BRAINWARE UNIVERSITY
Term End Examination 2020 - 21
Programme – Bachelor of Arts (Honours) in Multimedia & Web Development
Course Name – Sound Editing
Course Code - BMW302B
Semester / Year - Semester III

Time allotted : 85 Minutes   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 Question)   1 x 70=70

1.   *(Answer any Seventy)*

(i) _____ 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   b) Sample Rate

   c) Frequency   d) None

(ii) What is the Human audible range?

   a) 20 Hz to 20000 Hz   b) 20 MHz to 20000 MHz

   c) 20 GHz to 20000 GHz   d) 200 Hz to 20000 Hz

(iii) Sound below 20 Hertz is known as:

   a) Sub sonic   b) Ultrasonic Sound

   c) Super sonic   d) Infrasonic Sound

(iv) AM stands for_____

   a) Amplitude Manipulation   b) Amplitude Motion

   c) Amplitude Modulation   d) None

(v) _____ can be defined as the maximum displacement of a particle of sound from its mean or equilibrium position.

   a) Wavelength   b) Decibel

c) Amplitude   d) Frequency

(vi) Through which type of wave does sound propagate in Solid medium?
    a) Longitudinal   b) Transverse
    c) Both Longitudinal and Transverse   d) None

(vii) Ultrasonic Sound is the Sound that is above:
    a) 20 MHz   b) 20 GHz
    c) 20 Hz   d) None

(viii) The Volume level at the Point of Equilibrium =
    a) 0 db.   b) 10 db.
    c) -10 db.   d) None

(ix) _____ 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

(x) A Waveform is depicted by a graph that shows:
    a) Changes in recorded signal's amplitude   b) Changes in playback speed over the
    over the duration of recording.   duration of recording.
    c) Changes in recorded signal's amplitude   d) None
    over playback speed.

(xi) 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

(xii) Which of the following is a Multitrack Editing Software?

a) Adobe Addition　　　　　　　　　　b) Adobe Audition

c) Audacity　　　　　　　　　　　　　d) None

(xiii) Infrasonic Sound is the Sound that is below:

a) 20 MHz　　　　　　　　　　　　　b) 20 GHz

c) 20 Hz　　　　　　　　　　　　　　d) None

(xiv) Speeds greater than five times the speed of Sound are called
_____

a) Super-sonic　　　　　　　　　　　b) Sub-sonic

c) Hyper-sonic　　　　　　　　　　　d) Penta-sonic

(xv) What is the term for a region of high air pressure in a sound wave?

a) Compression　　　　　　　　　　b) Rarefaction

c) Intonation　　　　　　　　　　　d) Dissonance

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

a) Evacuation　　　　　　　　　　　b) Isolation

c) Propagation　　　　　　　　　　　d) Refraction

(xvii) Which term refers to the substance through which sound travels?

a) Medium　　　　　　　　　　　　b) Solid

c) Vacuum　　　　　　　　　　　　d) Space

(xviii) What is the term for a region of low air pressure in a sound wave?

a) Compression　　　　　　　　　　b) Rarefaction

c) Intonation　　　　　　　　　　　d) Dissonance

(xix) Infrasonic Sound is used for detecting.

a) Seismic forecasting   b) Medical diagnostics

c) Playing Music   d) Rainfall forecasting

(xx) Following type of sound has a source on-screen:

a) Sync   b) Non sync

c) Noise   d) None

(xxi) Following type of sound has a reference in the narrative.

a) Diegetic   b) Non-diegetic

c) Noise   d) None

(xxii) An example of Diegetic sound is:

a) Background Music   b) Off camera narration

c) Dialogue between two characters   d) None

(xxiii) In Waveform display x axis measures:

a) Time   b) Amplitude

c) Frequency   d) Wavelength

(xxiv) In Waveform display y axis measures:

a) Time   b) Amplitude

c) Frequency   d) Wavelength

(xxv) Woofer reproduces _____ .

a) High frequency   b) Low frequency

c) Mid frequency   d) None

(xxvi) _____ records the changes in recorded signal's amplitude over the duration of recording.

a) Audio Waveform   b) Audio Spectrum

c) Audio Wave   d) None

(xxvii) In Solid medium Sound propagates through:

a) Longitudinal Waves

b) Transverse Waves

c) Both Longitudinal Waves and Transverse Waves

d) None

(xxviii) Volume of Sound is measured in:

a) Decibel

b) Frequency

c) Amplitude

d) None

(xxix) _____ travels faster than the speed of sound.

a) Subsonic objects

b) Super sonic objects

c) Infrasonic

d) Ultrasonic

(xxx) Which of the following sound suffers from generation loss?

a) Analog Sound

b) Digital Sound

c) Both Analog Sound and Digital Sound

d) None

(xxxi) Songs for a film are recorded _____ .

a) Prior to shooting

b) During shooting

c) After shooting

d) None

(xxxii) Quantization using 16 Bit results in _____ possible Amplitude levels.

a) 256

b) 65536

c) 44100

d) None

(xxxiii) The range of possible Amplitude levels of Sound are defined by:

a) Wavelength

b) Sample Rate

c) Bit Depth

d) None

(xxxiv) Which of the following Sample Rates is termed as a Standard Sample

Rate?

a) 24000 Hertz   b) 44100 Hertz

c) 36000 Hertz   d) 64000 Hertz

(xxxv) _____ indicates the number of digital snapshots taken of an audio signal per second.

a) Bit Depth   b) Frequency

c) Wavelength   d) Sample Rate

(xxxvi) 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

(xxxvii) Bit depth affects:

a) The Dynamic Rage of Sound   b) Band width of the Audio

c) Sample Rate of Audio   d) Playback speed of Audio

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

a) Bit Depth   b) Sample Rate

c) Wavelength   d) Time Period

(xxxix) Which of the following might be considered professional sampling rates and bit depths?

a) 16 bits 44.1 kHz   b) 24 bits 96 kHz

c) 12 bits 32 kHz   d) 24 bits 192 kHz

(xl) RMS stands for:

a) Root Mean Square   b) Real Media Sound

c) Root Millimeter Square   d) Right Millimeter Square

(xli) _____ 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

(xlii) Bit rate can be defined as:

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

b) The number of bits per second that can be transmitted along a digital network.

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

d) None

(xliii) Bit rate is commonly measured in:

a) bps

b) .bpm

c) .Hz

d) .mHz

(xliv) Which of the following sentences are true?

a) Analog sound can be transmitted through Network

b) Analog sound cannot be transmitted through Network

c) Analog sound can be sometime transmitted through Network

d) None

(xlv) Which of the following Microphone is made for hands free operations?

a) Lavalier

b) Contact

c) Parabolic

d) Shotgun

(xlvi) Shotgun Microphone is a _____ type of Microphone.

a) Unidirectional

b) Omnidirectional

c) Angular

d) Bidirectional

(xlvii) Which of the following is a Transducer?

a) Microphone

b) Loudspeaker

c) Both Microphone and Loudspeaker   d) None

(xlviii) WMA stands for:
    a) Windows Media Audio   b) Windows Multimedia Audio
    c) Wacom Media Audio   d) Wacom Multimedia Audio

(xlix) In ADPCM, 'A' stands for :
    a) Additive   b) Adaptive
    c) Audible   d) None

(l) A Tweeter reproduces _____.
    a) Highest frequencies   b) Mid frequencies
    c) Lowest frequencies   d) None of these

(li) 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

(lii) _____ is a device that converts energy from one form to another.
    a) Mixer   b) Sound Card
    c) Transducer   d) None

(liii) _____ is a device used for converting Acoustic Energy into Electrical Signal.
    a) Microphone   b) Loud Speaker
    c) Mixer   d) Grinder

(liv) _____ is a device used for converting Electrical Signal into Acoustic Energy.
    a) Microphone   b) Loud Speaker

c) Mixer   d) Grinder

(lv) .wav is a _____ file format.
   a) Lossy   b) Lossless
   c) Uncompressed   d) None

(lvi) .mp3 is the short form of :
   a) MPEG Layer III Audio   b) Matroska Audio 3
   c) Media Player III   d) None

(lvii) CODEC stands for:
   a) Coding - Decoding   b) Compression Deciding
   c) Compression - Decompression   d) None

(lviii) Which of the following statement is correct?
   a) Stereophonic sound is a method of sound   b) Monophonic sound is a method of sound
   reproduction that creates an illusion of   reproduction that creates an illusion of
   multi-directional audible perspective.   multi-directional audible perspective.

   c) Both Stereophonic sound is a method of   d) None
   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.

(lix) Which of the following statement is incorrect?
   a) In Digital Audio editing data can be   b) In Analogue Audio editing data cannot
   cloned without loss of quality.   be cloned without loss of quality.

   c) In Digital Audio editing data cannot be   d) In Analogue Audio editing data can be
   cloned without loss of quality.   cloned but with loss of quality.

(lx) Which of the following is not Sound editing software?

a) Adobe Addition   b) Nuendo

c) Sound Forge   d) Pro Tools

(lxi) 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.

(lxii) 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

(lxiii) Wet sound is a _____.

a) Un-processed sound   b) Processed sound

c) Underwater sound   d) None of these

(lxiv) Which Sound Editing software was previously known as Cool Edit Pro?

a) Pro tools   b) Audition

c) Edit FX   d) Soud Forge

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

a) Whistle   b) Tone

c) Note   d) Noise

(lxvi) 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

(lxvii) Monophonic Sound has _____ number of channels.

a) 1   b) 2

c) 3   d) 5

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

a) Fostering   b) Designing

c) Mastering   d) None

(lxix) Pro Tools is a digital audio workstation developed and released by_____.

a) Sony   b) Apple

c) Avid Technology   d) None

(lxx) 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