



## BRAINWARE UNIVERSITY

### Term End Examination 2020 - 21

Programme – Bachelor of Arts (Honours) in Multimedia & Web

Course Name – Sound Basics

Course Code - BMW303

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) Ultrasonic Sound is the Sound that is above:

a) 20 MHz

b) 20 GHz

c) 20 Hz

d) None

(vii) The Volume level at the Point of Equilibrium =

a) 0 db.

b) 10 db.

c) -10 db.

d) None

(viii) \_\_\_\_\_ 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

(ix) 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

(x) What is the full form of SONAR?

a) Sound navigation and ranging.

b) Sound notation and ranging.

c) Sound navigation and rotation.

d) None of these.

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

- a) Sync
- b) Non sync
- c) Noise
- d) None

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

- a) Diegetic
- b) Non-diegetic
- c) Noise
- d) None

(xxi) An example of Diegetic sound is:

- a) Background Music
- b) Off camera narration
- c) Dialogue between two characters
- d) None

(xxii) On which of the following Sound does not propagate?

- a) Water
- b) Solid
- c) Gas
- d) Vacuum

(xxiii) In Waveform display x axis measures:

- a) Time
- b) Amplitude
- c) Frequency
- d) Wavelength

(xxiv) Woofer reproduces \_\_\_\_\_ .

- a) High frequency
- b) Low frequency
- c) Mid frequency
- d) None

(xxv) \_\_\_\_\_ records the changes in recorded signal's amplitude over the duration of recording.

- a) Audio Waveform
- b) Audio Spectrum
- c) Audio Wave
- d) None

(xxvi) \_\_\_\_\_ travels faster than the speed of sound.

- a) Subsonic objects
- b) Super sonic objects
- c) Infrasonic
- d) Ultrasonic

(xxvii) Songs for a film are recorded \_\_\_\_\_ .

- a) Prior to shooting
- b) During shooting
- c) After shooting
- d) None

(xxviii) Quantization using 16 Bit results in \_\_\_\_\_ possible Amplitude levels.

- a) 256
- b) 65536
- c) 44100
- d) None

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

- a) Wavelength
- b) Sample Rate
- c) Bit Depth
- d) None

(xxx) 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

(xxxii) 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

(xxxiii) 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

(xxxiiii) 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

(xxxiv) \_\_\_\_\_ 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

(xxxv) 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

(xxxvi) RMS stands for:

- a) Root Mean Square
- b) Real Media Sound
- c) Root Millimeter Square
- d) Right Millimeter Square

(xxxvii) \_\_\_\_\_ 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

(xxxviii) 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

(xxxix) Bit rate is commonly measured in:

- a) bps
- b) .bpm
- c) .Hz
- d) .mHz

(xl) ADC is the short form of :

- a) Analog to Digital Converter
- b) Analog to Differential Converter

- c) Application to Digital Converter                      d) None

(xli) 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

(xlii) \_\_\_\_\_ 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

(xliii) Shotgun Microphone is a \_\_\_\_\_ type of Microphone.

- a) Unidirectional                      b) Omnidirectional  
c) Angular                      d) Bidirectional

(xliv) Which of the following is a Transducer?

- a) Microphone                      b) Loudspeaker  
c) Both Microphone and Loudspeaker                      d) None

(xlv) WMA stands for:

- a) Windows Media Audio                      b) Windows Multimedia Audio  
c) Wacom Media Audio                      d) Wacom Multimedia Audio

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

- a) Additive                      b) Adaptive  
c) Audible                      d) None

(xlvii) This red indicator at the top of the Timeline that moves as an audio is

played to indicate the current time is called\_\_\_\_\_.

- a) Frequency Level
- b) Level Meter
- c) Envelope
- d) Current Time Indicator

(xlviii) Woofer is an audio driver that generates:

- a) High frequencies of sound
- b) Mid frequencies of sound
- c) Low frequencies of sound
- d) None

(xlix) A Tweeter reproduces \_\_\_\_\_.

- a) Highest frequencies
- b) Mid frequencies
- c) Lowest frequencies
- d) None of these

(l) In ADPCM, 'D' stands for :

- a) Differential
- b) Directional
- c) Derived
- d) Denotative

(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 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

(lix) 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.

(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