

The exam will come from the following. Be prepared to state what the acronyms stand for.

1. Define additive synthesis.
2. Define subtractive synthesis.
3. Define polyphony
4. Draw and name 4 analog waveforms as used in analog synthesis.
5. State the 3 main parts/components, in the order that they appear, in basic synthesis.
6. Define EG and its function (s).
7. What is the difference between MSB and MSb?
8. What is active sensing?
9. Define the "All-Call ID Number" and when/how/why it's used.
10. Draw and define the 4 basic areas of the evolution of a sound (parts of EG) and whether each part is time-control or level control.
11. Name the 3 qualities of sound to be considered when creating or editing sounds.
12. The LFO in a synthesizer is typically used for what effect?
13. Define VCO.
14. Define PPQN and how it is used.
15. What is a 'handshake' and when is it used ?
16. State the 2 types of MMC messages.
17. What is the difference between open-loop and closed-loop. When are they used?
18. Define VCA.
19. What is the difference between Channel Messages and System messages.
20. Define and state the use of HPF.
21. Define and state the use of BPF.
22. Define and state the use of LPF.
23. Define and state the use of VCF.
24. Define MIDI
25. Define SPP
26. Define EOX and when it is used
27. Define aftertouch.
28. State the 2 types/families of MIDI Messages and the specific types in each (the chart).
29. How many levels of velocity, volume, pan, etc are there in MIDI and why?

30. Define Jam Sync
31. Define flywheeling
32. Define MIDI clock.
33. Define MMC
34. Define MIDI Show Control (MSC)
35. Define SMPTE
36. Define SYSEX and provide a use.
37. A draw-bar organ is an example of which kind of synthesis?
38. Define Drop Frame and how it works
39. State in which situation you'd use each: 30 FPS, 29.97 FPS, 25 FPS, or 24 FPS.
40. State/define the 4 MIDI modes and most commonly used one
41. Define CC 7, CC 10,
42. Define the 3 types of CC groups
43. Define LTC and ViTC
44. Define GM...know the requirements of GM
45. Define SMF...know the default values.
46. 10111100 = what numeric value? (a question similar to this)
47. What is the MIDI note number of F# above middle C? (or similar question)
48. Define local off and when you'd use it.
49. Define Muti-timbral
50. State the types of MIDI bytes, their order, and their parts.
51. Define Byte, Nibble, Bit.

In the MIDI system diagramed below, draw lines with arrows representing the data flow of MIDI cables to the correct MIDI ports (the most common and efficient setup). Be clear! *(This question will be on the exam with a MIDI gear setup diagram similar to the ones I drew on the board).*

There will be a couple of questions about how you'd troubleshoot/prepare/ or explain a situation involving MIDI, synthesis, etc.