

UNIVERSITY OF CALICUT
SCHOOL OF DISTANCE EDUCATION

BMMC

(2011 Admission)

V SEMESTER

CORE COURSE

AUDIO RECORDING & EDITING

QUESTION BANK

1. Sound measurement
 - a) Decibel
 - b) frequency
 - c) Wave
 - d) None of the above

2. Acoustics
 - a) Science of Sound
 - b) A sound recording equipment
 - c) Music equipment
 - d) None of the above

3. Live sound recording
 - a) Live broadcasting
 - b) Location recording
 - c) On line
 - d) None of the above

4. Audio Interface
 - a) Capture audio signals from microphones
 - b) Connecting cables
 - c) Console
 - d) None of the above

5. Nagra
 - a) Audio recorder for play back
 - b) Music notation
 - c) Graphic equalizer
 - d) None of the above

6. Sound Intensity
 - a) Sound power per unit area
 - b) Recording standard
 - c) High volume
 - d) None of the above

7. Ultrasound
 - a) Sound pressure wave
 - b) Speaker
 - c) Woofer
 - d) None of the above

8. Sound Engineering
 - a) Science of Audio production
 - b) Technology of hearing equipment
 - c) Science of sound
 - d) None of the above

9. Audio Signal processing
 - a) Processing sound for transmission
 - b) Mobile communication
 - c) Music generation
 - d) None of the above

10. Interactive media
 - a) Responds to users action
 - b) Linear media
 - c) Print media
 - d) None of the above

11. Sound wave
 - a) Pressure wave
 - b) Sound of Wave
 - c) High sound
 - d) None of the above

12. Frequency
- a) Periodic Vibration
 - b) Schedule
 - c) Frequently asked questions
 - d) None of the above
13. Console
- a) Key board for input
 - b) Consolidation of audio
 - c) Microphone
 - d) None of the above
14. Pitch
- a) Sensation of frequency
 - b) Sound frequency
 - c) Sound notation
 - d) None of the above
15. Non linear Editing
- a) Non destructive Editing
 - b) Analogue editing
 - c) Non interactive editing
 - d) Moviola editing
16. Location sound
- a) Live broadcast
 - b) Live sound recording
 - c) None of the above
17. USB
- a) Universal Serial Bus
 - b) User system for Broadcast
 - c) Unit of sound box
 - d) None of the above
18. Structural acoustics
- a) Study of Mechanical waves
 - b) Makin structure for acoustic studio
 - c) Acoustic treatment
 - d) None of the above
19. Type of Audio visual media
- a) web casting
 - b) Still photo
 - c) Print media
 - d) None of the above

20. Hz
- a) Short for Hertz
 - b) Brand Name of Audio equipment
 - c) Number of recording console
 - d) None of the above
21. Wavelength
- a) Distance from the crest of one wave to the crest of the next.
 - b) Length of audio
 - c) Length related to music duration
 - d) None of the above
22. Wave number
- a) Number of wave per unit
 - b) Number of recording console
 - c) Number sound intensity
 - d) None of the above
23. Audio channel
- a) A pathway through an audio device
 - b) A channel dedicated for audio
 - c) Channel music
 - d) None of the above
24. Compression
- a) Reducing the size of a digital file
 - b) Reducing the sound
 - c) Reducing the length
 - d) None of the above
25. DAT
- a) Digital Audio Tape
 - b) Data card
 - c) Memory card
 - d) None of the above
26. Equalization
- a) Adjusting various audio frequencies
 - b) Adjusting the volume
 - c) Adjusting the length of music
 - d) None of the above
27. Hertz
- a) Unit of frequency, cycles per second
 - b) Unit of volume
 - c) Unit of audio equipment
 - d) None of the above
28. MIDI
- a) Musical Instrument Digital Interface
 - b) A costume
 - c) Brand name of recording equipment
 - d) None of the above

29. Peak
- a) The highest level of strength of an audio signal
 - b) The lowest level of strength of an audio signal
 - c) Transition of a audio signal
 - d) None of the above
30. Stereo
- a) Audio which is made up of two channels
 - b) Audio which is made up of single channels
 - c) Digital audio tape
 - d) None of the above
31. Ultrasonic
- a) Audio frequencies which are too high to be heard by humans
 - b) Audio frequencies which are too low to be heard by humans
 - c) Audio frequencies which are compatible to natural sound
 - d) None of the above
32. graphic EQ
- a) Graphic equalizer
 - b) Graphic design
 - c) Graphical picture of sound wave
 - d) None of the above
33. surround sound
- a) Multi-channel audio playback systems
 - b) Sound from surroundings
 - c) Back ground music
 - d) None of the above
34. Hum
- a) Audio electronic noise that has a steady low frequency pitch
 - b) Audio electronic noise that has a steady high frequency pitch
 - c) Musical notation
 - d) None of the above
35. RFI
- a) Radio-frequency interference
 - b) Radio Frequency-International
 - c) Radio Frequency-India
 - d) None of the above
36. Subwoofer
- a) A speaker low-frequency reproduction
 - b) a small woofer
 - c) For High frequency reproduction
 - d) None of the above
37. UHF
- a) Ultra High Frequency
 - b) Unit of Hetz
 - c) Unit of sound wave
 - d) None of the above

38. Mixer
- a) two or more audio inputs provides one or more audio outputs
 - b) Audio editing software
 - c) Video editing software
 - d) None of the above.
39. Key frame
- a) Points between transition
 - b) In between frame
 - c) Title frame
 - d) None of the above
40. Frequency
- a) The number of cycles per unit of time
 - b) Unit of volume
 - c) Unit of audio equipment
 - d) None of the above
41. Sound Design
- a) Acquiring, manipulating or generating audio elements
 - b) Graphic design for and audio production
 - c) Design for audio equipment
 - d) None of the above.
42. Components of Sound
- a) Rhythm
 - b) Microphone
 - c) Console
 - d) Speaker
43. Macroni
- a) Radio
 - b) Sterio
 - c) Video
 - d) Film Documentary
44. BBC
- a) British Broadcasting Corporation
 - b) Bureau of Broadcasting Companies
 - c) British Bureau of Communication
 - d) None of the above
45. Hz
- a) Hertz
 - b) Unit of volume
 - c) Hexa decimal System
 - d) Unit of audio equipment

46. DRM

- a) Digital rights management
- b) Digital read only memory
- c) Digital random memory
- d) None of the above

47. IPR

- a) Intelligent Property Rights
- b) Intelligent Program Recorder
- c) Integrated programmed Reader
- d) None of the above

48. Decibel

- a) Audio measurement unit
- b) Video measurement Unit
- c) Audio editing console
- d) Audio programme

49. Subwoofer

- a) Speaker for low-frequency reproduction
- b) Speaker for high-frequency reproduction
- c) Speaker for medium-frequency reproduction
- d) None of the above

50. Audio noise

- a) Unwanted sound that is unintentionally used
- b) Ambient sound
- c) Audio disturbance
- d) None of the above

51. Analog recording

- a) Stored as a physical texture in recorder
- b) Stored in Digital Audio Tape
- c) Stored in Non linear editor
- d) None of the above

52. MP3

- a) Encoding format
- b) Editing Console
- c) Audio system
- d) None of the above

53. Audio file formats

- a) MPEG-3
- b) TIFF
- c) JPEG
- d) GIF

54. Plug-ins

- a) accessory downloads to improve the functionality
- b) Audio cable
- c) VG Connector
- d) None of the above

55. Ribbon microphone
- a) electrically conductive ribbon placed between the poles of a magnet
 - b) Ribbon shaped microphone
 - c) Wireless Microphone
 - d) None of the above
56. Bit depth
- a) Number of bits of information in each sample
 - b) Depth of sound
 - c) Volume controller
 - d) Audio Equipment
57. SNR
- a) Signals to Noise ratio
 - b) System Number Reader
 - c) Systematic Numeric Reader
 - d) None of the above
58. Satellite radio
- a) broadcast from satellites primarily to cars
 - b) Community Radio
 - c) FM Radio
 - d) None of the above
59. Audio chain
- a) Signal flow chain
 - b) Audio Equipment
 - c) Audio Recording Software
 - d) None of the above
60. Copy right
- a) IPR
 - b) CR
 - c) AR
 - d) DR
61. Sound processing software
- a) WAV
 - b) GPEG
 - c) TIFF
 - d) GIF
62. Microphone
- a) Converts sound to an electric signal
 - b) Smallest Phone
 - c) Smart Phone
 - d) None of the above
63. Magnetic tape
- a) Digital storage device
 - b) A magnet
 - c) A metal tape
 - d) None of the above

64. Digital Editing
- a) Final cut Pro
 - b) High band
 - c) Moviola
 - d) None of the above
65. Audio Post production
- a) Recording
 - b) Composing
 - c) Editing
 - d) Shooting
66. Audio Pre production
- a) Broadcasting
 - b) Editing
 - c) Recording
 - d) Composing
67. Audio visual production
- a) AV Material
 - b) Music Jingles
 - c) Digital stills
 - d) None of the above
68. Dynamic media
- a) Interactive Media
 - b) Linear media
 - c) Print media
69. Digital sound
- a) Encoding audio signal in Digital
 - b) Stereo System
 - c) Analogue system
 - d) None of the above
70. Noise
- a) Hiss and Hum
 - b) Pitch
 - c) Resonance
 - d) Frequency
71. VOA
- a) Voice of America
 - b) Visual and Audio
 - c) Voice of interactive
 - d) Visual Optical Automation

72. dB
- a) Decibel
 - b) Digital book
 - c) Digital Broadcasting
 - d) None of the above
73. DAB
- a) Digital Audio Broadcasting
 - b) Digital Audio Book
 - c) Decibel
 - d) None of the above
74. Sound is transmitted through gases, plasma, and liquids as.
- a) Longitudinal waves
 - b) Mechanical waves
 - c) Light waves
 - d) None of the above
75. Sound cannot travel through a
- a) Vacuum
 - b) Medium
 - c) Gas
 - d) Plasma
76. The speed of sound depends on the _____ the waves pass through
- a) Vacuum
 - b) Medium
 - c) Equipment
 - d) Signal
77. The matter that supports the sound is called the -----
- a) Vacuum
 - b) Medium
 - c) Equipment
 - d) Signal
78. Radio is categorized as a ----- media
- a) Mass Media
 - b) Visual Media
 - c) Print Media
 - d) None of the above
79. The microphone that picks up sound from both sides is called
- a) Omni Directional
 - b) Bi directional
 - c) Shot gun
 - d) Lapel
80. Human hearing dynamic range is
- a) 140dB
 - b) 500dB
 - c) 250dB
 - d) 1000dB

81. Vu meter in the audio console shows the
- Frequency level
 - Signal Level
 - Pitch level
 - Volume Level
82. The background noise present in a scene of recording location is called -----
- Ambient Noise
 - Artificial Noise
 - Signal Noise
 - None of the above
83. The interdisciplinary science that deals with the study of sound, ultra sound and infrasound is called
- Acoustics
 - Audio Engineering
 - Notation science
 - None of the above
84. In digital audio, ----- describes the number of bits of Information recorded for each sample.
- Signal power
 - Bit depth
 - Ambience
 - Acoustics
85. Dynamic range
- Signal power
 - Acoustics
 - Ambience
 - None of the above
86. A dog whistle is a type of whistle that emits sound in therange
- Ultrasonic range
 - Low range
 - High range
 - None of the above
87. The ----- microphones use the principle of electromagnetic induction.
- Dynamic Microphone
 - Lapel
 - Ribbon Microphone
 - Shot gun
88. Unit of frequency
- Hz
 - Decibel
 - Celeritous.
 - None of the above
89. A decibel is one tenth of a -----
- Bel
 - Hz
 - Bit
 - Byte

90. A woofer driver used only for the lowest part of the audio Spectrum is called -----
- a) Subwoofer
 - b) Console
 - c) Speaker
 - d) Microphone
91. Sampling Rate
- a) 48 kHz
 - b) 48 MhZ
 - c) 48 Hz
 - d) 48 Decibel
92. OB recording
- a) Outside Broadcasting
 - b) Original Broadcasting
 - c) Offset broadcasting
 - d) None of the above
93. FM radio
- a) Frequency modulation
 - b) Frequent Media
 - c) Frequency meter
 - d) None of the above
94. Audio console
- a) Audio Mixing
 - b) Non linear Editing
 - c) Broadcasting
 - d) None of the above
95. Distortion
- a) Fuzzy sound
 - b) High sound
 - c) Low sound
 - d) None of the above

ANSWER KEY

1. a	17. a	33. a	49. a	65. c	81. b
2. a	18. a	34. a	50. a	66. d	82. a
3. b	19. a	35. a	51. a	67. a	83. a
4. a	20. a	36. a	52. a	68. a	84. b
5. a	21. a	37. a	53. a	69. a	85. a
6. a	22. a	38. a	54. a	70. a	86. a
7. a	23. a	39. a	55. a	71. a	87. a
8. a	24. a	40. a	56. a	72. a	88. a
9. a	25. a	41. a	57. a	73. a	89. a
10. a	26. a	42. a	58. a	74. a	90. a
11. a	27. a	43. a	59. a	75. a	91. a
12. a	28. a	44. a	60. a	76. a	92. a
13. a	29. a	45. a	61. a	77. a	93. a
14. a	30. a	46. a	62. a	78. a	94. a
15. a	31. a	47. a	63. a	79. b	95. a
16. b	32. a	48. a	64. a	80. a	

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