directional audible perspective.

◯ None of these

34. 26._____ determines the dynamic range of sound.

Mark only one oval.

◯ Sample Rate

◯ Wavelength

◯ Bit Depth

◯ Time Duration

35. 27._____ is the specialist who mixes all the audio tracks supplied by the Dubbing Editor.

Mark only one oval.

◯ Foley Artist

◯ Re-recording Artist

◯ Sound Editor

◯ None

36. 28._____ indicates the number of digital snapshots taken of an audio signal per second.

Mark only one oval.

◯ Bit Depth

◯ Frequency

◯ Wavelength

◯ Sample Rate

37.   29.Which of the following statement is incorrect?

Mark only one oval.

◯ In Digital Audio editing data can be cloned without loss of quality.

◯ In Analog Audio editing data cannot be cloned without loss of quality.

◯ In Digital Audio editing data cannot be cloned without loss of quality.

◯ None

38.   30.Which of the following is not Sound editing software?

Mark only one oval.

◯ Adobe Addition

◯ Nuendo

◯ Sound Forge

◯ Pro Tools

39.   31.Which of the following is not a Sound editing technique?

Mark only one oval.

◯ Cross-fade

◯ Fade In

◯ Fade Out

◯ Fade Off

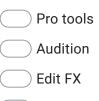40.   32.In ADPCM, what does "A" stands for?

Mark only one oval.

◯ Additive

◯ Adaptive

◯ Audible

◯ None

41.   33.Which Sound Editing software was previously known as Cool Edit Pro?

Mark only one oval.

◯ Pro tools

◯ Audition

◯ Edit FX

◯ Sound Forge

42.   34._____can be defined as an unwanted Sound.

Mark only one oval.

◯ Whistle

◯ Tone

◯ Note

◯ Noise

43.   35.The red indicator at the top of the Timeline that moves as an audio is played to indicate the current time is called_____.

Mark only one oval.

( ) Solo

( ) Level Meter

( ) Envelope

( ) Current Time Indicator

44.   36.WMA stands for_____.

Mark only one oval.

( ) Windows Media Audio

( ) Windows Multimedia Audio

( ) Wacom Media Audio

( ) Wacom Multimedia Audio

45.   37.Woofer is an audio driver that generates_____.

Mark only one oval.

( ) High frequencies of sound

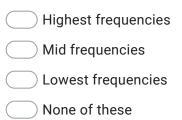( ) Mid frequencies of sound

( ) Low frequencies of sound

( ) None of these

46.　38.A mid-range speaker is a loudspeaker driver that reproduces a band of frequencies generally between:

Mark only one oval.

◯ 11"16 kHz

◯ 1"6 kHz

◯ 1"16 kHz

◯ 1"6 mHz

47.　39.A Tweeter is a high-frequency driver that reproduces_____.

Mark only one oval.

◯ Highest frequencies

◯ Mid frequencies

◯ Lowest frequencies

◯ None of these

48.　40._____ uses a parabolic reflector to collect and focus sound waves onto a microphone receiver.

Mark only one oval.

◯ Shotgun Microphone

◯ Parabolic Microphone

◯ Shot Microphone

◯ None of these

49.   41.Who was awarded the first patent for the Microphone?

Mark only one oval.

    ( ) David Edward Hughes

    ( ) Emile Berliner

    ( ) Thomas Edison

    ( ) Graham Bell

50.   42.If Sample Rate is 44100 Hz then Quality Level will be of _____ and frequency range will be_____.

Mark only one oval.

    ( ) CD, 0-22050 Hz

    ( ) CD, 0-44100 Hz

    ( ) Both CD, 0-22050 Hz and CD, 0-44100 Hz

    ( ) CD, 0-20,000 Hz

51.   43.Bit depth affects_____.

Mark only one oval.

    ( ) The Dynamic Range of Sound

    ( ) Band with of the Audio

    ( ) Sample Rate of Audio

    ( ) Playback speed of Audio

52.   44.In ADPCM, ˜D" stands for _____.

Mark only one oval.

◯ Differential

◯ Digital

◯ Derived

◯ None of these

53.   45._____ is a device used for converting Acoustic Energy into Electrical Signal.

Mark only one oval.

◯ Microphone

◯ Loud Speaker

◯ Mixer

◯ Grinder

54.   46._____ is a device used for converting Electrical Signal into Acoustic Energy

Mark only one oval.

◯ Microphone

◯ Loud Speaker

◯ Mixer

◯ Grinder

55.   47.The characteristics of Musical Sound , which enables us to distinguish between notes of the same pitch and intensity produced by the different sources, is called _____.

Mark only one oval.

( ) Quality

( ) Timbre

( ) Pitch

( ) Temper

56.   48._____ is the number of samples of audio sampled per second, measured in Hz or kHz.

Mark only one oval.

( ) Bit Depth

( ) Sample Rate

( ) Wavelength

( ) Time Period

57.   49.Which of the following might be considered standard sampling rates and bit depths?

Mark only one oval.

( ) 16 bits 44.1 kHz

( ) 24 bits 96 kHz

( ) 12 bits 32 kHz

( ) 24 bits 192 kHz

58. 50.Particle to particle interaction which causes sound waves to travel from one location to another is also known as _____ .

Mark only one oval.

○ Evacuation

○ Isolation

○ Propagation

○ Refraction

59. 51.Which term refers to the substance through which sound travels?

Mark only one oval.

○ Medium

○ Solid

○ Vacuum

○ Space

60. 52.The term used for something that continues to vibrate at a specific frequency is _____.

Mark only one oval.

○ Translucence

○ Luminance

○ Ambience

○ Resonance

61. 53.Monophonic Sound has _____ number of channels.

Mark only one oval.

○ 1

○ 2

○ 3

○ 5

62. 54.Stereophonic Sound has _____ number of channels.

Mark only one oval.

○ 1

○ 2

○ 3

○ 5

63. 55..mp3 is the short form of _____.

Mark only one oval.

○ MPEG Audio Layer III

○ Matroska Audio 3

○ Media Player III

○ None of these

64. 56.CODEC stands for_____.

Mark only one oval.

⬭ Coding - Decoding

⬭ Compression Deciding

⬭ Compression - Decompression

⬭ None of these

65. 57.Bit rate can be defined as _____.

Mark only one oval.

⬭ The number of bits per second that can be transmitted along a analog network

⬭ The number of bits per second that can be transmitted along a digital network

⬭ The number of bits per minute that can be transmitted along a digital network.

⬭ None of these

66. 58.Bit rate is commonly measured in____.

Mark only one oval.

⬭ .bps

⬭ .bpm

⬭ .Hz

⬭ .mHz

67. 59._____ travels faster than the speed of sound.

Mark only one oval.

◯ Subsonic objects

◯ Super sonic objects

◯ Infrasonic

◯ Ultrasonic

68. 60._____ sound has a source on-screen.

Mark only one oval.

◯ Sync

◯ Non-sync

◯ Noise

◯ None of these

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