Practical Recording Techniques - The Step-by-Step Approach to Professional Audio Recording 7th edition Bartlett Test Bank

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TEST BANK ANSWERS for "Practical Recording Techniques 6th Edition" by Bruce Bartlett and Jenny Bartlett

Chapter 1. The Recording Process

1) Live stereo recording is especially effective when you record _____.

b. A classical-music ensemble.

2) The sound of a live stereo recording depends mainly on _____.

c. The microphone choice and placement.

3) A live mix recording _____.

e. all of the above.

4) The main advantages of multitrack recording are _____.

e. all of the above

5) A recorder-mixer _____.

b. combines a multitrack recorder and a mixer in a single chassis.

6) Some advantages of a DAW are _____.

e. all of the above.

7) MIDI sequencing records _____.

c. your performance gestures

8) After you make a recording of any type, the end result is _____.

d. a mono, stereo, or surround recording.

9) The sound you get with a portable 2-track recorder is _____.

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d. fairly distant.

Chapter 2. Sound and Psychoacoustics

10) A sound wave is _____

a.a variation in air pressure at a point in the range 20 Hz to 20 kHz.

11) Sound pressure drops _____ dB each time the distance from the source doubles.

c. 6

12) Loud sounds have _____.

d. high amplitude

13) One thousand cycles per second is abbreviated _____.

a. 1 kHz

14) A high-pitched sound has a _____.

c. high frequency

15) If you combine two identical waves 180 degrees out of phase, what happens?

b. silence

16) A complex wave is made of _____.

a. fundamental frequencies and harmonics

17) Noise (in audio) is _____.

e. all of the above

18) The four parts of an envelope are _____.

b. attack, decay, sustain, release

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19) Sounds with short envelopes _____.

e. all of the above.

20) The speed of sound is _____.

a. about 1 foot per millisecond.

21) An echo is _____.

b. a repetition of a sound more than 50 milliseconds after the original sound.

22) Reverberation is _____.

b. a series of echoes.

Chapter 3. Studio Acoustics

23) To reduce reverberation in a recording, _____.

e. all of the above.

24) Standing waves are worst in a _____ room.

b. cubical

25) To reduce outside noise coming into a studio, add _____ to the room.

c. weatherstripping and plywood.

Chapter 4. Signal characteristics of audio devices

26) Frequency response is _____.

a. a graph of level vs. frequency

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27) If a device has a flat frequency response, it _____.

b. has no sound of its own.

28) Distortion results from _____.

c. clipping the signal.

29) Optimum signal level is _____.

d. far above noise but below clipping.

Chapter 5. Equipping your studio.

30) A mini studio records in _____ format.

b. mp3

31) A recorder-mixer combines two pieces of gear which are _____.

d. a multitrack recorder and a multi-channel mixer.

32) An advantage of a separate multitrack recorder and mixer is _____.

a. it's ideal for on-location recording

33) DAW stands for _____.

d. Digital Audio Workstation.

34) Three essential components for computer recording are _____.

b. a computer, audio interface, and recording software.

35) The function of an audio interface is _____.

c. to get audio into and out of your computer.

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36) A USB microphone lets you _____.

b. omit an audio interface.

37) A control surface or controller _____.

a. can have as few as one fader.

38) A beat box is _____.

a. a sample player with pads.

39) What device converts sound into an electrical signal?

c. A microphone.

40) Phantom power can come from _____.

e. all of the above.

41) A direct box is used to _____.

d. connect an electric instrument to an XLR mic input.

42) Monitors include _____.

a. headphones and loudspeakers.

43) A balanced audio cable has _____.

b. two wires surrounded by a shield.

44) One type of unbalanced connector is _____.

b. mono phone plug

45) Can you plug an RCA plug into a phone jack?

c. Yes, with an adapter.

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46) A guitar cord is an example of _____.

d. an unbalanced cable.

47) If you are connecting two devices which are "+4" and "-10", that means _____.

a. their operating levels are different.

48) Hum can be caused by _____.

e. all of the above.

49) A computer DAW includes _____.

a. a computer, recording software, and an audio interface

Chapter 6. Monitoring.

50) If your monitor speakers tend to be extra bassy, your mixes will tend to be _____.

b. thin or weak in the bass.

51) A good monitor speaker should sound _____.

c. accurate or neutral.

52) Nearfield monitors are used to _____.

a. reduce the effect of room acoustics on speaker sound.

53) An active monitor includes _____.

b. one or more power amplifiers.

54) A mirror in a control room can be used to _____.

a. locate surfaces where sound reflections can occur.

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Chapter 1. The Recording Process

1) Live stereo recording is especially effective when you record _____.

a. A rock band.

b. A classical-music ensemble.

c. A heavy-metal band.

d. A conference.

2) The sound of a live stereo recording depends mainly on _____.

a. The brand of recorder you use.

b. The type of effects you use.

c. The microphone choice and placement.

d. The digital sampling rate.

3) A live mix recording _____.

a. uses several microphones.

b. can capture a concert from a PA mixer.

c. happens in real time as the musicians are playing.

d. requires another complete performance if a mistake is made.

e. all of the above.

4) The main advantages of multitrack recording are _____.

a. you can change effects after the recording session is done.

b. you can mix the tracks after the recording session is done.

c. you can overdub instruments and vocals one at a time to reduce leakage.

d. you can correct mistakes of one instrument without affecting other instruments' recordings.

e. all of the above

5) A recorder-mixer _____.

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a. combines a 2-track recorder and a mixer in a single chassis.

b. combines a multitrack recorder and a mixer in a single chassis.

c. is software that mixes several recordings together.

d. is software that records several mixes.

6) Some advantages of a DAW are _____.

a. easy ability to edit tracks.

b. easy recall of mix settings.

c. undo feature.

d. ability to "construct" a song from repeating phrases.

e. all of the above.

7) MIDI sequencing records _____.

a. the sounds that you play on a synthesizer

b. the sounds that your computer can play

c. your performance gestures

d. digital audio

e. all of the above.

8) After you make a recording of any type, the end result is _____.

a. embarrassing to the performers.

b. an mp3 file.

c. a wave file.

d. a mono, stereo, or surround recording.

9) The sound you get with a portable 2-track recorder is _____.

a. like a commercial record.

b. good enough to release a CD.

c. analog.

d. fairly distant.

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Chapter 2. Sound and Psychoacoustics

10) A sound wave is _____

a.a variation in air pressure at a point in the range 20 Hz to 20 kHz.

b. an audio signal

c. an electromagnetic wave in the air

d. a vibration of atoms

11) Sound pressure drops _____ dB each time the distance from the source doubles.

a. 3

b. 10

c. 6

d. 1

12) Loud sounds have _____.

a. high frequencies

b. low frequencies

c. low amplitude

d. high amplitude

13) One thousand cycles per second is abbreviated _____.

a. 1 kHz

b. 1000 cy/sec

c. 1 kilocycles/sec

d. 1000 waves/sec

14) A high-pitched sound has a _____.

a. high amplitude

b. irregular waveform

c. high frequency

d. wide waveform

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15) If you combine two identical waves 180 degrees out of phase, what happens?

a. nothing

b. silence

c. constructive interference

d. beats

16) A complex wave is made of _____.

a. fundamental frequencies and harmonics

b. an irregular waveform

c. an out-of-phase waveform

d. several recordings mixed together

17) Noise (in audio) is _____.

a. Undesired sound

b. an irregular waveform

c. often a hiss sound

d. something that can be expressed in S/N

e. all of the above

18) The four parts of an envelope are _____.

a. First part, second part, third part, fourth part

b. attack, decay, sustain, release

c. outer edge, inner edge, top limit, bottom limit

d. timbre, maximum, minimum, note shape

19) Sounds with short envelopes _____.

a. have quick attacks.

b. are transients.

c. might be a guitar pluck or drum hit.

d. are shorter than sounds with long envelopes.

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e. all of the above.

20) The speed of sound is _____.

a. about 1 foot per millisecond.

b. 1800 feet per second.

c. 1130 miles an hour.

d. instantaneous.

21) An echo is _____.

a. a delay.

b. a repetition of a sound more than 50 milliseconds after the original sound.

c. a smooth decay of sound.

d. something you hear in the mountains.

22) Reverberation is _____.

a. a wiggly, pulsing sound

b. a series of echoes.

c. a delay.

d. acoustic absorption.

Chapter 3. Studio Acoustics

23) To reduce reverberation in a recording, _____.

a. Mike close.

b. Record direct.

c. Add absorption to the room.

d. Use bass traps.

e. all of the above.

24) Standing waves are worst in a _____ room.

a. big

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b. cubical

c. small

d. long

25) To reduce outside noise coming into a studio, add _____ to the room.

a. foam or carpet.

b. windows.

c. weatherstripping and plywood.

d. different noise.

Chapter 4. Signal characteristics of audio devices

26) Frequency response is _____.

a. a graph of level vs. frequency

b. a chart showing how frequently mixers respond to signals.

c. timbre

d. a graph of a microphone.

27) If a device has a flat frequency response, it _____.

a. sounds "flat" or dull.

b. has no sound of its own.

c. is too low in pitch.

d. introduces a coloration to the sound.

28) Distortion results from _____.

a. Using old recording equipment.

b. Using high power amplifiers.

c. clipping the signal.

d. turning the signal up loud.

e. all of the above.

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29) Optimum signal level is _____.

a. as high as possible.

b. 0 dB.

c. -10 dB.

d. far above noise but below clipping.

Chapter 5. Equipping your studio.

30) A mini studio records in _____ format.

a. wave

b. mp3

c. stereo

d. usb

31) A recorder-mixer combines two pieces of gear which are _____.

a. a digital recorder mixed with an analog recorder.

b. a mixer which records the audio.

c. a 2-track recorder and a 2-track mixer.

d. a multitrack recorder and a multi-channel mixer.

32) An advantage of a separate multitrack recorder and mixer is _____.

a. it's ideal for on-location recording

b. easier connections.

c. it omits mic preamps.

d. lighter weight.

e. all of the above.

33) DAW stands for _____.

a. Digital Audio Waveform.

b. Decibel Audio Wiring.

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c. Defined Auxilary Weighting.

d. Digital Audio Workstation.

34) Three essential components for computer recording are _____.

a. an audio interface, recording software, and a CD burner.

b. a computer, audio interface, and recording software.

c. monitor speakers, microphone, and musical instrument.

d. USB connection, FireWire connection, and IDE or SATA connection.

35) The function of an audio interface is _____.

a. to play music on your computer.

b. to match impedances.

c. to get audio into and out of your computer.

d. to interface audio with a multitrack recorder.

e. all of the above.

36) A USB microphone lets you _____.

a. record music on your computer without recording software.

b. omit an audio interface.

c. record with a uniform signal booster.

d. mix a microphone with a musical instrument.

37) A control surface or controller _____.

a. can have as few as one fader.

b. is the same as an audio mixer.

c. might lead to repetitive stress syndrome.

d. is for MIDI rather than audio.

38) A beat box is _____.

a. a sample player with pads.

b. a percussion instrument that you beat on.

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c. a mixer.

d. a brand of monitor speaker.

39) What device converts sound into an electrical signal?

a. A loudspeaker.

b. Headphones.

c. A microphone.

d. An XLR to USB adapter.

40) Phantom power can come from _____.

a. A mixer.

b. a phantom power supply.

c. an audio interface.

d. a guitar amp with phantom power built in.

e. all of the above.

41) A direct box is used to _____.

a. direct a signal where you want it to go.

b. provide a direct connections to a microphone.

c. connect a microphone to an XLR mic input.

d. connect an electric instrument to an XLR mic input.

42) Monitors include _____.

a. headphones and loudspeakers.

b. compressors and limiters.

c. level controllers and indicators.

d. warning devices for excessive level.

43) A balanced audio cable has _____.

a. identical connectors on both ends.

b. two wires surrounded by a shield.

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c. a fiber optic cable material.

d. one wire surrounded by a shield.

44) One type of unbalanced connector is _____.

a. XLR

b. mono phone plug

c. stereo phone plug

d. AES-EBU

45) Can you plug an RCA plug into a phone jack?

a. No.

b. Yes.

c. Yes, with an adapter.

d. Sometimes - it depends on the model.

46) A guitar cord is an example of _____.

a. music.

b. a strap for wearing a guitar.

c. a balanced cable.

d. an unbalanced cable.

47) If you are connecting two devices which are "+4" and "-10", that means _____.

a. their operating levels are different.

b. one is newer than the other.

c. nothing.

d. they cannot be connected.

48) Hum can be caused by _____.

a. power wiring.

b. a ground loop.

c. unbalanced connections.

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d. SCR dimmers.

e. all of the above.

49) A computer DAW includes _____.

a. a computer, recording software, and an audio interface

b. a reverb unit and a DVD burner.

c. a built-in microphone so you can record on your computer.

d. backup software

e. all of the above

Chapter 6. Monitoring.

50) If your monitor speakers tend to be extra bassy, your mixes will tend to be _____.

a. extra bassy.

b. thin or weak in the bass.

c. extra trebly

d. strong and powerful sounding.

51) A good monitor speaker should sound _____.

a. pleasant.

b. extra strong in the bass and treble.

c. accurate or neutral.

d. like a much bigger speaker.

e. all of the above.

52) Nearfield monitors are used to _____.

a. reduce the effect of room acoustics on speaker sound.

b. play music over headphones.

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c. observe computer waveforms.

d. amplify music.

53) An active monitor includes _____.

a. a preamp.

b. one or more power amplifiers.

c. an extra woofer.

d. a protection circuit.

54) A mirror in a control room can be used to _____.

a. locate surfaces where sound reflections can occur.

b. read the computer monitor screen more easily.

c. block unwanted sound from the speakers.

d. increase sound levels.

55) Monitor speakers should be placed _____.

a. at ear height.

b. on stands behind the console.

c. as far apart as you're sitting from them.

d. away from the corners.

e. all of the above.

56) If you listen to your mixes very loudly, the mix is likely to sound _____ on other playback systems.

a. loud

b. weak in the bass

c. quiet

d. strong in the bass

57) For best results, listen to your mixes on _____.

a. monitor speakers

b. headphones

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