



BRAINWARE UNIVERSITY
ODD Semester Examinations 2021- 22

Programme – Bachelor of Arts (Honours) in Journalism, Mass Communication & Media Science - 2019 [B.A.(JMCMs)-Hons]

Course Name – Sound Basics and Editing

Course Code – GEMM301

(Semester III)

Time allotted : 1 Hour 15 Minutes

Full Marks : 60

(Multiple choice type question)

60 x 1 = 60

Choose the correct alternative from the following

- (I) 20 Hz to 20000 Hz is the _____.
- | | |
|------------------------|------------------------|
| A) Ultrasonic Sound | B) Infrasonic Sound |
| C) Human Audible range | D) Bat's audible range |
- (II) Which of the following statement is correct?
- | | |
|---|--|
| A) Stereophonic sound is a method of sound reproduction that creates an illusion of multi-directional audible perspective. | B) Monophonic sound is a method of sound reproduction that creates an illusion of multi-directional audible perspective. |
| C) Both Stereophonic sound is a method of sound reproduction that creates an illusion of multi-directional audible perspective. And Monophonic sound is a method of sound reproduction that creates an illusion of multi-directional audible perspective. | D) None |
- (III) .wav is a _____ file format.
- | | |
|-----------------|-------------|
| A) Lossy | B) Lossless |
| C) Uncompressed | D) None |
- (IV) The amplitude measurement of each sample is rounded to the nearest bit. What is this process called _____
- | | |
|--------------------|----------------|
| A) Quantization | B) Clocking |
| C) Sample and Hold | D) Compression |
- (V) _____ indicates the number of digital snapshots taken of an audio signal per second.
- | | |
|---------------|----------------|
| A) Bit Depth | B) Frequency |
| C) Wavelength | D) Sample Rate |
- (VI) Which of the following Microphone is made for hands free operations?
- | | |
|--------------|------------|
| A) Lavalier | B) Contact |
| C) Parabolic | D) Shotgun |
- (VII) Which of the following is true about Channel?
- | | |
|---------------------------------------|---|
| A) We can Pan Sound in Mono Channel | B) We cannot Pan Sound in Stereo Channel |
| C) We can Pan Sound in Stereo Channel | D) We can Pan Sound in both Mono and Stereo Channel |
- (VIII) The term for something that continues to vibrate at a specific frequency.
- | | |
|-----------------|--------------|
| A) Translucence | B) Luminance |
| C) Ambience | D) Resonance |
- (IX) Which of the following Pulse Code Modulation Method was developed at Bell Lab for voice coding in 1970?
- | | |
|----------|---------|
| A) LPCM | B) DPCM |
| C) ADPCM | D) None |
- (X) Which term refers to the substance through which sound travels?
- | | |
|-----------|----------|
| A) Medium | B) Solid |
| C) Vacuum | D) Space |

(XI) Which of the following professional creates the realistic ambient sounds for film and video productions?

- A) Sound Engineer
B) Sound Editor
C) Dubbing Artist
D) Foley Artist

(XII) Which of the following statement is incorrect?

- A) In Digital Audio editing data can be cloned without loss of quality.
B) In Analogue Audio editing data cannot be cloned without loss of quality.
C) In Digital Audio editing data cannot be cloned without loss of quality.
D) In Analogue Audio editing data can be cloned but with loss of quality.

(XIII) Infrasonic Sound is used for detecting.

- A) Seismic forecasting
B) Medical diagnostics
C) Playing Music
D) Rainfall forecasting

(XIV) Ultrasonic Sound is the Sound that is above:

- A) 20 MHz
B) 20 GHz
C) 20 Hz
D) None

(XV) In ADPCM, 'A' stands for :

- A) Additive
B) Adaptive
C) Audible
D) None

(XVI) Which of the following is true about Non - Linear Editing?

- A) It is digital Editing
B) Edit points are accessed randomly
C) Editing is done quicker than Linear Editing
D) All are correct

(XVII) .mp3 is the short form of :

- A) MPEG Layer III Audio
B) Matroska Audio 3
C) Media Player III
D) None

(XVIII) Which of the following is a Transducer?

- A) Microphone
B) Loudspeaker
C) Both Microphone and Loudspeaker
D) None

(XIX) AM stands for_____

- A) Amplitude Manipulation
B) Amplitude Motion
C) Amplitude Modulation
D) None

(XX) In Waveform display x axis measures:

- A) Time
B) Amplitude
C) Frequency
D) Wavelength

(XXI) Bit depth affects:

- A) The Dynamic Range of Sound
B) Band width of the Audio
C) Sample Rate of Audio
D) Playback speed of Audio

(XXII) A mid-range speaker is a loudspeaker driver that reproduces a band of frequencies generally between:

- A) 11-16 kHz
B) 1-6 kHz
C) 1-16 kHz
D) 1-6 mHz

(XXIII) Which of the following is true about Multitrack Editing in Digital platform?

- A) It is a form of Destructive Editing
B) It is a form of Non - Destructive Editing
C) It is a form of Linear Editing
D) None

(XXIV) The audio advertisement comprising of a song is called:

- A) Jingle
B) Twinkle
C) Mingle
D) None

(XXV) Songs for a film are recorded _____ .

- A) Prior to shooting
B) During shooting
C) After shooting
D) None

(XXVI) _____ is the final step of audio post-production.

- A) Fostering
C) Mastering
- B) Designing
D) None

(XXVII) What is the full form of PCM?

- A) Pulse Code Modification
C) Pulse Code Modulation
- B) Pulse Control Modification
D) Pulse Control Modulation

(XXVIII) An example of Diegetic sound is:

- A) Background Music
C) Dialogue between two characters
- B) Off camera narration
D) None

(XXIX) Which of the following Sample Rates is termed as a Standard Sample Rate?

- A) 24000 Hertz
C) 36000 Hertz
- B) 44100 Hertz
D) 64000 Hertz

(XXX) Which of the following is a Lossy Audio format?

- A) .aac
C) .mp4
- B) .wav
D) None

(XXXI) _____ is the number of samples of audio sampled per second, measured in Hz or kHz.

- A) Bit Depth
C) Wavelength
- B) Sample Rate
D) Time Period

(XXXII) Monophonic Sound has _____ number of channels.

- A) 1
C) 3
- B) 2
D) 5

(XXXIII) _____ uses a parabolic reflector to collect and focus sound waves onto a microphone receiver.

- A) Shotgun Microphone
C) Parabolic Microphone
- B) Shotgun Microphone
D) None

(XXXIV) CODEC stands for:

- A) Coding - Decoding
C) Compression - Decompression
- B) Compression Deciding
D) None

(XXXV) Wet sound is a _____.

- A) Un-processed sound
C) Underwater sound
- B) Processed sound
D) None

(XXXVI) _____ is a device used for converting Acoustic Energy into Electrical Signal.

- A) Microphone
C) Mixer
- B) Loud Speaker
D) Grinder

(XXXVII) What is the Human audible range?

- A) 20 Hz to 20000 Hz
C) 20 GHz to 20000 GHz
- B) 20 MHz to 20000 MHz
D) 200 Hz to 20000 Hz

(XXXVIII) Particle to partial interaction which causes sound waves to travel from one location to another is also known as _____

- A) Evacuation
C) Propagation
- B) Isolation
D) Refraction

(XXXIX) _____ 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..

- A) Wavelength
C) Frequency
- B) Sample Rate
D) None

(XL) _____ can be defined as an unwanted Sound.

- A) Whistle
C) Note
- B) Tone
D) Noise

(XLI) _____ is a device that converts energy from one form to another.

- A) Mixer
C) Transducer
- B) Sound Card
D) None

- (XLII) Which of the following is a Multitrack Editing Software?
 A) Adobe Addition
 B) Adobe Audition
 C) Audacity
 D) None
- (XLIII) _____ is the specialist who mixes all the audio tracks supplied by the Dubbing Editor.
 A) Dubbing Artist
 B) Foley Artist
 C) Sound Editor
 D) None
- (XLIV) _____ 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.
 A) Loudspeaker
 B) Microphone
 C) Preamp
 D) Sound Card
- (XLV) Speeds greater than five times the speed of Sound are called _____
 A) Super-sonic
 B) Sub-sonic
 C) Hyper-sonic
 D) Penta-sonic
- (XLVI) Which of the following Microphone is made for recording sound from Solid medium?
 A) Lavalier
 B) Contact
 C) Shotgun
 D) None
- (XLVII) WMA stands for:
 A) Windows Media Audio
 B) Windows Multimedia Audio
 C) Wacom Media Audio
 D) Wacom Multimedia Audio
- (XLVIII) _____ is the interdisciplinary science that deals with the study of mechanical waves in gases, liquids, and solids including vibration, sound, ultrasound and infrasound.
 A) Sound Editing
 B) Sound Designing
 C) Acoustics
 D) None
- (XLIX) A Waveform is depicted by a graph that shows:
 A) Changes in recorded signal's amplitude over the duration of recording.
 B) Changes in playback speed over the duration of recording.
 C) Changes in recorded signal's amplitude over playback speed.
 D) None
- (L) Sometimes a sound overshadows another sound in such a way that we cannot hear the second sound. What is it called?
 A) Sampling
 B) Over Shadow
 C) Mixing
 D) Masking
- (LI) _____ records the changes in recorded signal's amplitude over the duration of recording.
 A) Audio Waveform
 B) Audio Spectrum
 C) Audio Wave
 D) None
- (LII) Which of the following is a Sound editing technique?
 A) Fade and Cross-fade.
 B) Pitch correction.
 C) None of these.
 D) Both Fade and Cross-fade. and Pitch correction.
- (LIII) ADC is the short form of :
 A) Analog to Digital Converter
 B) Analog to Differential Converter
 C) Application to Digital Converter
 D) None
- (LIV) Which Sound Editing software was previously known as Cool Edit Pro?
 A) Pro tools
 B) Audition
 C) Edit FX
 D) Soud Forge
- (LV) _____ is the process used to determine the average power output of the speakers over a long period of time.
 A) RMS
 B) SMS
 C) MMS
 D) None
- (LVI) _____ is a device used for converting Electrical Signal into Acoustic Energy.
 A) Microphone
 B) Loud Speaker
 C) Mixer
 D) Grinder

(LVII) _____ 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.

- A) Loudspeaker
- B) Microphone
- C) Preamp
- D) Sound Card

(LVIII) The audio advertisement comprising of dialogues is called:

- A) Jingle
- B) Spot
- C) Mingle
- D) None

(LIX) Sound does not propagate through which of the following?

- A) Solid
- B) Liquid
- C) Gas
- D) Vacuum

(LX) Pro Tools is a _____ developed and released by Avid Technology.

- A) digital audio playstation
- B) analog audio playstation
- C) analog audio workstation
- D) digital audio workstation