



BRAINWARE UNIVERSITY

Term End Examination 2021 - 22

Programme – Master of Science in Animation & Multimedia

Course Name – Sound Designing for Cinema

Course Code - MMM202

(Semester II)

Time allotted : 1 Hrs.15 Min.

Full Marks : 60

[The figure in the margin indicates full marks.]

Group-A

(Multiple Choice Type Question)

1 x 60=60

Choose the correct alternative from the following :

- (1) Pitch may be quantified as _____.

a) Volume	b) Amplitude
c) Frequency	d) None
- (2) In digital and analog audio, _____ refers to the amount by which the signal-handling capabilities of an audio system exceed a designated nominal level.

a) Headroom	b) Skyroom
c) High Level	d) Maximum Level
- (3) A _____ specifies a location in time in either the Waveform Editor or Multi-track Timeline.

a) Spike	b) Tick
c) Marker	d) None
- (4) A voice over is an example of _____ sound.

a) Diegetic	b) Non-diegetic
c) Contrapuntal	d) Pleonastic
- (5) Which of the following is true about Multitrack Editing?

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

a) Adobe Addition	b) Adobe Audition
c) Audacity	d) None
- (7) _____ 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
c) Frequency
- b) Amplitude
d) Sample Rate
- (8) Which of the following is true about Channel?
a) We can Pan Sound in Mono Channel
c) We can Pan Sound in Stereo Channel
- b) We cannot Pan Sound in Stereo Channel
d) We can Pan Sound in both Mono and Stereo Channel
- (9) _____ is a device that converts energy from one form to another.
a) Mixer
c) Transducer
- b) Sound Card
d) None
- (10) Which of the following Sample Rates is termed as a Standard Sample Rate?
a) 24000 Hertz
c) 36000 Hertz
- b) 44100 Hertz
d) 64000 Hertz
- (11) On which of the following Sound does not propagate?
a) Water
c) Gas
- b) Solid
d) Vacuum
- (12) What is the Human audible range?
a) 20 MHz to 20000 MHz
c) 200 Hz to 20000 Hz
- b) 200 mHz to 20000 mHz
d) 20 Hz to 20000 Hz
- (13) Sound below 20 Hertz is known as _____.
a) Ultrasonic Sound
c) Infrasonic Sound
- b) Sub – sonic Sound
d) None
- (14) _____ 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
c) Acoustics
- b) Sound Designing
d) None
- (15) Which of the following professional creates the realistic ambient sounds for film and video productions?
a) Sound Editor
c) Foley Artist
- b) Sound Designer
d) Dubbing Artist
- (16) Through which type of wave does sound propagate in Solid medium?
a) Longitudinal
c) Both Longitudinal and Transverse
- b) Transverse
d) None
- (17) Quantization using 16 Bit results in _____ possible Amplitude levels.
a) 256
c) 44100
- b) 65536
d) None
- (18) Quantization using 8 Bit results in _____ possible Amplitude levels.
a) 256
c) 44100
- b) 65536
d) None
- (19) The range of possible Amplitude levels of Sound are defined by _____.
a) Wavelength
c) Bit Depth
- b) Sample Rate
d) None
- (20) _____ can be defined as the maximum displacement of a particle of sound from its mean or equilibrium position.

- a) Decibel
c) Frequency
- b) Amplitude
d) Wavelength
- (21) A Waveform is depicted by a graph that shows _____.
- a) Changes in recorded signal's amplitude over the duration of recording
c) Changes in recorded signal's amplitude over playback speed
- b) Changes in playback speed over the duration of recording
d) None
- (22) Ultrasonic Sound is the Sound that is above _____.
- a) 20 MHz
c) 20 Hz
- b) 20 GHz
d) 20 KHz
- (23) Which of the following Microphone is made for hands free operations?
- a) Lavalier
c) Shotgun
- b) Microphone
d) Loudspeaker
- (24) Which of the following is a Lossless Audio format?
- a) .wav
c) .mp4
- b) .mp3
d) None
- (25) Shotgun Microphone is a _____ type of Microphone.
- a) Uni-directional
c) Omni-directional
- b) Bi-directional
d) Angular
- (26) Which of the following is a Transducer?
- a) Microphone
c) Both Microphone and Loudspeaker
- b) Loud Speaker
d) None
- (27) Which of the following statement is correct?
- a) Stereophonic sound is a method creating uni-directional audible perspective.
c) Both Stereophonic sound is a method creating uni-directional audible perspective and Stereophonic sound is a method creating multi-directional audible perspective.
- b) Stereophonic sound is a method creating multi-directional audible perspective.
d) None of these
- (28) _____ determines the dynamic range of sound.
- a) Sample Rate
c) Bit Depth
- b) Wavelength
d) Time Duration
- (29) _____ is the specialist who mixes all the audio tracks supplied by the Dubbing Editor.
- a) Foley Artist
c) Sound Editor
- b) Re-recording Artist
d) None
- (30) _____ indicates the number of digital snapshots taken of an audio signal per second.
- a) Bit Depth
c) Wavelength
- b) Frequency
d) Sample Rate
- (31) Which of the following statement is incorrect?
- a) In Digital Audio editing data can be cloned without loss of quality.
c) In Digital Audio editing data cannot be cloned without loss of quality.
- b) In Analog Audio editing data cannot be cloned without loss of quality.
d) None

- (45) If Sample Rate is 44100 Hz then Quality Level will be of _____ and frequency range will be _____.
- a) CD, 0-22050 Hz
b) CD, 0-44100 Hz
c) Both CD, 0-22050 Hz and CD, 0-44100 Hz
d) CD, 0-20,000 Hz
- (46) Bit depth affects _____.
- a) The Dynamic Range of Sound
b) Band with of the Audio
c) Sample Rate of Audio
d) Playback speed of Audio
- (47) In ADPCM, 'D' stands for _____.
- a) Differential
b) Digital
c) Derived
d) None of these
- (48) _____ is a method used to digitally represent sampled analog signals.
- a) Pulse Code Modulation
b) Pulse Code Formation
c) Pulse Codification
d) None
- (49) _____ is a device used for converting Acoustic Energy into Electrical Signal.
- a) Microphone
b) Loud Speaker
c) Mixer
d) Grinder
- (50) _____ is a device used for converting Electrical Signal into Acoustic Energy
- a) Microphone
b) Loud Speaker
c) Mixer
d) Grinder
- (51) The characteristics of Musical Sound , which enables us to distinguish between notes of the same pitch and intensity produced by the different sources, is called _____.
- a) Quality
b) Timbre
c) Pitch
d) Temper
- (52) _____ 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
- (53) Which of the following might be considered standard 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
- (54) What is the term for a region of high air pressure in a sound wave?
- a) Compression
b) Rarefaction
c) Intonation
d) Dissonance
- (55) 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
- (56) Which term refers to the substance through which sound travels?
- a) Medium
b) Solid
c) Vacuum
d) Space
- (57) What is the term used for depicting a region of low air pressure in a sound wave?
- a) Compression
b) Rarefaction

c) Intonation

d) Dissonance

(58) The term used for something that continues to vibrate at a specific frequency is

_____.

a) Translucence

b) Luminance

c) Ambience

d) Resonance

(59) .wav is a _____ file format.

a) Lossy

b) Lossless

c) Uncompressed

d) None of these

(60) Monophonic Sound has _____ number of channels.

a) 1

b) 2

c) 3

d) 5