



BRAINWARE UNIVERSITY

Term End Examination 2023-2024
Programme – M.Sc.(AM)-2022/M.Sc.(AM)-2023
Course Name – Sound Designing for Cinema
Course Code - MMM202
(Semester II)

Full Marks : 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) Identify type of sound has a source on-screen:
- | | |
|---------------|-------------|
| a) Sync | b) Non-sync |
| c) Intonation | d) None |
- (ii) Identify the type of sound has a reference in the narrative.
- | | |
|---------------|-----------------|
| a) Diegetic | b) Non-diegetic |
| c) Intonation | d) None |
- (iii) Identify on which of the following Sound does not propagate.
- | | |
|---------------|-----------|
| a) Water | b) Solid |
| c) Intonation | d) Vacuum |
- (iv) Identify waveform display x axis measures:
- | | |
|---------------|---------------|
| a) Time | b) Amplitude |
| c) Intonation | d) Wavelength |
- (v) Identify waveform display y axis measures:
- | | |
|---------------|---------------|
| a) Time | b) Amplitude |
| c) Intonation | d) Wavelength |
- (vi) Distinguish AM _____.
- | | |
|---------------------------|---------------------|
| a) Amplitude manipulation | b) Amplitude motion |
| c) Amplitude modulation | d) None of these |
- (vii) Indicate which of the following sample rates is termed as a standard sample rate.
- | | |
|----------------|----------------|
| a) 24000 Hertz | b) 44100 Hertz |
| c) Intonation | d) 64000 Hertz |
- (viii) Indicate the number of digital snapshots taken of an audio signal per second.

- a) Bit Depth
c) Intonation
- b) Frequency
d) Sample Rate
- (ix) The amplitude measurement of each sample is rounded to the nearest bit. What is this process called _____
- a) Quantization
c) Intonation
- b) Clocking
d) Compression
- (x) Choose the device used for converting Acoustic Energy into Electrical Signal.
- a) Microphone
c) Intonation
- b) Loud Speaker
d) Grinder
- (xi) Choose 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
- (xii) Choose which of the following might be considered professional sampling rates and bit depths.
- a) 16 bits 44.1 kHz
c) 12 bits 32 kHz
- b) 24 bits 96 kHz
d) 24 bits 192 kHz
- (xiii) choose which of the following measured Bit rate
- a) bps
c) .Hz
- b) .bpm
d) .mHz
- (xiv) Identify the following factors does NOT affect the timbre of a sound.
- a) Instrument used
c) Pitch
- b) Room acoustics
d) Playing technique
- (xv) Identify the position where particles of a medium remain undisturbed in the absence of sound.
- a) Compression
c) Equilibrium
- b) Rarefaction
d) Amplitude

Group-B

(Short Answer Type Questions)

3 x 5=15

2. Define Trans Diegetic sound. (3)
3. Describe misdirected dialogue (3)
4. Describe modulated conversation. (3)
5. Explain Master track (3)
6. Explain Effects Controls. (3)

OR

Explain Reverb effect

(3)

Group-C

(Long Answer Type Questions)

5 x 6=30

7. Explain Analog and Digital Audio (5)
8. Explain Amplitude and Compression (5)
9. Explain the difference between Second Person Narration and Third Person Narration (5)
10. Define SFX sound (5)
11. Explain Narration (5)
12. Discuss the use of Sound for animations (5)

OR

Discuss use of sound for promotional media.

(5)
