

MUSTC 122 / Quiz 2 Study Guide

1. What does the term bandwidth refer to?
2. What is another way of saying 'bandwidth'?
3. In terms of sound, how does a narrow bandwidth compare to a wide bandwidth?
4. Can patchbays be balanced? Unbalanced? Which is more common in pro studios?
5. What are some common connector types on patchbays?
6. Define 'Mult'
7. What is normalling?
8. How does a full-normalled connection differ from a half-normalled one? Which is more common?
9. What are full-normalled connections usually used for?
10. What is a digital patchbay? Can you connect from an analog patchbay to a digital one?
11. What is it called when there is no connection between the two rows on a patchbay?
12. Is soldering usually required for a TT patchbay? What about a TRS patchbay?
13. What is an advantage of a TT patchbay?
14. What is an advantage of a TRS patchbay?
15. Should a TT patchbay and a TRS patchbay sound different?
16. What is equalization?
17. What are some reasons to use EQ?
18. Define peaking filter
19. Define shelving filter
20. Define High and Low Pass filters
21. Define Selectable Frequency EQ

22. Define Parametric EQ

23. Define Graphic EQ

24. What is a graphic EQ good for?

25. Which kind of EQ might have a variable bandwidth?

26. Is it better to cut or boost with EQ? Why?