1. What are the elements of a chamber reverb?
2. What kind of rooms generally need more reverb added, live or dead?
3. What are the two primary ways digital reverb can be created?
4. Can delays create echoes?
5. What are the possible disadvantages of using a spring reverb?
6. What reverb device creates real acoustic reverberation?
7. Know all reverberation devices.
8. What element controls the length of reverb time on a plate?
9. Is reverberation a distinct repetition of a sound?
10. Generally the most expensive way to create reverb.
11. An early method of creating an echo or delay effect.
12. Does the delay time remain constant within a Flanger?
13. Did multi-tracking recording cause the acoustics in studios to become more dead?
14. Is a phaser a flanger with more cancellation frequencies?
15. Are spring reverberation devices by far the most flexible of the reverb devices?
16. Do plate reverbs need to be acoustically isolated?
17. Can delays with feedback create resonant filters?
18. Does a plate reverb use transducers as part of the design?
19. Can digital reverb adjust parameters such as size and room absorption?
20. What are the controls on the tape loop echo device shown in my lecture?