



## **BRAINWARE UNIVERSITY**

Term End Examination 2023
Programme – B.Sc.(AM)-Hons-2021
Course Name – Sound Designing
Course Code - BMMS401
( Semester IV )

LIBRARY Brainware University Barasat, Kolkata -700125

Full	Mar	ks:	60

Time: 2:30 Hours

[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 15=15

- 1. Choose the correct alternative from the following:
- (i) Select What is the shortcut to edit audio waveforms in Adobe Audition?

a) Ctrl + C

b) Ctrl + P

c) Ctrl + E

d) Ctrl + I

- (ii) Distinguish AM \_\_\_\_
  - a) Amplitude Manipulation

b) Amplitude Motion

c) Amplitude Modulation

- d) None
- (iii) Classify the maximum displacement of a particle of sound from its mean or equilibrium position.
  - a) Wavelength

b) Decibel

c) Amplitude

- d) Frequency
- (iv) Select the option for Ultrasonic Sound

a) 20 MHz

b) 20 GHz

c) 20 Hz

- d) None
- (v) Choose The Volume level at the Point of Equilibrium =

a) 0 db.

b) 10 db.

c) -10 db.

- d) None
- (vi) Choosethe Lossy Audio format?
  - a) .aac

b) .wav

c) Intonation

- d) None
- (vii) Defined as the number of complete oscillations or vibrations in a second performed by a particle of sound in the path of the wave is called
  - a) Wavelength

b) Sample Rate

c) Frequency

d) None

- (viii) Identify 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

/ie)	Identify Sound below 20 Hertz		
		b) Ultrasonic Sound	
	a) Sub sonic c) Super sonic	d) Infrasonic Sound	
	Define 20 Hz to 20000 Hz sound.	<b>4</b> ,	
, ,		b) Infrasonic Sound	
	a) Ultrasonic Sound c) Human Audible range	d) Bat's audible range	
Zwi\	Chassa electronic amplifier that convert	ts a weak electrical signal into an output signal	
(XI)	strong enough to be noise-tolerant and	strong enough for further processing.	
	a) Loudspeaker	b) Microphone	
	c) Intonation	d) Sound Card	
(xii)	Choose the sound overshadows another second sound.	r sound in such a way that we cannot hear the	
	a) Sampling	b) Over Shadow	
	c) Intonation	d) Masking	
	Choose the final step of audio post-prod	-	
	a) Fostering	b) Designing	
	c) Intonation	d) None	
(viv)	Distinguish the following professional cr	reates the realistic ambient sounds for film and	
	video productions.		
		b) Sound Editor	
	a) Sound Engineer c) Intonation	d) Foley Artist	
	Distinguish the audio advertisement con		
		b) Spot	
	a) Jingle	d) None	
	c) Intonation	a) None	
		Group-B	
	(Short An	nswer Type Questions)	3 x 5=15
2. De	fine Diegetic sound.		(3)
	plain about Bit Depth.		(3)
	plain about sample rate.		(3)
5. Ex	plain Human hearing range.		(3)
	plain synchronous sound effects.		(3)
		OR	
Ex	plain about the Reverb effect.		(3)
		Group-C	
	(Long An	swer Type Questions)	5 x 6=30
	(Long An	iswer Type Questions)	J X 0-30
7. E	xplain Amplitude and Compression.		(5)
			(5)
	10. Define SFX sound.		
	11. Discuss Noise removal technique.		
	Discuss the difference between Single tra	ck Editing and Multi-track editing.  OR	(5) (5)
6	xplain Sound panning.		(5)
			and and