Coms/Film 20A

Final Study Guide (May 3, 2022)

1. Slip Mode in Pro Tools.
2. Shuffle Mode in Pro Tools.
3. Grid Mode in Pro Tools.
4. Spot Mode in Pro Tools.
5. Command-E in Pro Tools.
6. Double-Click Zoom Tool in Pro Tools.
7. Smart Tool in Pro Tools.
8. Four types of headphones.
9. Advantages vs. disadvantages of closed-back vs. open-back headphones.
10. What makes something a high-end professional headphone?
11. Active vs. passive noise-cancelling headphones.
12. What are the two main types of headphones *plugs* and what are the advantages and disadvantages?
13. What are four disadvantages of wireless headphones?
14. 3 different types of mixers.
15. All mixers have?
16. 32X6X4 mixer
17. 4 overall general technical types of mixers?
18. Mic vs. Line inputs
19. Phantom Power
20. Mic Preamps
21. Trim/Gain
22. Pads
23. 48V
24. Pan Pots
25. Polarity reversal
26. Sends & Returns
27. PFL vs. AFL
28. Talkback
29. Oscillator and must common tone generated and why
30. VU vs. PPM vs. LED vs. Plasma meters
31. Meter levels during recording
32. Peaking and In-the-Mud
33. Internal vs. Internal routing
34. AUX channels
35. How do you “solo safe” and AUX channel in Pro Tools?
36. Inserts vs. Sends in Pro Tools
37. Patch Bay
38. Plug vs. Jack
39. What do the letters XLR stand for?
40. What is sampling?
41. What is the Nyquist Theorem?
42. List 3 common sampling rates.
43. In digital recording, what is quantization?
44. 1 bit = how many dB of dynamic range?
45. How many dB of dynamic range for 8 bits, 16 bits, and 24 bits?
46. Explain A/D converters.
47. Explain DF, Non-DF and why.
48. Explain FR, RD, Regen, and Jam Sync
49. Why don’t you want to mix DF and Non-Drop Frame in a single project?
50. 03;15;04;07 = DF or Non-Drop Frame?
51. In DF how many frames are dropped every minute except for every \_\_\_\_\_the minute?
52. What is a “smart” slate?
53. What are other names for a slate?
54. A slate that has MOS on it tells the editor what?
55. When might you use FR vs. RR timecode?
56. What is a “word clock?”
57. The slate reads: “B” Roll: A34, Scene X24B, Take 4, MOS. What does that tell us about the shot?
58. What are the differences between .MP3, .AIFF, and .WAV?
59. What is the difference between the formats .WAV and .BWF?
60. What do you have to “watch out for” with a file named .WMA?
61. What are the 4 general types of audio processors?
62. What is a parametric equalizer?
63. What is “Q”?
64. What is a graphic equalizer?
65. What is a high-pass filter (equalizer)?
66. What is a shelfing?
67. What is a notch/dip filter?
68. At what frequency in the presence range should you start at to help “bring a sound forward” in the mix?
69. How can “aux” channels be used?
70. In audio, when we talk about “dry” and “wet” what are we referring to?
71. What is “convolution reverb?”
72. “Delay” vs. “reverb.”
73. What is the “knee” in compression?
74. What is a hard “knee” vs. a soft “knee?”
75. At what ratio does a compressor become a limiter?
76. What is an “expander” and what is its main practical purpose?
77. What is “side-chain” processing?
78. What is “ducking?”
79. Name 4 plug-in formats and explain each.