

# Online Assessment (Even Sem/Part-I/Part-II Examinations 2019 - 2020)

Course Name - Sound Designing in Cinema

Course Code - MMM202

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Answer all the questions. Each question carry one mark.

9. 1. \_\_\_\_ can be defined as the maximum displacement of a particle of sound from its mean or equilibrium position

*Mark only one oval.*

- Wavelength
- Decibel
- Amplitude
- Frequency

10. 2. The Volume level at the Point of Equilibrium

*Mark only one oval.*

- 0 db.
- 10 db.
- 10 db.
- None of these

11. 3. \_\_\_\_\_ is the interdisciplinary science that deals with the study of mechanical waves in gases, liquids, and solids including vibration, sound, ultrasound, and infra-sound.

*Mark only one oval.*

- Sound Editing
- Sound Designing
- Acoustics
- None of these

12. 4. What is the full form of SONAR?

*Mark only one oval.*

- Sound navigation and ranging.
- Sound notation and ranging.
- Sound navigation and rotation.
- None of these

13. 5. Infrasonic Sound is the Sound that is below

*Mark only one oval.*

- 20 MHz
- 20 GHz
- 20 Hz
- None of these

14. 6. Speeds greater than five times the speed of Sound are called \_\_\_\_\_.

*Mark only one oval.*

- Super-sonic
- Sub-sonic
- Hyper-sonic
- Penta-sonic

15. 7. What is the term for a region of high air pressure in a sound wave?

*Mark only one oval.*

- Compression
- Rarefaction
- Intonation
- Dissonance

16. 8. The act of creating a vibration from the source of a sound wave is called \_\_\_\_\_.

*Mark only one oval.*

- Propagation
- Recreation
- Generation
- Signal

17. 9. The term for something that continues to vibrate at a specific frequency.

*Mark only one oval.*

- Translucence
- Luminance
- Ambience
- Resonance

18. 10. Following type of sound has a source off-screen

*Mark only one oval.*

- Diegetic
- Non - diegetic
- Noise
- None of these

19. 11. In which of the following Sound does not propagate?

*Mark only one oval.*

- Water
- Solid
- Gas
- Vacuum

20. 12. 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

21. 13. In Solid medium Sound propagates through

*Mark only one oval.*

- Longitudinal Waves
- Transverse Waves
- Both Longitudinal Waves & Transverse Waves
- None of these

22. 14. The volume of sound is measured in

*Mark only one oval.*

- Decibel
- Frequency
- Amplitude
- None of these



23. 15. Which of the following sound suffers from generation loss?

*Mark only one oval.*

- Analog Sound
- Digital Sound
- Both Analog Sound and Digital Sound
- None of these

24. 16. Quantization using 16 Bit results in \_\_\_\_\_ possible Amplitude

*Mark only one oval.*

- 256
- 65536
- 44100
- None of these

25. 17. The range of possible Amplitude levels of Sound is defined by

*Mark only one oval.*

- Wavelength
- Sample Rate
- Bit Depth
- None of these

26. 18. 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 of these

27. 19. 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

28. 20. Which of the following might be considered professional 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

29. 21. RMS stands for

*Mark only one oval.*

- Root Mean Square
- Real Media Sound
- Root Millimeter Square
- Right Millimeter Square

30. 22. Bit rate is commonly measured in

*Mark only one oval.*

- .bps
- .bpm
- .Hz
- .mHz

31. 23. ADC is the short form of

*Mark only one oval.*

- Analog to Digital Converter
- Analog to Differential Converter
- Application to Digital Converter
- None of these

32. 24. This 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.*

- Play head
- Level Meter
- Envelope
- Current Time Indicator

33. 25. The 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

34. 26. In ADPCM, 'D' stands for

*Mark only one oval.*

- Differential
- Directional
- Derived
- Denotative

35. 27. \_\_\_ is a device that converts energy from one form to another

*Mark only one oval.*

- Mixer
- Sound Card
- Transducer
- None of these

36. 28. Which of the following is a Lossy Audio format?

*Mark only one oval.*

- .aac
- .wav
- .mp4
- None of these

37. 29. 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

38. 30. Which of the following is a Sound editing technique?

*Mark only one oval.*

- Cross-fade
- Wavelength
- Timbre
- None of these

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