

## **BRAINWARE UNIVERSITY**

## Course -BAMW

## Sound Editing (BMW302B)

(Semester -3)

Time allotted: 3 Hours Full Marks: 70

[The figure in the margin indicates full marks. Candidates are required to give their answers in their own words as far as practicable.]

## Group -A

(Multiple Choice Type Questions)

 $10 \times 1 = 10$ 

1.	Choose the correct alternative from the following						
(i)	The f	Full form of SONAR i	s		·		
	a. c.	Sound Navigation and Sound Notation and	0 0		Sound Notation and Ranging Sound Navigation and Rotation		
			d overshadows another sound in such a way that we cannot hear the second it is called				
	a.	Over hearing		b.	Under hearing		
	c.	Masking		d.	Silencing		
(iii)	A is a device for converting acoustic energy into electrical signal.						
	a.	Loudspeaker		b.	Microphone		
	c.	Recorder		d.	None of the above		
(iv)	_		converts electric	al s	ignals back into acoustic energy.		
	a.	Loudspeaker		b.	Microphone		
	c.	CPU		d.	None of these		

The	distance between the start and th	nce between the start and the end point of a particular wave is called				
a.	Quality	b.	Amplitude			
c.	Time Period	d.	Wave Length			
The	e technique of conversion of Ana	log signal	to Digital form is called			
a	. Sound Conversion	b	Pulse Conversion			
c	. Pulse Code Moderation	d	Pulse Code Modulation			
Soun	d propagates through which of th	ne medium	s:			
a.	Air only	b.	Air and Water			
c.	Air, Water and Solid	d.	Air, Water and Vacuum			
How	many channels are there in a Ste	reophonic	sound?			
a.	1	b.	2			
c.	3	d.	5			
-	d of moving objects greater than	five times	of the speed of sound are re	eferred to		
a.	Supersonic	b.	Subsonic			
c.	Hypersonic	d.	Ultrasonic			
Which	n of the following is not a charact	eristic of	sound?			
a.	Tectonic	b.	Intensity			
c.	Pitch	d.	Timbre			
	Gro	oup – B				
	(Short Answe (Answer any <i>thre</i>	er Type Qu				
	( <i>y ••••</i>	7	- · · · · · · · · · · · · · · · · · · ·	$3 \times 5 = 15$		
Define S	Sound. Write the procedure of rec	cording so	und in Sound Forge.	[2 + 3]		
Write a short note on Foley Artist.				[5]		
Outline the Sampling procedure.				[5]		

5.	5. Define Noise. Write briefly about the Noise Removal technique in Sound				
	Forg	[3 + 2]			
6.	Wri	[5]			
		Group – C			
		(Long Answer Type Questions)			
		(Answer any three from the following)			
			$3x\ 15 = 45$		
7.	(a)	Discuss about the Mediums of propagation of Sound.	[5]		
	(b)	Write short note Pulse Code Modulation.	[10]		
8.		Differentiate between the Analogue and Digital Sound Editing			
		techniques.	[15]		
9.	(a)	Differentiate between the Lossy and Lossless Sound Compression			
		techniques.	[5]		
	(b)	Write short note on .mp3 and .wav file formats.	[10]		
10.		Discuss about Sound Editing techniques.	[15]		
11.		Discuss about the role of Sound in Advertising.	[15]		