

## WORLD MISSION HIGH SCHOOL

### L3 MULTIMEDIA

#### HOMEWORK OF EDIT SOUND /50Marks

- 1.** You have recorded a podcast using multiple microphones and instruments on separate tracks. Some tracks sound louder than others, and the stereo image feels unbalanced. Analyze how the use of mono and stereo tracks could affect the balance and spatial perception of the audio. Suggest how each track type should be used to improve clarity and listener experience.
- 2.** During mixing, several drum tracks, vocals, and guitar tracks are present. You notice adjusting one track affects the overall mix unpredictably. Analyze how creating buses for grouping related tracks could solve this issue. Explain the benefits of routing these tracks through a mono or stereo bus.
- 3.** While editing a music track, abrupt starts and ends of audio segments create a jarring listening experience. Analyze how applying fade-in and fade-out techniques using different fade types (linear, exponential, logarithmic, sine-curve) could improve the transitions between audio segments.
- 4.** A sound engineer decides to route all vocal tracks through a single stereo bus and applies the same reverb to each track via the bus. Evaluate the effectiveness of this approach. Discuss how this choice impacts control over individual vocals and the overall mix quality.
- 5.** During a live recording, a track is set as mono instead of stereo, even though the source instrument was played in stereo. Evaluate the decision to use a mono track in this situation. Explain the potential advantages or disadvantages for sound spatiality, realism, and audience experience.

