Reg. No. \_\_\_\_\_\_\_\_\_\_\_\_\_



**End Semester Examination – Nov / Dec – 2019**

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|  |  |  |  |
| **Code :** | **14VC2063** | **Duration :** | **3hrs** |
| **Sub. Name :** | **SOUND FOR INTERACTIVE MEDIA** | **Max. Marks :** | **100** |

**ANSWER ALL QUESTIONS (5 x 20 = 100 Marks)**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Q. No.** | **Sub Div.** | **Questions** | **Course**  **Outcome** | **Marks** |
| 1. |  | Elaborate the history and importance of Music in Interactive media with examples. | CO1 | 20 |
| **(OR)** | | | | |
| 2. |  | Describe the following basics of Music Theory: Notes, Intervals, Octaves, Key Signature, Scale. | CO1 | 20 |
|  |  |  |  |  |
| 3. |  | With a neat diagram, label and explain how the human ear works. | CO1 | 20 |
| **(OR)** | | | | |
| 4. | a. | Explain the process of sound sensation and perception by human beings. | CO1 | 10 |
| b. | Outline the process of recording foley effects in studio. | CO2 | 10 |
|  |  |  |  |  |
| 5. | a. | List and explain the various Audio file formats and their parameters and usage. | CO2 | 10 |
| b. | Explain the procedure to live stream audio using web protocols. | CO2 | 10 |
| **(OR)** | | | | |
| 6. |  | Describe how Sound Design is carried out for sci fi movies and games like star wars with examples. | CO2 | 20 |
|  |  |  |  |  |
| 7. |  | MIDI – Elaborate on its working and applications that can benefit with its implementation. | CO3 | 20 |
| **(OR)** | | | | |
| 8. | a. | List and explain the various types of effects used to simulate different environments in a Virtual scenario. | CO2 | 10 |
| b. | Explain how surround sound, 3D Audio and Bin-aural Audio Systems work. | CO2 | 10 |
|  | | **Compulsory**: |  |  |
| 9. |  | Describe the process of Creating and positioning audio elements in an environment using a Game engine. | CO2 | 20 |