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Basic Audio Engineering - Chapter #15 Quiz

1. A Delay, when applied to an audio signal, does what?
   Your Answer: Stores the audio signal, and plays it back at a given time interval

2. Feedback is achieved by doing what?
   Your Answer: Feeding the delayed signal back into the input of the delay device

3. What type of effect do we hear with a short delay of 0 to 1msec, with feedback?
   Your Answer: Phasing

4. Chorusing, can also be described as _____.
   Your Answer: Doubling

5. Flanging occurs when the feedback is turned up, and the delay time set below _____.
   Your Answer: 30 msec

6. Density, in the context of Reverb, is equal to what
   Your Answer: The intensity of the reverb

7. Decay typically means what?
   Your Answer: The amount of time it takes for the reverberated signal to fall back down

8. Pre-delay, in the context of Reverb, is _____.
   Your Answer: The amount of silence before the Reverb kicks in

9. What type of reverb is created within a small metal coil?
   Your Answer: Spring

10. Which tools would we use to alter the presence and spatial characteristics of the delay or reverb signal within our mix?
    Your Answer: All of the above

11. Time Based Effects can add:
    Your Answer: depth and a sense of space.

12. Early reverb was created by sending sound into a(n) _____ and then recording that signal and returning it on a separate channel in the mix.
    Your Answer: echo chamber

13. A traditional _____ is achieved by using a series of notch filters that sweep the frequency spectrum.
    Your Answer: flanger effect
    Incorrect: Correct Answer is phaser effect

14. A _____ is really a series of delays.
    Your Answer: reverb

Assignment Grade

Overall Grade: A

Instructor Notes:
93% (13 / 14)

Graded by: auto
Date Graded: 2017-09-19 16:30:45
Date Submitted: 2017-09-19 16:30:41