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



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

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| **Code :** | **14VC2064** | **Duration :** | **3hrs** |
| **Sub. Name :** | **SOUND EFFECTS AND FOLEY** | **Max. Marks :** | **100** |

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

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| **Q. No.** | **Sub Div.** | **Questions** | **Course Outcome** | **Marks** |
| 1. |  | Elaborate in detail about sound effects, its creation and their types. | CO1 | 20 |
| **(OR)** | | | | |
| 2. |  | List out the choice of microphones, recording equipments to produce a sound effects depicting a war scene. | CO1 | 20 |
| 3. | a. | Movie samples – explain their types and share your insights briefly. | CO2 | 10 |
|  | b. | Summarise on digital audio and it’s impact in producing foley sound. | CO1 | 10 |
| **(OR)** | | | | |
| 4. |  | Explain how is noise handled in recording foley. | CO2,3 | 20 |
| 5. |  | State the requirements and necessity to setup a foley stage. | CO2 | 20 |
| **(OR)** | | | | |
| 6. |  | Classify sound effects based on games and movies with two examples each. | CO2 | 20 |
| 7. |  | Summarise on the techniques employed in mixing foley sound. | CO2,3 | 20 |
| **(OR)** | | | | |
| 8. |  | Briefly explain the steps to be followed in the post production of foley production. | CO3 | 20 |
|  | | **Compulsory:** |  |  |
| 9. |  | List out the types of microphones used to obtain ambient effects. | CO3 | 20 |