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

Course Name - – Sound Designing
Course Code - BMMS401

* You can submit the form ONLY ONCE.
* Fill the following information for further process.
* Required

1. Email *

    _____

2. Name of the Student *

    _____

3. Enter Full Student Code *

    _____

4. Enter Roll No *

    _____

5. Enter Registration No *

    _____

6. Enter Course Code *

    _____

7.   Enter Course Name *

_____

8. *

Mark only one oval.

○ Diploma in Pharmacy

○ Bachelor of Pharmacy

○ B.TECH.(CSE)

○ B.TECH.(ECE)

○ BCA

○ B.SC.(CS)

○ B.SC.(BT)

○ B.SC.(ANCS)

○ B.SC.(HN)

○ B.Sc.(MM)

○ B.A.(MW)

○ BBA

○ [B.COM](#)

○ B.A.(JMC)

○ BBA(HM)

○ BBA(LLB)

○ B.OPTOMETRY

○ B.SC.(MB)

○ B.SC.(MLT)

○ B.SC.(MRIT)

○ B.SC.(PA)

○ LLB

○ [B.SC](#)(IT)-AI

○ B.SC.(MSJ)

○ Bachelor of Physiotherapy

○ B.SC.(AM)

○ Dip.CSE

○ Dip.ECE

○ [DIP.EE](#)

○ DIP.CE

◯ DIP.ME

◯ PGDHM

◯ MBA

◯ M.SC.(BT)

◯ M.TECH(CSE)

◯ LLM

◯ M.A.(JMC)

◯ M.A.(ENG)

◯ M.SC.(MATH)

◯ M.SC.(MB)

◯ 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. What is the full form of PCM?

Mark only one oval.

◯ Pulse Code Modification

◯ Pulse Count Modulation

◯ Pulse Code Modulation

◯ Pin Code Modification

10.   2.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

11.   3. Which of the following is a Multitrack Editing Software?

Mark only one oval.

( ) Adobe Addition

( ) Adobe Audition

( ) Audacity

( ) None

12.   4. Which of the following is true about Non – Linear Editing?

Mark only one oval.

( ) It is digital Editing

( ) Edit points are accessed randomly

( ) Editing is done quicker than Linear Editing

( ) All are correct

13.   5. _____ 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

14.   6. 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

15.   7. _____ is a device that converts energy from one form to another.

Mark only one oval.

◯ Mixer

◯ Sound Card

◯ Transducer

◯ None

16.   8. 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

17.   9. On which of the following Sound does not propagate?

Mark only one oval.

⬭ Water

⬭ Solid

⬭ Gas

⬭ Vacuum

18.   10. 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

19. 11.Sound below 20 Hertz is known as_____.

Mark only one oval.

○ Ultrasonic Sound

○ Sub – sonic Sound

○ Infrasonic Sound

○ None

20. 12. _____ 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

21. 13. Through which type of wave does sound propagate in Solid medium?

Mark only one oval.

○ Longitudinal

○ Transverse

○ Both Longitudinal and Transverse

○ None

22. 14. Quantization using 16 Bit results in _____ possible Amplitude levels.

Mark only one oval.

◯ 256

◯ 65536

◯ 44100

◯ None

23. 15. Quantization using 8 Bit results in _____ possible Amplitude levels.

Mark only one oval.

◯ 256

◯ 65536

◯ 44100

◯ None

24. 16. The range of possible Amplitude levels of Sound are defined by:

Mark only one oval.

◯ Wavelength

◯ Sample Rate

◯ Bit Depth

◯ None

25.   17. _____ 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

26.   18. 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

27.   19. Ultrasonic Sound is the Sound that is above _____.

Mark only one oval.

◯ 20 MHz

◯ 20 GHz

◯ 20 Hz

◯ 20 KHz

28. 20. Which of the following Microphone is made for hands free operations?

Mark only one oval.

○ Lavalier

○ Microphone

○ Shotgun

○ Loudspeaker

29. 21. _____is an electronic amplifier that converts a weak electrical signal into an output signal strong enough to be noise-tolerant and strong enough for further processing.

Mark only one oval.

○ Loudspeaker

○ Microphone

○ Preamp

○ Sound Card

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.

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 Sound Designer.

Mark only one oval.

◯ Foley Artist

◯ Re-recording Engineer

◯ 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 a Sound editing technique?

Mark only one oval.

◯ Fade and Cross-fade.

◯ Pitch correction.

◯ Both Fade and Cross-fade and Pitch correction.

◯ None of these.

40.   32. Sometimes a sound overshadows another sound in such a way that we cannot hear the second sound. What is it called?

Mark only one oval.

( ) Sampling

( ) Over Shadow

( ) Mixing

( ) Masking

41.   33. Processed Sound is called _____.

Mark only one oval.

( ) Dry Sound

( ) Moist Sound

( ) Wet Sound

( ) None

42.   34. In ADPCM, what does 'A' stands for?

Mark only one oval.

( ) Additive

( ) Adaptive

( ) Audible

( ) None

43. 35.Which Sound Editing software was previously known as Cool Edit Pro?

Mark only one oval.

◯ Pro tools

◯ Audition

◯ Edit FX

◯ Sound Forge

44. 36. _____can be defined as an unwanted Sound.

Mark only one oval.

◯ Whistle

◯ Tone

◯ Note

◯ Noise

45. 37.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

46.   38. WMA stands for_____.

Mark only one oval.

◯ Windows Media Audio

◯ Windows Multimedia Audio

◯ Wacom Media Audio

◯ Wacom Multimedia Audio

47.   39. Automatic dialogue replacement is called _____.

Mark only one oval.

◯ Voice recording

◯ Dialogue

◯ Dubbing

◯ None of them

48.   40. 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

49.   41.A Tweeter is a high-frequency driver that reproduces_____.

Mark only one oval.

◯ Highest frequencies

◯ Mid frequencies

◯ Lowest frequencies

◯ None of these

50.   42. _____ uses a parabolic reflector to collect and focus sound waves onto a microphone receiver.

Mark only one oval.

◯ Option 1

◯ Shotgun Microphone

◯ Parabolic Microphone

◯ None of these

51.   43. Who was awarded the first patent for the Microphone?

Mark only one oval.

◯ David Edward Hughes

◯ Emile Berliner

◯ Thomas Edison

◯ Graham Bell

52.   44. 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

53.   45. 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

54.   46. The amplitude measurement of each sample is rounded to the nearest bit.
       What is this process called _____.

Mark only one oval.

⊂⊃ Quantization

⊂⊃ Clocking

⊂⊃ Sample and Hold

⊂⊃ Compression

55.   47. In ADPCM, 'D' stands for _____.

Mark only one oval.

◯ Differential

◯ Digital

◯ Derived

◯ None of these

56.   48. _____ is a device used for converting Acoustic Energy into Electrical Signal.

Mark only one oval.

◯ Microphone

◯ Loud Speaker

◯ Mixer

◯ Grinder

57.   49. _____ is a device used for converting Electrical Signal into Acoustic Energy

Mark only one oval.

◯ Microphone

◯ Loud Speaker

◯ Mixer

◯ Grinder

58.   50. The characteristics of Musical Sound , which enables us to distinguish between same notes of different sources, is called _____.

Mark only one oval.

◯ Quality

◯ Timbre

◯ Pitch

◯ Temper

59.   51. 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

60.   52. 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

61.   53. Which term refers to the substance through which sound travels?

Mark only one oval.

◯ Medium

◯ Solid

◯ Vacuum

◯ Space

62.   54. The term for something that continues to vibrate at a specific frequency.

Mark only one oval.

◯ Translucence

◯ Luminance

◯ Ambience

◯ Resonance

63.   55. .wav is a _____ file format.

Mark only one oval.

◯ Lossy

◯ Lossless

◯ Uncompressed

◯ None of these

64.   56. Monophonic Sound has _____ number of channels.

Mark only one oval.

◯ 1

◯ 2

◯ 3

◯ 5

65.   57. Stereophonic Sound has _____ number of channels.

Mark only one oval.

◯ 1

◯ 2

◯ 3

◯ 5

66.   58. CODEC stands for_____.

Mark only one oval.

◯ Coding - Decoding

◯ Compression Deciding

◯ Compression - Decompression

◯ None of these

67.   59. 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

68.   60. Bit rate is commonly measured in____.

Mark only one oval.

◯ .bps

◯ .bpm

◯ .Hz

◯ .mHz

This content is neither created nor endorsed by Google.

Google Forms