MUS115 Final Exam
50 items -- 2 pts. per item

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Question No. 1
(Multiple choice: circle the correct answers)

Sound design is the process of recording, creating, editing, and manipulating:

a) dialogue
b) sound effects
c) visual elements
d) music
e) title and end credits

A, B, D

Question No. 2
Multiple choice: circle the correct answers)

What are the key differences between **linear soundtracks** and a **non--linear soundtracks**?

a) Linear soundtracks are conceived and composed with a definite beginning and end.
b) Linear soundtracks are used in only video games.
c) Nonlinear soundtracks are used in only animations.
d) Non--linear soundtracks are conceived and composed with an indefinite beginning and end.

A, D

Question No. 3

(True or False: circle the correct answer)

Interactive audio means that the participant has a direct influence over the occurrence and characteristics of the music and sound effects during game play.

True
False

TRUE

Question No. 4
(True or False: circle the correct answer)

Adaptive audio means that the voices of the characters, sound effects, and music are represented by instruments in the story space.

True
False

FALSE
_____

Question No. 5
(True or False: circle the correct answer)

Dynamic audio refers to the interactive and adaptive nature of video game audio. Music and sound effects of a game that are in a constant state of change due to player input or game state are said to be *dynamic*.

True
False

TRUE
_____

Question No. 6
(short answer)

The *four properties of sound* are:
(please separate your answers with commas and spaces):

Pitch, Intensity, Timbre, Duration
_____

Question No. 7
(True or False: circle the correct answer)

Analog audio is the representation of sound through electrical impulses.

True
False

TRUE
_____

Question No. 8
(True or False: circle the correct answer)

The *sine wave (or pure tone*) is a waveform that uses a combination of both odd and even overtones.

True
False

 FALSE

Question No. 9
(short answer)

What is the term that describes the '*highness or lowness*' of a sound? (one word)

 Pitch

Question No. 10
(True or False: circle the correct answer)

Timbre is simply a result of the series of harmonics or overtones generated from the fundamental tone.

True
False
 TRUE

Question No. 11
(Matching: Draw a line connecting the description to the correct term)

The following statements are related to *accidentals*.

a) A symbol that lowers a note one whole step is called a:	**Natural**
b) A symbol that raises a note one half step is called a:	**Flat**
c) A symbol that restores a sharped or flatted note to its basic note name is called a:	**Double flat**
d) A symbol that lowers a note one half step is called a:	**Sharp**

Question No. 12
(short answer)

What is the term that describes movement of notes in a line-space-line-space motion? (one word answer)

Scale _____

Question No. 13
(True or False: circle the correct answer)

DAW software serves as the control center from which all recording, arranging, editing, and mixing takes place.

True
False

TRUE _____

Question No. 14
(short answer)

What is the term that describes the coherent and organizational structure of the various combinations of melodies, harmonies, rhythms and instruments within musical composition?

Formal structure, or form _____

Question No. 15
(Multiple choice: circle the correct answer)

In *mixing for volume*, the goal is to:

a) Change the original sound of an instrument so that it stands out in the mix or create excitement in the mix.
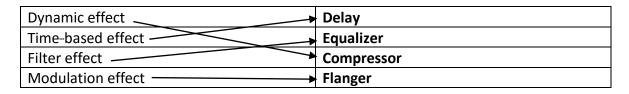b) Emphasize (increase) or de-emphasize (decrease) certain frequencies of an instrument or vocal track.

c) Spread out the instruments within the stereo field to add clarity and definition to each individual instrument.
d) Give the most important instrument(s) more volume than the background instrument(s).

D _____

Question No. 16
(Matching: Draw a line connecting the description to the correct term)

Match the correct **effect plugin** with its effect category.

Dynamic effect	**Delay**
Time-based effect	**Equalizer**
Filter effect	**Compressor**
Modulation effect	**Flanger**

Question No. 17
(short answer)

What is the basic building block of harmony? (please give a one word answer)

____Interval_____

Question No. 18
(short answer)

Which type of microphone has a greater frequency/transient response, louder output, and is more sensitive to loud sounds? (one word)

____Condenser Mic_____

Question No. 19
(Multiple choice: circle the correct answer)

The ***input level*** of a recording is:

a) The testing of a recording level without actually recording.
b) The playback volume of the headphones or speakers.
c) The volume coming from your microphone, keyboard, etc.
d) When a sound wave exceeds the DAW's dynamic threshold.

C

Question No. 20
(Matching: Draw a line connecting the correct term to its definition)

Match the sound effect category with its correct description.

Hard Effects	**Sound effects that create an ambient atmosphere which fill in an empty environment.**
Foley Sound Effects	**Sound effects that are used as technologically related elements such as laser blasts, robot sounds, whooshes, computer sounds, video wipes, and transitions.**
Background Effects	**Sound effects that are convincingly performed in sync with the objects and actions that occur within a live-action film, animation, or game play.**
Electronic Sound Effects	**Sound effects that supply visual occurrences within a live-action film, animation, or game play.**
Sound Design Effects	**Sound effects that use natural or synthetic sounds and are manipulated through the digital audio workstation software and digital signal processing.**

Question No. 21
(short answer)

What type of *audio signal processing* allows the sound designer to adjust the timbre quality of a sound by adjusting the levels of specific frequencies within the audio signal's frequency spectrum?
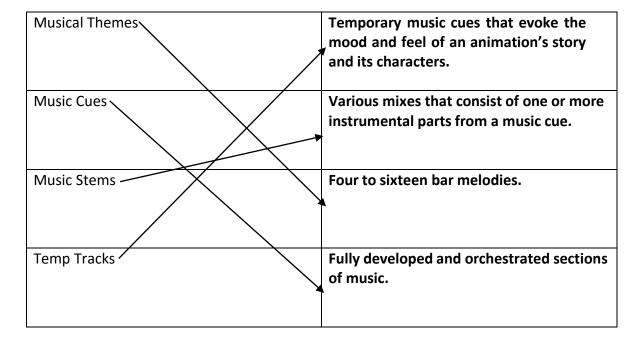
equalization

Question No. 22
(short answer)

In the early days of film soundtracks, an alternative method for synchronizing music and picture was to follow visual cues on the film called: (two words)

Streamers and punches

Question No. 23
(Matching: Draw a line connecting the correct term to its definition)

Match the term with its corresponding definition:

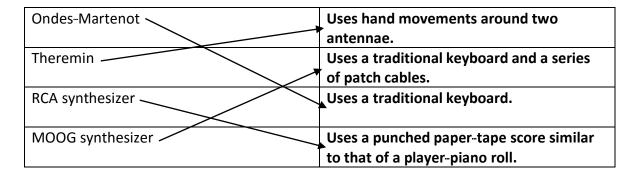|	
Musical Themes	**Temporary music cues that evoke the mood and feel of an animation's story and its characters.**
Music Cues	**Various mixes that consist of one or more instrumental parts from a music cue.**
Music Stems	**Four to sixteen bar melodies.**
Temp Tracks	**Fully developed and orchestrated sections of music.**

Question No. 24
(short answer)

What *category* of instruments produce their sound by the striking of wooden or metal plates with wood, metal, felt, or rubber mallets?

Idiophones

Question No. 25
(Matching)

Match the **electrophone** with its method of executing a performance.

Ondes-Martenot	**Uses hand movements around two antennae.**
Theremin	**Uses a traditional keyboard and a series of patch cables.**
RCA synthesizer	**Uses a traditional keyboard.**
MOOG synthesizer	**Uses a punched paper-tape score similar to that of a player-piano roll.**

Question No. 26
(short answer)

Which type of **instrumental ensemble** consists of approximately forty to eighty woodwind players? (two words)

_____ Concert Band _____

Question No. 27
(True or False: circle the correct answer)

A **jazz ensemble** is made up of a piano, a string (double) or electric bass, a drum kit, and one or more of the following instruments: a trumpet, a saxophone, a guitar, a vibraphone, or small ensemble of strings.

True
False

TRUE

Question No. 28
(True or False: circle the correct answer)

Chords are two notes played together and are constructed over each one of the notes of a scale.

True
False

FALSE

Question No. 29
(Matching)

Match the **harmonic compositional technique** with its corresponding **definition**:

Voice Leading	**Time-tested formulas for satisfying, chord-to-chord relationships.**
Harmonic Rhythm	**Series of chords that naturally lead to one another in a logical and satisfying manner.**
Chord Leading	**A smooth linear movement of chord tones (or voices) as they progress from one chord to the next.**
Chord Progressions	**How often the chords change.**

Question No. 30
(short answer)

What is the word **MIDI** an acronym for?

Musical Instrument Digital Interface

Question No. 31
(True or False: circle the correct answer)

In MIDI, the term **velocity** refers to the intensity or dynamic level of a note.

True
False

TRUE

Question No. 32
(short answer)

An audio region of music, a sound effect, or an ambient sound that has been **edited to repeat seamlessly** when played end to beginning is called a:
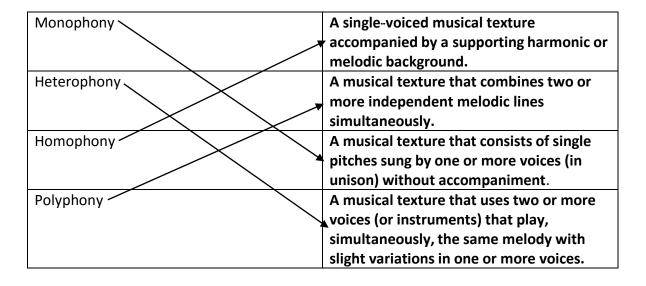
Loop

Question No. 33
(True or False: circle the correct answer)

Horizontal re--sequencing is the technique of changing the mix of individual instrumental parts of an ongoing music loop in relation to the storyline, game state, or player's interaction.

True
False

<div align="center">FALSE</div>

Question No. 34
(Matching)

Match each **texture** with its correct definition:

Monophony	**A single--voiced musical texture accompanied by a supporting harmonic or melodic background.**
Heterophony	**A musical texture that combines two or more independent melodic lines simultaneously.**
Homophony	**A musical texture that consists of single pitches sung by one or more voices (in unison) without accompaniment.**
Polyphony	**A musical texture that uses two or more voices (or instruments) that play, simultaneously, the same melody with slight variations in one or more voices.**

Question No. 35 -- 50

As the instructor plays the following examples, identify each example by its **musical style** (for example: **blues**, **jazz**, **classical**, **China**, **Japan**, etc.).

35) _____

36) _____

37) _____

38) _____

39) _____

40) _____

41) _____

42) _____

43) _____

44) _____

45) _____

46) _____

47) _____

48) _____

49) _____

50) _____