



BRAINWARE UNIVERSITY

Term End Examination 2021 - 22

Programme – Bachelor of Science (Honours) in Animation & Multimedia

Course Name – Sound Designing

Course Code - BMMS401

(Semester IV)

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) What is the full form of PCM?
 - a) Pulse Code Modification
 - b) Pulse Count Modulation
 - c) Pulse Code Modulation
 - d) Pin Code Modification
- (2) 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
- (3) 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
- (4) _____ 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) Amplitude
 - c) Frequency
 - d) Sample Rate
- (5) _____ is a device that converts energy from one form to another.
 - a) Mixer
 - b) Sound Card
 - c) Transducer
 - d) None
- (6) 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
- (7) Who is credited with the Audio quantization theories?
 - a) Prof. Harry Nyquist
 - b) Prof. Blaise Pascal
 - c) Prof. Alan Lamb
 - d) Prof. Edwin Aldrin
- (8) What is the Human audible range?
 - a) 20 MHz to 20000 MHz
 - b) 200 mHz to 20000 mHz

- c) 200 Hz to 20000 Hz
- d) 20 Hz to 20000 Hz
- (9) _____ 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
- (10) Which of the following professional creates the realistic ambient sounds for film and video productions?
- a) Sound Editor
- b) Sound Designer
- c) Foley Artist
- d) Dubbing Artist
- (11) Through which type of wave does sound propagate in Solid medium?
- a) Longitudinal
- b) Transverse
- c) Both Longitudinal and Transverse
- d) None
- (12) Quantization using 16 Bit results in _____ possible Amplitude levels.
- a) 256
- b) 65536
- c) 44100
- d) None
- (13) Quantization using 8 Bit results in _____ possible Amplitude levels.
- a) 256
- b) 65536
- c) 44100
- d) None
- (14) The range of possible Amplitude levels of Sound are defined by:
- a) Wavelength
- b) Sample Rate
- c) Bit Depth
- d) None
- (15) _____ can be defined as the maximum displacement of a particle of sound from its mean or equilibrium position.
- a) Decibel
- b) Amplitude
- c) Frequency
- d) Wavelength
- (16) 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
- (17) FM stands for _____.
- a) Frequency Modulation
- b) Frequency Motion
- c) Fancy Modulation
- d) Fancy Modulation
- (18) Which of the following Microphone is made for hands free operations?
- a) Lavalier
- b) Microphone
- c) Shotgun
- d) Loudspeaker
- (19) Which of the following is a Lossless Audio format?
- a) .wav
- b) .mp3
- c) .mp4
- d) None
- (20) Shotgun Microphone is a _____ type of Microphone.
- a) Uni-directional
- b) Bi-directional
- c) Omni-directional
- d) Angular
- (21) Which of the following statement is correct?
- a) Stereophonic sound is a method creating uni-directional audible perspective.
- b) Stereophonic sound is a method creating multi-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. d) None of these
- (22) _____ determines the dynamic range of sound.
 a) Sample Rate b) Wavelength
 c) Bit Depth d) Time Duration
- (23) _____ indicates the number of digital snapshots taken of an audio signal per second.
 a) Bit Depth b) Frequency
 c) Wavelength d) Sample Rate
- (24) Which of the following is a correct statement?
 a) Clip Effects affects the entire audio track b) Track Effects cannot be applied to multiple audio clips
 c) Both Clip Effects affects the entire audio track and Track Effects cannot be applied to multiple audio clips d) None of these
- (25) 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.
- (26) Which of the following statement is incorrect?
 a) In Digital Audio editing data can be cloned without loss of quality. b) In Analog Audio editing data cannot be cloned without loss of quality.
 c) In Digital Audio editing data cannot be cloned without loss of quality. d) None
- (27) Which of the following is not Sound editing software?
 a) Adobe Audition b) Nuendo
 c) Sound Forge d) Pro Tools
- (28) Which of the following is a Sound editing technique?
 a) Fade and Cross-fade. b) Pitch correction.
 c) Both Fade and Cross-fade and Pitch correction. d) None of these.
- (29) Processed Sound is called _____.
 a) Dry Sound b) Moist Sound
 c) Wet Sound d) None
- (30) In ADPCM, what does 'A' stands for?
 a) Additive b) Adaptive
 c) Audible d) None
- (31) _____ can be defined as an unwanted Sound.
 a) Whistle b) Tone
 c) Note d) Noise
- (32) The red indicator at the top of the Timeline that moves as an audio is played to indicate the current time is called _____.
 a) Solo b) Level Meter
 c) Envelope d) Current Time Indicator
- (33) Automatic dialogue replacement is called _____.
 a) Voice recording b) Dialogue

- c) Dubbing
d) None of them
- (34) Woofer is an audio driver that generates _____.
- a) High frequencies of sound
b) Mid frequencies of sound
c) Low frequencies of sound
d) None of these
- (35) _____ uses a parabolic reflector to collect and focus sound waves onto a microphone receiver.
- a) Shotgun Microphone
b) Shotgun Microphone
c) Parabolic Microphone
d) None of these
- (36) Who was awarded the first patent for the Microphone?
- a) David Edward Hughes
b) Emile Berliner
c) Thomas Edison
d) Graham Bell
- (37) 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
- (38) 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
- (39) In ADPCM, 'D' stands for _____.
- a) Differential
b) Digital
c) Derived
d) None of these
- (40) 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 of these
- (41) _____ is a device used for converting Acoustic Energy into Electrical Signal.
- a) Microphone
b) Loud Speaker
c) Mixer
d) Grinder
- (42) _____ is a device used for converting Electrical Signal into Acoustic Energy
- a) Microphone
b) Loud Speaker
c) Mixer
d) Grinder
- (43) The characteristics of Musical Sound, which enables us to distinguish between same notes of different sources, is called _____.
- a) Quality
b) Timbre
c) Pitch
d) Temper
- (44) Speeds greater than five times the speed of Sound are called _____.
- a) Super-sonic
b) Sub-sonic
c) Hyper-sonic
d) Penta-sonic
- (45) _____ 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
- (46) What is the term for a region of high air pressure in a sound wave?
- a) Compression
b) Rarefaction

- c) Intonation
 (47) The act of creating a vibration from the source of a sound wave is called _____
 _____.
- a) Propagation
 c) Generation
- d) Dissonance
 b) Recreation
 d) Signal
- (48) Which term refers to the substance through which sound travels?
 a) Medium
 c) Vacuum
- b) Solid
 d) Space
- (49) What is the term used for depicting a region of low air pressure in a sound wave?
 a) Compression
 c) Intonation
- b) Rarefaction
 d) Dissonance
- (50) .wav is a _____ file format.
 a) Lossy
 c) Uncompressed
- b) Lossless
 d) None of these
- (51) Monophonic Sound has _____ number of channels.
 a) 1
 c) 3
- b) 2
 d) 5
- (52) Stereophonic Sound has _____ number of channels.
 a) 1
 c) 3
- b) 2
 d) 5
- (53) CODEC stands for _____.
 a) Coding - Decoding
 c) Compression - Decompression
- b) Compression Deciding
 d) None of these
- (54) Bit rate can be defined as:
 a) The number of bits per second that can be transmitted along a analog network
 c) The number of bits per minute that can be transmitted along a digital network.
- b) The number of bits per second that can be transmitted along a digital network
 d) None of these
- (55) _____ travels faster than the speed of sound.
 a) Subsonic objects
 c) Infrasonic
- b) Super sonic objects
 d) Ultrasonic
- (56) Which of the following sound suffers from generation loss?
 a) Analog Sound
 c) Both Analog Sound and Digital Sound
- b) Digital Sound
 d) None of these
- (57) _____ sound has a source off-screen.
 a) Sync
 c) Noise
- b) Non-sync
 d) None of these
- (58) An example of Diegetic sound is:
 a) Background Music
 c) Dialogue between two characters
- b) Off camera narration
 d) None
- (59) Sound can propagate through which of the following mediums?
 a) Solid
 c) Gas
- b) Liquid
 d) All of these
- (60) _____ records the changes in recorded signal's amplitude over the duration of recording.

- a) Audio Waveform
- c) Audio Wave

- b) Audio Spectrum
- d) None of these