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Basic Audio Engineering - Chapter #15 Quiz

1. A Delay, when applied to an audio signal, does what?

Your Answer: *Stems 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 10ms, with feedback?

Your Answer: *Flanging*

4. Chorusing can also be described as _____

Your Answer: *Doubleing*

5. Flanging occurs when the feedback is turned up, and the delay time set below _____

Your Answer: *50 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 reverb-tailed signal to fall back down*

8. Pre-delay, in the context of Reverb, is _____

Your Answer: *The amount of silence before the Reverb tails in*

9. What type of reverb is created with 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 to the mix.

Your Answer: *echo chamber*

15. A traditional _____ is achieved by using a series of notch filters that sweep the frequency spectrum.

Your Answer: phase effect

16. A _____ is really a series of delays.

Your Answer: reverb

Assignment Grade

Overall Grade: A

Instructor Notes:

100% (14 / 14)

Graded by: auto

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