

# MUSTC 122 / Final Study Guide

NOTE: The final is cumulative. Study all previous study guides in addition to this one.

1. List some reasons to use delay and reverb.
2. Can delay be created with analog equipment? If so, what equipment?
3. Define each of the following common delay controls:
  - Delay Time
  - Feedback
  - Balance or Wet/Dry mix
  - Depth
  - Rate
4. How is a short delay defined?
5. How is long delay defined?
6. Do we hear short delay as an echo? What about long delay?
7. What are some applications of long delay?
8. What is the range of delay times used to create a slap-back effect?
9. Define the following applications of short delay in terms of delay time and modulation settings:
  - Flanging
  - Chorus
  - Doubling
10. What are the three basic components of reverb, natural or artificial?
11. Define each of the following common reverb parameters:
  - Pre-delay
  - Decay
  - Balance or Wet/Dry mix
12. What are three examples of analog or acoustic reverb?
13. Is it better to use reverb on an aux send or as an insert?
14. If a reverb is used on an aux send how should its 'mix' parameter be set?

15. What is dynamic range processing?

16. What does a compressor/limiter do? Does it decrease or increase a signal's dynamic range?

17. What does an expander/gate do? Does it decrease or increase a signal's dynamic range?

18. What are some reasons to use a compressor

19. How is a compressor different from a limiter?

20. Define the following common controls on a compressor/limiter:

- Input gain
- Threshold
- Ratio
- Attack
- Release
- Output gain

21. Is a higher ratio more compression or less?

22. What are some reasons to use an expander/gate?

23. What is the difference between an expander and gate?

24. Define the following common controls on an expander/gate:

- Threshold
- Range
- Attack
- Release
- Hold

25. What is a key input? Are expander/gates the only devices that might have one?

26. What does a de-esser do?