NCFE

To be completed by the examiner	Mark
Section 1	
Section 2	
TOTAL MARK	

NCFE Level 1 Technical Award in Music Technology (601/6777/4)
NCFE Level 2 Technical Award in Music Technology (601/6774/9)

Past Paper

Monday 9 March 2020–Friday 13 March 2020

Time allowed: 2 hours

Learner instructions
- Use black or blue ink.
- Answer **all** questions.
- Read each question carefully.
- Write your responses in the spaces provided.
- All of the work you submit **must** be your own.

Learner information
- The marks available for each question are shown in brackets.
- The maximum mark for this paper is 60.

Resources
- Headphones.
- Individual workstation with listening capabilities.
- Audio files:
  - Audio File Q22
  - Audio File Q23
  - Audio File Q24
  - Audio File Q25
  - Audio File Q26.

Please complete the details below clearly and in BLOCK CAPITALS.

Learner name

Centre name

Learner number

Centre number

Do not turn over until the invigilator tells you to do so.

Section 1

This section has a possible 52 marks.

We recommend that you spend 90 minutes on this section.

1   You are setting up a Digital Audio Workstation (DAW). Which **two** of the following peripherals would you **not** typically connect directly via USB?

[2 marks]

    A   DI Box

    B   Headphones

    C   Keyboard

    D   Memory Stick

    E   Mouse

    Answer 1 _____

    Answer 2 _____

2   Pressing a key on a MIDI controller keyboard would send which **one** of the following types of data into DAW software?

[1 mark]

    A   Audio

    B   Pitch Bend

    C   System Exclusive

    D   Velocity

    Answer _____

3   Dynamics processing plug-ins are used in DAW software to control volume.

    State **one** type of dynamics processing plug-in which cuts off audio below a set level.

[1 mark]

_____

4 Software instruments are used in DAW software to provide sounds.

State which type of software instrument creates sound by assigning recorded audio files to a particular note or to a range of notes.

[1 mark]

5 You have exported a completed mix from your DAW software as a stereo audio file. When you listen back you can hear that the audio is distorted in louder sections of the mix.

Explain **one** way of preventing distortion when exporting to a stereo audio file from DAW software.

[2 marks]

6 Quantisation is a common editing tool in DAW software and is most often used to change the rhythmic starting point of notes.

Explain **two** reasons for using quantisation when creating music using a DAW.

[4 marks]

1

2

3

Please turn over

7 Which **two** of the following musical elements are typical of **Soul** music?

[2 marks]

A 3/4 time signature

B 4/4 time signature

C 6/8 time signature

D Twelve-bar structure

E Verse/Chorus structure

Answer 1 _____

Answer 2 _____

8 The electric guitar became popular in the 1950s as Rock 'n' Roll developed.

State **one** reason why the electric guitar was popular with Rock 'n' Roll musicians.

[1 mark]

9 You have been asked to create a composition in a musical style that is not familiar to you.

Explain **two** ways that you could learn about the style to help you produce the composition effectively.

[4 marks]

1 _____

2 _____

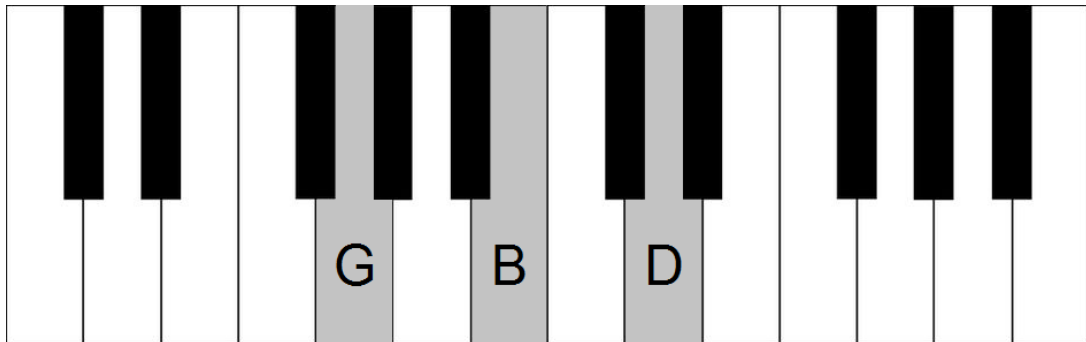**10** Look at the chord shown in **Figure 1** below.

State **one** musical term that describes this chord.

Figure 1

[1 mark]

_____

11 You are producing a new song and want to include string instrument parts. You can either:
- program the string instruments in your DAW using MIDI, or
- record real string instruments live using your DAW.

Evaluate **both** of these approaches for adding strings to a piece of music.

[6 marks]

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

Please turn over

12 Health and safety assessment is very important in a studio environment, to avoid injury to yourself or others. In many studios the focus of attention is on DAW workstations which incorporate computer display screens.

Which **two** of the following are the most common risks from using computer display screens for long periods of time?

[2 marks]

A Backache

B Concussion

C Electrocution

D Eye strain

E Hearing loss

Answer 1 _____

Answer 2 _____

13 You are recording a bass guitar in a studio, using a DI box, computer, peripherals and DAW software.

State **two additional** items of music technology equipment that will be required to make the recording.

[2 marks]

Item 1 _____

Item 2 _____

14 Audio interfaces are often used to input microphone signals to a DAW.

Identify **one** feature of an audio interface that is used to control a microphone's input level.

[1 mark]

A ADAT

B Gain

C MIDI

D Plug-in

Answer _____

6

15 Vocalists often choose to overdub their part rather than record at the same time as other musicians.

Describe **one** benefit of a vocalist overdubbing their part onto a recording.

[1 mark]

16 You have been employed as a studio engineer and have been asked to set up monitoring.

Describe **three** ways in which monitoring is used in a studio.

[3 marks]

1

2

3

17 EQ is used in the majority of recordings and mixes.

Explain **two** ways in which a High Pass Filter (HPF) might be used during mixing.

[4 marks]

1

2

Please turn over

18 Give examples of **different** ways that underscore and voice-over could be used in TV adverts and for video games.

[4 marks]

TV Adverts

Underscore

Voice-over

Video Games

Underscore

Voice-over

19 Foley is used in many movie productions.

Which **one** of the following **best** describes foley as a type of sound creation?

[1 mark]

A Sounds performed to make music

B Sounds performed to match actions

C Sounds recorded by actors on set

D Sounds recorded from effects libraries

Answer

20 An actor has recorded dialogue in character as a space creature for an animation. The director thinks that the result is still too recognisable as the actor's own voice.

Describe **one** way that digital sample manipulation could be used to make an actor's voice sound less human.

[1 mark]

21 You are working on the production of a movie and have been asked to capture environmental sounds for use as background ambience. You will need to record high quality sounds at various locations outside.

Evaluate any issues you might face when you make the recordings **and** evaluate the recording equipment you would need to solve these issues.

[8 marks]

9

Please turn over

Section 2

This section has a possible 8 marks.

We recommend that you spend 30 minutes on this section.

Questions in this section relate to the audio files provided with this assessment. You should listen to the audio files with your headphones at a safe volume level.

---

22 Listen to the audio file labelled **Audio File Q22**.

Identify the type of instrument which enters at 0:22.

[1 mark]

A Brass

B Keyboard

C Percussion

D Strings

Answer _____

23 Listen to the audio file labelled **Audio File Q23**. A guitar part is heard for the first time between 0:04 and 0:07. The part has been copied and pasted to build up the arrangement.

State how many **more** times you can hear the **same** guitar part during the rest of the piece of music.

[1 mark]

---

24 Listen to the audio file labelled **Audio File Q24**.

The string part starts at 0:00. Identify **three** effects which have been applied to the string part between 0:27 and 0:41.

[3 marks]

Effect 1 _____

Effect 2 _____

Effect 3 _____

25 Listen to the audio file labelled **Audio File Q25**.

Describe the audio editing which has been applied to the drum sounds between 0:19 and 0:42.

[1 mark]

_____

_____

26 Listen to the audio file labelled **Audio File Q26**.

Identify **two** ways that the balance of sounds in the stereo field changes between 0:21 and 0:34.

[2 marks]

A The female vocal moves from centre to extreme left

B The female vocal moves from extreme left to centre

C The female vocal moves from extreme right to centre

D A choir enters on the extreme left

E A choir enters on the extreme right

Answer 1 _____

Answer 2 _____

This is the end of the external assessment.

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