

OBJECTIVE *Sample*
Question paper for
JET-2018
Entrance Test for FTII+SRFTI

Part-3

Few More Question

SOUND RECORDING
&
AUDIO ENGINEERING



Free Downloadable link at private website
www.ftiientranceexam.com

feedback: naresh.sharma@craftfilmschool.com



Sample question paper on Sound Recording and Audio Engineering for FTII-JET-2018-exam prepared with the help of sound recording faculty at CRAFT FILM SCHOOL : naresh sharma: director. Craft film school.delhi.www.craftfilmschool.com: naresh.sharma@craftfilmschool.com

Disclaimer about this 20-more questions:

sample paper by Naresh Sharma:

1. This is to clarify that I, Naresh Sharma, neither was nor is a part of any advisory body to FTII or SRFTI , the authoritative agencies to set up such question paper for JET-2018 entrance exam or any similar entrance exam.
2. As being a graduate of FTII, Pune, 1993, and having 12 years of Industry experience in my quiver as well the 12 years of personal experience of film academics, as being the founder of CRAFT FILM SCHOOL, this sample question-answers format has been prepared to give the aspiring students an idea of variety of questions which can be asked in the entrance test.
3. The sample question paper is mainly focused on cinema, not in exhaustive list but just a suggestive list.
4. As JET - 2018 doesn't have any specific syllabus, so any question related to General Knowledge/Current Affair can be asked.
5. Since Cinema has been an amalgamation of varied art forms, Entrance Test intends to check as follows;
 - a) Information; and
 - b) Analysis level of student s.
6. This sample is targeted towards subjective question-answers OB SOUND RECORDING , which can form part of 50 -70 marks.
7. As per the question papers uploaded on the FTII website, suggesting that Section -2 will be of general description containing 30 marks, and section-3 will be of specific Area containing 50-70 marks, students need to pay more attention while preparing for Specialization, which you have chosen to qualify .

For any Query, one can write:

naresh.sharma@craftfilmschool.com

1) DAW Stands For

1. Digital Audio Workspace
2. Digital Audio Workstation
3. Domestic Audio Workstation
4. None of the Above

2) Which of the following is Not a DAW

1. Cubase
2. Pro Tools
3. Logix Pro
4. Premiere Pro

3) What is the purpose of a POP FILTER while recording with a microphone?

1. To remove room noise
2. To remove blow sound
3. To remove Humming sound
4. To stop entering Dust

4) Neumann TLM 103 is a _____ Microphone ?

1. Dynamic
2. Ribbon
3. Condenser
4. None of the above

5) Condenser Microphones Requires Phantom Power (+48v)?

1. True
2. False

6) RODE NT-2a Microphone has a feature to switch between different polar patterns ?

1. True
2. False

7) Shure SM 58 is a _____ Microphone ?

1. Dynamic
2. Condenser
3. Ribbon
4. None of the Above

8) Focusrite Scarlett 18i20 (Audio Interface) has

1. 18 outputs & 20 inputs
2. 18 inputs & 20 outputs
3. 18 Inputs & 18 Outputs
4. 20 Inputs & 20 Outputs

9) Human Hearing Range is

1. 22hz to 22khz
2. 15hz to 15khz
3. 18hz to 18khz
4. 20hz to 20khz

Question 1 : WHAT IS SOUND ?

Answer : Any vibrations that travel through the air or another medium and can be heard when they reach a person's or animal's ear is called sound.

Question 2 : WHAT IS NOISE ?

Answer : a sound, especially one that is loud or unpleasant or that causes disturbance.

Question 3 : EXPLAIN SOUND WAVES?

Answer : You cannot hear sound in outer space because there is no air to carry the sound waves. The only reason you hear a bird sing or a violin play is that those audio sources cause a wave of air to travel to your ear. The sound waves, coming from all directions in open air, cause your eardrums to vibrate at the same frequency as the sound waves that the source produced. This vibration causes the sound that you hear.

Question 5 : WHAT IS FREQUENCY ?

Answer : The number of cycles per unit of time is called the frequency. For convenience, frequency is most often measured in cycles per second (cps) or the interchangeable Hertz (Hz) (60 cps = 60 Hz).

Question 6 : WHAT IS HERTZ ?

Answer : The hertz (symbol Hz) is the unit of frequency in the International System of Units (SI) and is defined as one cycle per second. It is named for Heinrich Rudolf Hertz, the first person to provide conclusive proof of the existence of electromagnetic waves.

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Question 7 : WHAT IS A BIT DEPTH IN SOUND ?

Answer : The most important practical effect of bit depth is that it determines the dynamic range of the signal. In theory, 24-bit digital audio has a maximum dynamic range of 144 dB, compared to 96 dB for 16-bit.

Question 8 : WHAT IS A SAMPLE RATE IN SOUND ?

Answer : The sample rate is the number of samples of a sound that are taken per second to represent the event digitally. The more samples taken per second, the more accurate the digital representation of the sound can be. Sample rate is measured in Hz or kHz (one kHz being 1000 Hz). For example, 44,100 samples per second can be expressed as either 44,100 Hz, or 44.1 kHz.

Question 9 : WHAT IS A MICROPHONE?

Answer : An instrument for converting sound waves into electrical energy variations which may then be amplified, transmitted, or recorded.

Question 10 : WHAT IS CONDENSOR MICROPHONES?

Answer : The term condenser is actually obsolete but has stuck as the name for this type of microphone, which uses a capacitor to convert acoustical energy into electrical energy. Condenser microphones require power from a battery or external source. The resulting audio signal is stronger signal than that from a dynamic.

Question 11 : WHAT IS DYNAMIC MICROPHONES?

Answer : In the case of a dynamic microphone, a very thin diaphragm of mylar or other material is attached to a coil of hair-thin copper wire. The coil is suspended in a magnetic field and, when sound vibrates the diaphragm, the coil moves up and down, creating a very small electrical current.

Question 12 : WHAT IS RIBBON MICROPHONES?

Answer : A ribbon microphone, also known as a ribbon velocity microphone, is a type of microphone that uses a thin aluminum, duraluminum or nanofilm of electrically

conductive ribbon placed between the poles of a magnet to produce a voltage by electromagnetic induction.

Question 13 : WHAT IS PHANTOM POWER?

Answer : Phantom power (labeled as +48 V on most audio equipment) is a method that sends DC voltage through microphone cables. It is best known as a power source for condenser microphones, though many active DI (direct input) boxes also use it.

Question 14 : NAME SOME FAMOUS CONDENSOR MICROPHONES ?

- Answer :
1. Neumann U87
 2. AKG C414
 3. Neumann KM184 MATCHED PAIR
 4. Earthworks QTC50 Matched Pair
 5. Telefunken U47
 6. Neumann M149 Tube
 7. Blue Microphones Bottle.

Question 15 : NAME SOME FAMOUS DYNAMIC MICROPHONES ?

- Answer :
1. SHURE SM57
 2. SHURE SM58
 3. SHURE SM7B
 4. ELECTROVOICE RE20
 5. SENNHEISER MD421 II
 6. SENNHEISER MD441U.

Question 16 : WHAT IS MIXER CONSOLE ?

Answer : In audio, a mixer console is an electronic device for combining (also called "mixing"), routing, and changing the volume level, timbre (tone color) and/or dynamics of many different audio signals, such as microphones being used by singers, mics picking up acoustic instruments such as drums or saxophones, signals from electric or electronic instruments such as the electric bass or synthesizer, or recorded music playing on a CD player.

Question 17: WHAT IS DOWNMIXING?

Answer : Even when you use multiple audio channels during editing and mixing, you may need to create a stereo mix. Downmixing combines all audio output channels into a single stereo output. This Process is also Known as AUDIO MIXDOWN.

Question 19 :WHAT IS DIGITAL AUDIO WORKSTATION ?

Answer : A digital audio workstation (D.A.W.) is an electronic device or computer software application for recording, editing and producing audio files such as songs, musical pieces, human speech or sound effects.

Question 20 :NAME SOME FAMOUS DIGITAL AUDIO WORKSTATIONS ?

- Answer : 1. CUBASE
2. NUENDO
3. LOGIC
4. PRO TOOLS
5. FL STUDIO.

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CRAFT FILM SCHOOL

B-11, IMM Building, Qutab Institutional Area,

New Delhi-110016

Mob.: 9899251133, 9899251144, 9899251155

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