

# Quiz

**Note:** It is recommended that you save your response as you complete each question.

---

## Subsection

---

### Question 1 (5 points)



The y-axis of a spectral view of an audio depicts

- ☐ amplitude
- ☐ pitch
- ☐ hertz
- ☐ time
- ☐ sampling rate

Save

### Question 2 (5 points)



Clipping occurs when the audio input is outside the specified range. This will decrease sound quality, which of the following can be done to reduce clipping?

- ☐ Change the distance between the microphone and sound source and sample at a higher frequency
- ☐ Change the distance between the microphone and sound source and lower the recording level.
- ☐ Change the distance between the microphone and sound source and lower the bit depth
- ☐ Change the distance between the microphone and sound source and raise the recording level

Save

### Question 3 (5 points)



One of the main advantages to working with audio on separate tracks is

- ☐ Multiple audio tracks allow you to quickly reduce file size.
- ☐ Multiple audio tracks present all audio segments in a single waveform
- ☐ Multiple audio tracks cannot be combined or mixed-down
- ☐ Multiple audio tracks allow you to apply filters and effects to audio segments independent of one another
- ☐ All of the above

Save

### Question 4 (5 points)



Assuming the perceived loudness of a sound source remains the same, moving a sound source closer to the microphone will have which

effect on the resulting waveform display of the captured audio

- ☐ The frequency of the waveform will increase
- ☐ The frequency of the waveform will decrease
- ☐ The amplitude of the wave form will increase
- ☐ The amplitude of the wave form will decrease

Save

### Question 5 (5 points)



Which of the following properties of a QuickTime audio-only movies can be set in the HTML code?

- ☐ visibility of the controller bar
- ☐ automatically start playing
- ☐ width and height of the controller bar
- ☐ loops the audio
- ☐ all of the above

Save

### Question 6 (5 points)



Which one of the following is the main advantage of using streaming format or progressive download for audio playback on the Web?

- ☐ You do not have to wait until the whole audio file has been downloaded in order to start playing.
- ☐ The download speed is faster
- ☐ the download time is shorter
- ☐ The download is more secure

Save

### Question 7 (5 points)



In which of the following uses of audio that the audio quality is generally a more crucial consideration?

- ☐ Video
- ☐ Multimedia authoring
- ☐ Playback on the Web
- ☐ Audio CD
- ☐ Podcast

Save

### Question 8 (5 points)



In which of the following uses of audio that the smaller file size is generally a more crucial consideration?

- ☐ Video
- ☐ Multimedia authoring
- ☐ Playback on the Web
- ☐ Audio CD
- ☐ Podcast

Save

### Question 9 (5 points)



Which of the following audio format is not widely supported by most video editing programs

- ☐ wav
- ☐ aif
- ☐ mp3
- ☐ mov

Save

### Question 10 (5 points)



What is the disadvantage of MIDI compared to composing music with loop music

- ☐ How exactly the playback of the MIDI music sounds depends on the sound card that plays it.
- ☐ MIDI is too complicated
- ☐ MIDI files always have bigger file size
- ☐ MIDI is not widely supported

Save

### Question 11 (5 points)



About MIDI, which of the following is wrong?

- ☐ Not sampled audio
- ☐ Contains instructions for recreating the music
- ☐ Created by editing music notations and instrument assignments
- ☐ Can also be created by recording your performance on a MIDI keyboard connected to a computer
- ☐ Playback of a MIDI file on any computer with a sound card produces the same sound

Save

### Question 12 (5 points)



What is the order of performing noise reduction given the following operations? A. Select the segment of the audio you want to apply noise reduction to. B. Select a segment that contains pure noise. C. Have the program perform a statistical analysis of the noise to generate a profile. D. Have the program reduce the noise of the selected segment based on the noise profile.

- ☐ B-C-A-D
- ☐ B-A-C-D
- ☐ A-C-B-D
- ☐ C-B-D-A
- ☐ A-C-D-B

Save

### Question 13 (5 points)



The \_\_\_\_ effect lets you create a feel of being in a big auditorium.

- ☐ reverb
- ☐ normalize
- ☐ noise reduction
- ☐ envelope
- ☐ amplify

Save

### Question 14 (5 points)



The \_\_\_\_ effect lets you change the audio amplitude such that the highest is the amplitude you specify.

- ☐ reverb
- ☐ normalize
- ☐ fade out
- ☐ noise reduction
- ☐ amplify

Save

### Question 15 (5 points)



Which of the following effects would not let you change the audio amplitude?

- ☐ amplify
- ☐ envelope
- ☐ normalize
- ☐ reverb
- ☐ fade in

Save

### Question 16 (5 points)



The fade-in and fade-out effects can be created by applying the \_\_\_\_ effect.

- ☐ amplify
- ☐ envelope
- ☐ noise reduction
- ☐ normalize
- ☐ reverb

Save

### Question 17 (5 points)



\_\_\_\_ view allows you to inspect the audio frequency distribution over time.

- ☐ Waveform
- ☐ Spectral
- ☐ Multitrack
- ☐ MIDI

Save

### Question 18 (5 points)



Spectral View is useful in

- ☐ analyzing the frequency range of the audio
- ☐ identifying possible lowest sampling rate
- ☐ selecting the frequency range of the audio
- ☐ All of the above
- ☐ None of the above

Save

### Question 19 (5 points)



Which type of microphone is most sensitive to the sound coming from the front?

- ☐ Undirectional
- ☐ Unidirectional
- ☐ Omnidirectional
- ☐ Quasidirectional

Save

**Question 20** (5 points)



Music is digitized by a two step process. Sampling and quantization. In quantization,

- ☐ discrete music data is turned into continuous data
- ☐ Amplitude values from each sample are mapped to the nearest value on a scale of discrete levels
- ☐ the sampling rate is doubled
- ☐ the amplitude values are converted to hertz
- ☐ continuous music data is turned into discrete data

Save

---

Save All Responses

Go to Submit Quiz