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BACHELOR OF FINE ARTS (B. F.A.) – GAME DESIGN
EXAMINATION: JANUARY - 2022
SIXTH SEMESTER
Sub.: Sound Editing (Theory) (221627)

Date: 18/01/2022	Total Marks: 20	Time: 2.00 pm to 3.30 pm

Instructions: All questions are compulsory.

Q. 1.   **Multiple choice questions**   **(10)**

1. Consecutive parameter in action in FMOD is _____

   a)Play multiple events action one after another   b) Play multiple events action simultaneously   c)Play just once   d)All of these

2. What is Frequency in sound?
   a)Texture   b)Tone Color   c)Loudness   d)Pitch

3. Volume/loudness of audio is measured in _____
   a)Hz   b)Mhz   c)dB   d)Pascal

4. Condenser microphone majorly used to capture_____
   a)Speech   b)Ambience   c)Singing   d)All of these

5. Reaper is _____ software
   a)Recording tool   b)Video Tool   c)Game tool   d)All of these

6. FMOD is _____
   a)Game Engine   b)Audio recording tool   c)Game Audio Engine   d)All of these

7. Adaptive audio_____
   a)Footsteps   b)Jump   c)Running   d)All of these

8. Non-Linear Audio?
   a)Horrific rumble   b)Sudden Scream   c)Thudding   d)All of these

9. FMOD's integration to Unity comes under _____
   a)Files   b)Assets   c)Edit   d)Component

10. What is Banks in FMOD
    a)Integration sections to Unity   b)Assets   c)events   d)All of these

Q. 2.   **Write short notes on. (Any two)**   **(10)**

1. Differences between Linear & Non-Linear audio for games? Explain it in brief

2. Differences between Timelines and Actions in FMOD? Justify with examples.

3. How Reaper is helping in terms of audio content for FMOD to integrate Unity for any Gameplay?

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