

Review the following for the final exam. The test will have multiple choice, fill in the blanks and true/false type questions.

Sound and Hearing:

Sine wave, Cycle, Frequency; Amplitude; Pitch, Loudness; Timbre; Duration; Velocity; Sound envelope; Direct, Early and Reverberant Sound; Range of audible frequency

Consoles/Monitoring:

Amplification; Routing; Mixing; Preamplifier; Patching; Potentiometer; VU Meter; S-to-N ratio; Monitor; Audition and Cue Channel; Crossover networks; Farfield and Nearfield monitoring; Audio Tone- source and frequency; Types of inputs- mic and line

Microphones:

Microphone types- Dynamic and Condenser; Characteristics; Impedance; Transducers; Dual Elements; Special Purpose; Pick up Patterns; Frequency response; Sensitivity; Proximity effect

Digital Audio:

Sampling, Sample rates, Oversampling, Signal distribution, Hard Disk recording, Digital Audio Workstations; Binary process; digital editing; Data transfer networks; Audio fidelity; Compression; File format; Downloadable Streaming format; Downloadable Non-streaming formats; Progressive download format

Amplitude and Dynamics

Signal Processors; Spectrum Processors: Equalizers, Filters; Time Processors: Reverb, Delay; Amplitude Processors: Compressor, Limiter, Expander; Noise Processors, PlugIns

Applications of sound: speech, sound effects, music; Functions of sound in relation to picture-- parallel, defining, counterpoint; Diegetic/Non Diegetic sound; Contextual sounds; Narrative sounds; Functions of SFX; Editing speech; Similar and dissimilar sounds; Emphasis and inflection; Ambiance; Changing words; Composite dialogue; Building backgrounds; Segue

Music Production: Close miking, Acoustic String, Woodwinds, Brasses, Electric Instruments, Vocals, Miking ensembles, Miking for digital recording, Off miking with stereo arrays; single and multi-mic technique; Miking Speech, Spaced, X/Y; M/S

Mixing and Rerecording: Mixing vs Layering; Mixing for radio; Music mixdown; Spatial imaging in stereo; Premixing for TV/Film; Mixing for small media; Compression, Dynamic range