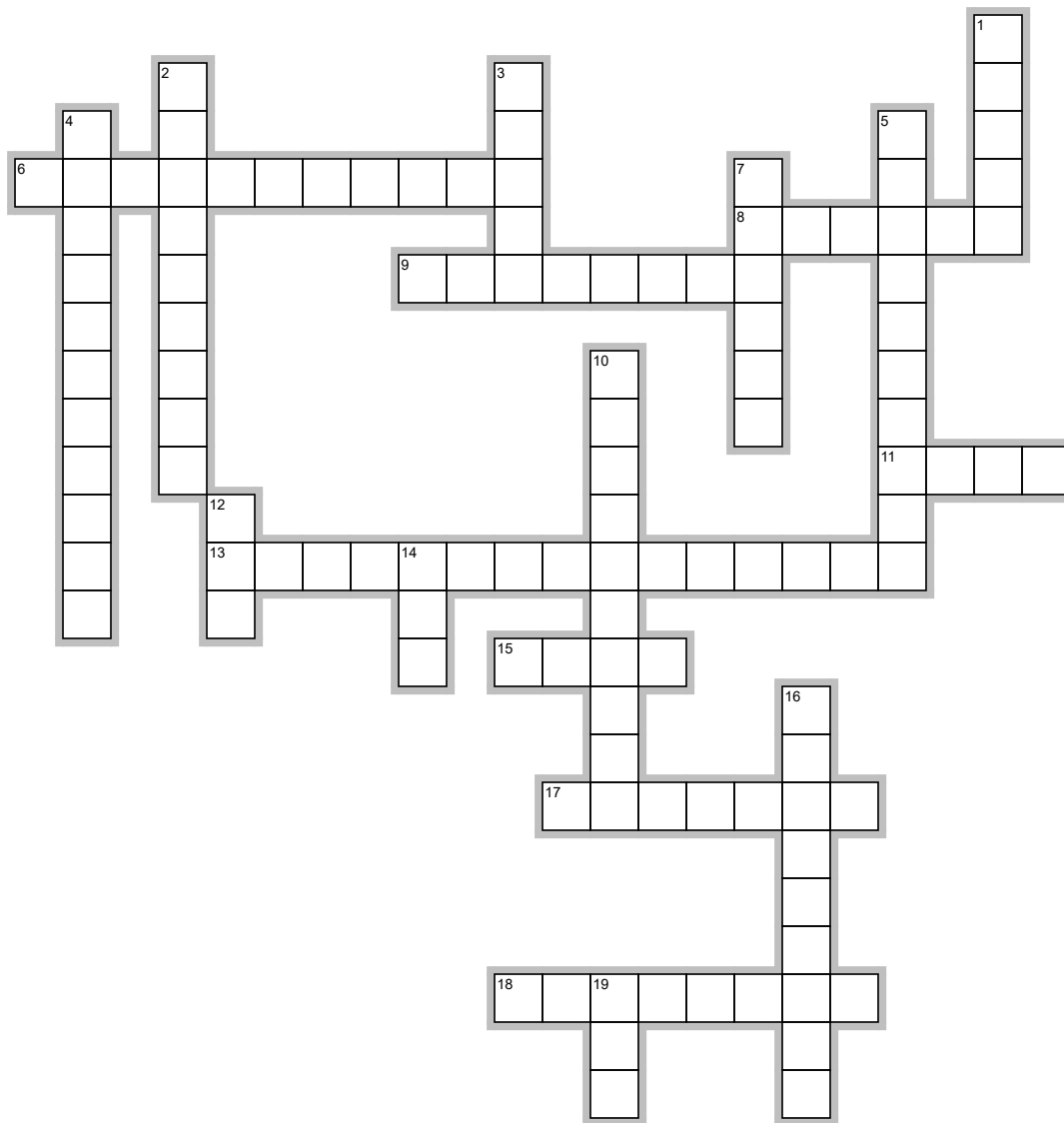


MaWD 3.01a Introduction To Audio



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Word bank

AIFF AMPLITUDE AUDIO FILE SIZE BIT RATE CHANNEL CREST FREQUENCY MONO MP3
OGG PITCH SAMPLE RATE SAMPLE SIZE SAMPLING SOUND WAVE STEREO TROUGH
WAV WAVELENGTH

Across

- 6. The number of bits used to save one sample. (11)
- 8. Point that exhibits maximum amount of downward displacement from the rest position. (6)
- 9. (Depth) – the number of computer bits process per unit of time. (8)

- 11. Audio Interchange File Format (4)
- 13. Determined by the sample rate, sample size and number of channels used. (15)
- 15. One channel; audio is a single channel, where sound comes from a single direction. (4)
- 17. Single audio stream consisting of a sequence of samples. (7)

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Across

18. Process used to convert analog sound waves into digital data to be used by computers. (8)

Down

1. The quality of the sound determined by the rate of vibration. (5)
2. Distance from rest to crest or rest to trough. (9)
3. Point that exhibits maximum amount of upward displacement from the rest position. (5)
4. The number of samples taken per second, often measured in Kilohertz (kHz). (11)
5. An audible vibration that travels through air or water. (10)
7. Two channels; creates the impression of sound being heard from various directions, as in human hearing. (6)
10. Distance from crest to crest. (10)
12. Waveform file (3)
14. Ogg Vorbis (3)
16. Number of waves to pass a point in one second. (9)
19. MPEG-1 Audio Layer 3 (3)