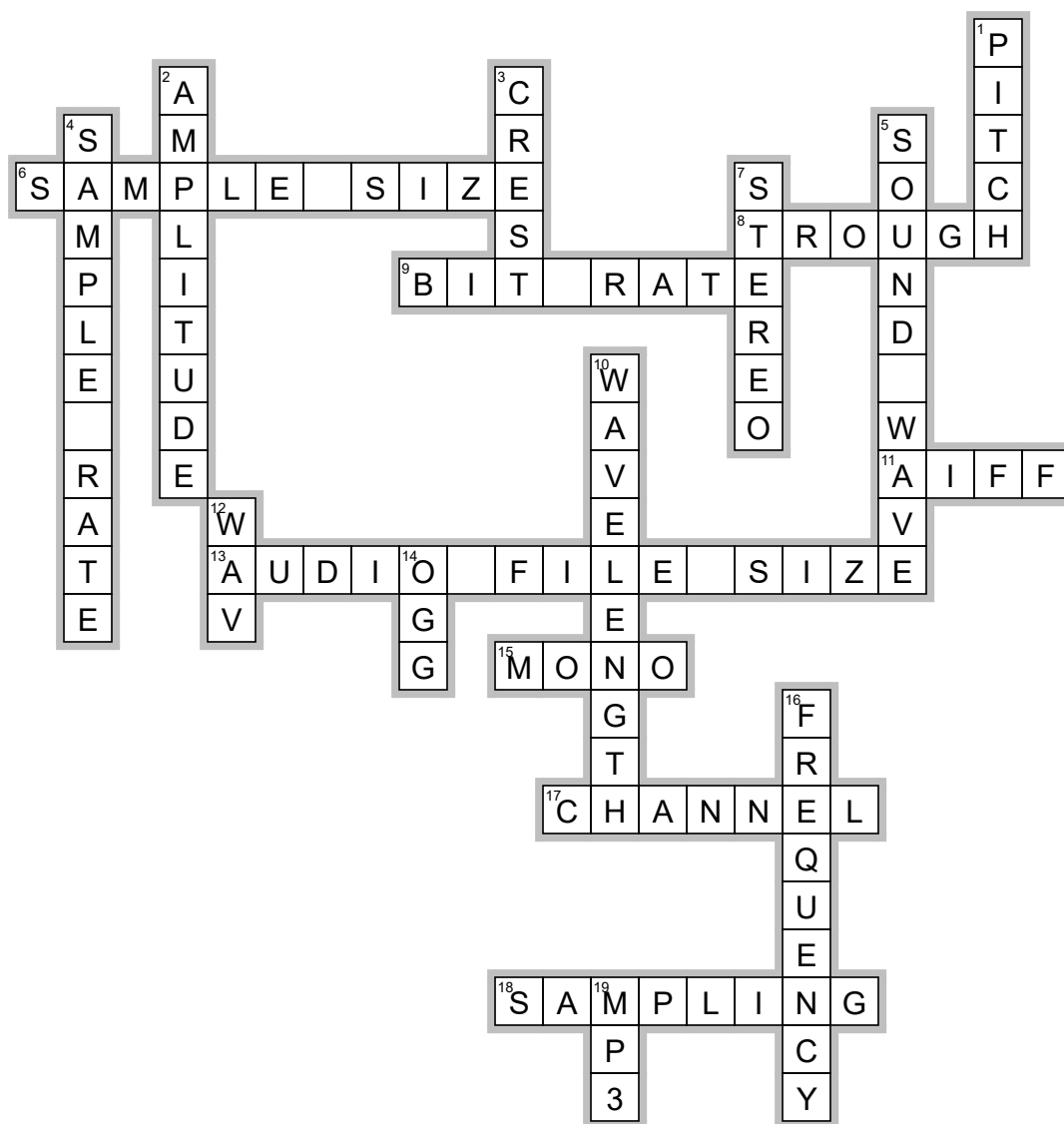


MaWD 3.01a Introduction To Audio



EclipseCrossword.com

Across

6. SAMPLE SIZE — The number of bits used to save one sample. (11)
8. TROUGH — Point that exhibits maximum amount of downward displacement from the rest position. (6)
9. BIT RATE — (Depth) – the number of computer bits process per unit of time. (8)
11. AIFF — Audio Interchange File Format (4)
13. AUDIO FILE SIZE — Determined by the sample rate, sample size and number of channels used. (15)
15. MONO — One channel; audio is a single channel, where sound comes from a single direction. (4)

17. CHANNEL — Single audio stream consisting of a sequence of samples. (7)
18. SAMPLING — Process used to convert analog sound waves into digital data to be used by computers. (8)

Down

1. PITCH — The quality of the sound determined by the rate of vibration. (5)
2. AMPLITUDE — Distance from rest to crest or rest to trough. (9)
3. CREST — Point that exhibits maximum amount of upward displacement from the rest position. (5)
4. SAMPLE RATE — The number of samples taken per second, often measured in Kilohertz (kHz). (11)

MaWD 3.01a Introduction To Audio

Down

- 5. SOUND WAVE — An audible vibration that travels through air or water. (10)
- 7. STEREO — Two channels; creates the impression of sound being heard from various directions, as in human hearing. (6)
- 10. WAVELENGTH — Distance from crest to crest. (10)
- 12. WAV — Waveform file (3)
- 14. OGG — Ogg Vorbis (3)
- 16. FREQUENCY — Number of waves to pass a point in one second. (9)
- 19. MP3 — MPEG-1 Audio Layer 3 (3)