

KAMARAJ COLLEGE (Autonomous)

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(Affiliated to Manonmaniam Sundaranar University, Tirunelveli)

(4 Pages)

Reg. No:.....

Question Code: 26E02807

Course Code: 24UEVC31

UG Degree - End Semester Examinations, April 2026

Third Semester

B.Sc., VISUAL COMMUNICATION

Sound Design

(For those who joined in July 2024 onwards)

Time : 3Hours

Maximum : 75 Marks

PART - A (10 × 1 = 10 Marks)

Answer ALL Questions

Choose the correct answer:

- CO:1
K:1
1. The distance between two successive crests of a sound wave is called
- (a) Amplitude (b) Frequency
(c) Wavelength (d) Pitch
- CO:2
K:2
2. Diegetic sound refers to
- (a) Background score not heard by characters (b) Sound heard by characters within the story world
(c) Voice-over narration (d) Subtitles
- CO:2
K:2
3. The process of re-recording dialogue after shooting is called
- (a) Mixing (b) Foley
(c) Dubbing/ADR (d) Equalizing
- CO:3
K:2
4. Vocal tone, pitch and pace that communicate meaning beyond words are called
- (a) Syntax (b) Paralanguage
(c) Phonetics (d) Semantics
- CO:4
K:1
5. Which of the following is not a classification of sound effect?
- (a) Foley (b) Mechanical effects
(c) Diegetic effects (d) Ambience

- CO:4 6. The main function of Foley sound is
K:2 (a) To add visual continuity (b) To replace poor-quality location sound
(c) To create realistic everyday sound effects (d) To adjust music loudness
- CO:5 7. The work area where tracks are arranged and edited in a DAW is
K:1 called
(a) Timeline (b) Mixer window
(c) Browser (d) Effects rack
- CO:5 8. Adobe Audition and Pro Tools are examples of
K:1 (a) Video editing software (b) Audio workstation software
(c) Graphic design tools (d) Screenwriting software
- CO:4 9. The primary function of background score in film is to
K:2 (a) Provide diegetic realism (b) Support emotional tone and narrative mood
(c) Replace sound effects (d) Reduce ambient noise
- CO:2 10. Which of the following is a non-diegetic sound?
K:2 (a) Character dialogue (b) Sound of footsteps
(c) Narrator's voice-over (d) Door slam

PART - B (5 X 5 = 25 Marks)

Answer ALL Questions choosing either (a) or (b).

Answer should not exceed 250 words.

- CO:1 11. (a) Explain the nature of sound and its key properties with
K:3 examples.

(OR)

(b) Write a short note on fundamentals of film sound.

- CO:2 12. (a) Differentiate between diegetic and non-diegetic sound with
K:4 suitable examples.

(OR)

(b) Discuss synchronous and asynchronous sound and their impact on storytelling.

- CO:3 13. (a) Describe the importance of text and subtext in dialogue
K:3 writing.

(OR)

(b) Explain the role of voice-over narration in media production.

CO:4 14. (a) Write a note on Foley sound and its creative applications.

K:3 **(OR)**

(b) Classify different types of music used in films with examples.

CO:5 15. (a) Explain the workspace and tools of Adobe Audition.

K:3 **(OR)**

(b) Write a short note on Pro Tools interface and its basic functions.

PART - C (5 X 8 = 40 Marks)

Answer ALL Questions choosing either (a) or (b).

Answer should not exceed 500 words.

CO:1 16. (a) Discuss in detail the nature, frequency, amplitude and
K:4 wavelength of sound with diagrams.

(OR)

(b) Explain the historical development of sound in cinema with examples.

CO:2 17. (a) Elaborate on the classification of sound and its significance in
K:4 film and media.

(OR)

(b) Write a detailed note on dubbing/ADR process and its technical workflow.

CO:3 18. (a) Critically analyse the use of paralanguage and vocal
K:5 performance in a scene of your choice.

(OR)

(b) Explain how dialogue and subtext contribute to character development.

CO:4 19. (a) Write a detailed essay on the function and classification of
K:5 sound effects with case studies.

(OR)

(b) Discuss the role of music in film and how it enhances emotional engagement.

CO:5 20. (a) Describe the software workflow for audio editing and mixing
in Adobe Audition or Pro Tools.

- (b) Prepare a step-by-step guide for voice-over recording and dialogue replacement.