## VCD\_\_\_\_CLASS: FYBA SUB:IMP OF SOUND & SOUND SFX HOUR: 2 HOURS TOTAL MARKS- 60

## Q1. Choose the correct word and fill in the blanks.

(30 Marks)

- Q.1 Normal human hearing range is?
  - A) 10Hz 10kHz B) 40Hz 40kHz C) 20Hz- 20KHz D) 50Hz- 50KHz
- Q.2 Electronic music includes?
  - A) Electronic music technology & Electronic instruments B) Only electricity
  - C) Only Techno EDM D) Only HipHop
- Q.3 Vibrations of sound move in which motion?
  - A) Wind B) Wave C) Air D) Ripple
- Q.4 Sound waves cannot travel in which medium?
  - A) Air B) Water C) Vacuum D) Solid
- Q.5 Unit of Frequency is?
  - A) Hertz B) Wavelength C) m/S D) Meter
- Q.6 Intensity or volume of a sound wave are determined by?
  - A) Robustness B) Strength C) Frequency D) Amplitude
- Q.7 Electronic music originated from?
  - A) Western world B) East Asia C) Persia D) Iceland
- Q.8 Electronic music was invented and became popular in early?
  - A) 1970s B) 1980s C) 1960s D) 1990s.
- Q.9 Sound recording device called phonautograph could?
  - A) Record EM but not play it B) Play EM but not record it
  - C) Record and Play EM both D) Show notes being played.
- Q.10 Fluid in the ear stimulate nerve endings called?
  - A) Cochlea B) Hair cells C) Eardrum D) Eustachian tube
- Q.11 Which is NOT a sound effect?
  - A) Foley B) Background C) Hard D) Hiphop

- Q.12 A key piece of successful sound design is?
  - A) VFX B) Sound therapy C) Studio room D) SFX
- Q.13 Which is NOT a main category of Foley sound?
  - A) Movement B) Decibel C) Feet D) Specifics
- Q.14 Ambient music focuses on?
  - A) Atmosphere B) Rhythm & Structure C) Hiphop style D) Ambush
- Q.15 A device which accepts two or more audio inputs and provides one or more audio outputs is called?
  - A) Music interface B) Mixer C) PCM D) Phantom power
- Q.16 Which is an example of a transducer?
- A) Cone of loudspeaker B) String instrument C) Microphones & Loudspeakers D) Transduction coil
- Q.17 The most common XLR in audio work is?
  - A) 1-pin XLR B) 2-pin XLR 3) 3-pin XLR D) No pin XLR
- Q.18 Stage performances usually use which EDM?
  - A) Big Room B) Deep House C) Disco D) Recording studio
- Q.19 A common type of audio (and video) connector cable, often used in home entertainment systems?
  - A) BCA B) MCA C) DCA D) RCA
- Q.20 Microphones capture sound equally from all directions are?
  - A) Unidirectional B) Bidirectional C) Omnidirectional D) Non directional
- Q.21 Which is NOT a string instrument?
  - A) Violin B) Guitar C) Veena D) Flute
- Q.22 Which is NOT a percussion instrument?
  - A) Drums B) Tabla C) Sarangi D) Pakhawaj
- Q.23 Logarithmic measurement of signal strength, 1/10 of a Bel is?
  - A) Decibel B) Anabelle C) Creambel D) DAT
- Q.24 Which quality of sound describes "full bodied, pleasant sound"?

- A) Harsh B) Boomy C) Warm D) Hiphop
- Q.25 Which is associated with Bharat Muni?
  - A) Durga Shastra B) Natya Shastra C) Vedic Shastra D) Muni Shastra
- Q.26 Rhythmic submix bus can contain?
- A) Drums, Violin, Strings B) Bass, Vocals, Strings C) Percussion, Harmonics, Vocals
- D) Drums, Bass, Percussion
- Q.27 Part of loudspeaker that holds all parts together?
- A) Cone B) Basket or frame C) transducer D) Ring
- Q.28 Which loudspeakers are used in big music concerts?
- A) Line array & Horn B) Room speakers C) Mini Woofer systems D) Cardiod Speakers
- Q.29 Bandish is a part of?
- A) Sargam B) Raag C) Thumri D) Dadra
- Q.30 Aux tracks that have multiple instrument buses flowing into them are called?
- A) Audio bus B) Submix bus C) Harmonics D) Flute sound
- Q.2. Attempt any one.

(10 Marks)

A. Discuss what is the impact of Psychoacoustics on listener's mind?

OR

- B. What are various implications of Psychoacoustics?
- Q.3. Attempt any one.

(10 Marks)

A. What were the benefits of Electronic music to modern society?

OR

B. Discuss any 2 Genres of Electronic music.

## Q.4. Attempt any one.

(10 Marks)

A. Imagine that you are the sound designer on a project. What different components can be included in (a) Scary sound effect (b) War sound effect?

OR

B. What different components can be included in (a) Crowd sound effect (b) Cartoon sound effect.