

**DIGITAL AUDIO MATCHING***Digital Media 1*

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|---------------------------------|-----------|--|
| 1. _____ AAC/M4A                | <b>A</b>  | A gradual change in volume used to change between clips of audio.  |
| 2. _____ Adjusting Track Levels | <b>B</b>  | A gradual transition form one audio clip to another.   |
| 3. _____ Audio Channels         | <b>C</b>  | A selection of recorded sound used to create an audio production.  |
| 4. _____ Audio Effects          | <b>D</b>  | A visual representation of the audio volume levels.  |
| 5. _____ Audio Panning          | <b>E</b>  | A voice recording used to convey a message to the audience.  |
| 6. _____ Background Audio       | <b>F</b>  | Adjustments to audio clips used to change the original sound in order to reach the desired outcome.                                      |
| 7. _____ Clip                   | <b>G</b>  | All sources of audio plays out of a single channel.  |
| 8. _____ Crossfade              | <b>H</b>  | The number of channels used during playback  |
| 9. _____ Digital Audio          | <b>I</b>  | Audio file format to record musical instruments and contains information about musical notes.  |
| 10. _____ Fade                  | <b>J</b>  | Audio file format used by Windows Media Player for playback and used by Microsoft to stream audio files.                                 |
| 11. _____ Fade up/down          | <b>K</b>  | Audio source can separated into 2 different channels.  |
| 12. _____ Loop                  | <b>L</b>  | File format for audio that is the standard file type for storing audio on PCs.   |
| 13. _____ Master Level          | <b>M</b>  | Gradually increasing or decreasing the volume of an audio clip.  |
| 14. _____ MIDI                  | <b>N</b>  | Increasing or decreasing the volume of an individual track to ensure all the tracks are audible and blend well together.                 |
| 15. _____ Monorual              | <b>O</b>  | Multiple audio channels, to create a more realistic sound in playback.   |
| 16. _____ MP3                   | <b>P</b>  | Music and/or sounds used together with a voiceover to add interest and depth to an audio production.                                     |
| 17. _____ Over-Modulation       | <b>Q</b>  | Reproducing a sound wave by recording many fragments of it.  |
| 18. _____ Sampling              | <b>R</b>  | Separate layers of audio used to record sources individually.  |
| 19. _____ Stereophonic          | <b>S</b>  | Sound interference that occurs during recording when audio levels are too high and causes the signal to distort or lose clarity.         |
| 20. _____ Streaming             | <b>T</b>  | Sound that has been captured, created, or edited electronically by a computer.   |
| 21. _____ Surround Sound        | <b>U</b>  | Standard audio file format for Apple computers, has a higher sound quality than MP3, and is the standard file format for mobile devices. |
| 22. _____ Track                 | <b>V</b>  | Starting and stopping audio clips at a defined point in the recoding.  |
| 23. _____ Trim/Splice           | <b>W</b>  | The most popular audio file format, standard for downloading and storing music files, also used for streaming over the internet.         |
| 24. _____ Voiceover             | <b>X</b>  | Transmitting audio files that can be played over the internet as the remaining data is still downloading.                                |
| 25. _____ Volume Units Meter    | <b>Y</b>  | Used to control the overall output volume of a recording.  |
| 26. _____ WAV                   | <b>Z</b>  | Used to make a particular section of audio repeat.   |
| 27. _____ WMA                   | <b>AA</b> | When audio is recording through seperate channels (left or right).   |