

## Glossary of Terms

### **Ambient Sound**

Ambient sound is background noise that is provided by the "natural" environment. If this sound were not present in the projection of a particular scene -- specifically a scene in which the only sound is dialogue -- the scene would sound hollow and empty to the audience. The environmental noises can be recorded by a separate microphone during filming or may be added by the foley artists in the remix of the scene.

### **Boom**

A microphone placed on a long pole. Used to pick up sound in the scene but must not be seen by the camera.

### **Camera Angle**

This term refers to the point of view held by the focal point of the camera when it is positioned for shooting. The name of the angle refers to where the camera is. Some of the more common examples are:

#### **Eye Level Angle**

Establishes the viewer as a participant in the scene, and observer. Makes the situation appear real.

#### **High Camera Angle**

When the camera is placed above eye level the effect is a diminishing of the character or scene. Can be used to communicate more information about a scene, especially when used with extreme long shots and establishing shots.

#### **Low Camera Angle**

When the camera is placed below eye level the effect is an empowerment of the subject or a larger than life appeal.

#### **Dutch Angle**

A specialized camera angle that does not employ the normal horizontal and vertical axis but instead employs a diagonal axis with the intent of creating sense of tension or uneasiness in the audience.

### **Camera Movement**

Rarely does the camera remain still or static. The main ways a camera can move are panning, tilting, tracking or zooming of the lens. Some examples are:

#### **Dolly Shot**

A camera movement usually used on a still subject or scene. The camera is in motion on a dolly, which is a tripod on wheels. When the camera moves into the scene or towards the subject it is called "dolly-in"; likewise, when the camera moves away from the scene or subject it is referred to as "dolly-out". This a much more professional choice than zooming.

#### **Tracking Shot**

A specific camera shot in which the subject being filmed seems to be followed by the camera. The camera moves with the subject. The shot can be achieved through tracking devices such as the use of a crane or dolly. In a pinch the camera person can be pushed along in a chair on rollers!

#### **Pan/Tilt**

Panning is achieved by moving the camera while turning it on a horizontal axis.

Tilting is a vertical movement. This technique is useful in communicating an overall view of the scene, lead the audience to a particular person or place, follow a movement across a scene, or give the audience the perspective as seen by a character when moving her/his head.

#### **Zoom**

This is accomplished through specialized lenses which change the focal length of the lens to create the appearance of magnifying the image for close up shots. While the focal length is in motion the camera appears to move in or away from the subject or scene.

#### **Copyright**

An artist's legal right to control the ownership of their work.

#### **Crane**

A long pole extension to mount a camera on to achieve greater height.

#### **Credits**

A list of names for the roles and responsibilities in the movie.

#### **Depth of Field**

The distance from the camera lens in which focus is maintained.

#### **Dialogue**

The spoken words in a script or movie.

#### **Diegetic Sound**

Sound that appears to come from within the actual scene of the movie. Non-diegetic sound is dubbed in during the post-production process such as music and voice overs.

#### **Digital Zoom**

A simulation of large lens. In reality the camera just enlarged and cropped the image. Causes a lower picture quality.

#### **Dubbing**

In the film industry dubbing refers to the addition of sound effects, music, and dialogue on top of that which has already been recorded. Dubbing also indicates the addition of the complete dialogue over the original dialogue track in a foreign film.

#### **DV (Digital Video)**

Moving images that are recorded as digital information. It retains its quality when copied.

**Editing**

Organizing all the components of a film, such as images, clips, sound and title/credits into a a whole video.

**External Rhythm**

The pace at which a film moves. Rhythms are sometimes the signature of a director and include her/his cutting, filming, angling and dolly/panning procedures. The manipulation of these devices will affect the tempo of the film as it is viewed by the audience and can achieve quick and unnerving effects or slow, gloomy moods.

**Field of View or Framing**

The area covered in the viewfinder of the camera. Some examples are:

**Extreme Long Shot (Establishing Shot) E**

An extreme wide angle that shows a large view of the scene. At the beginning of a film or scene a wide-angle or full scene shot for the purpose of identifying the location or establishing the setting. This allows the audience to become oriented.

**Long Shot (Full Shot)**

This shot most often refers to a complete body shot of a subject (from head-to-toe) . Used to show action and information about body movement.

**Medium Shot**

A shot showing the waist to above the head of a subject. Often used for dialogue, conversation, or interviews.

**Close-up (Reaction Shot)**

Often taken at close range or through a telephoto lens, the close-up provides detail of a person's face or the features of an object. The image can be quite striking and is often used to communicate emotion and reaction.

**Extreme Close-up (Detail Shot)**

Magnified close-ups in which an extreme detail is used for the purpose of dramatic emphasis. Tension is usually created as the viewer is not accustomed to being so close to a subject and not seeing the rest of the scene.

**Film**

Loosely refers to a motion picture. Specifically, the celluloid material used in traditional filmmaking.

**Firewire**

A cable that allows for very fast transfer of data from a camera to the computer.

**Focus**

Adjusting the lense to create a sharp or unsharp image as required.

**Foley**

Sound effects recorded in a sound studio to supplement the movie, such as footsteps. created with interesting techniques by a foley artist.

**FPS (Frames per Second)**

The number of frames captured or played back in a film. The standard rate is 24 fps in film and 30 fps in NTSC video.

**HDV (High Definition Video)**

Video captured and played back at very high resolution. The standard format is widescreen (16:9 ratio).

**Import**

Importing is downloading a video or audio clip in a digital video editing program.

**Microphone**

A device used to convert sound to an electrical impulse so it can be recorded.

**Musical Track**

The music track contains the musical score composed for the film.

**Non-linear Editing**

Digital editing allows clips, images, music, etc. to be moved in and out of sequence.

**Optical Zoom**

A lense that actual travels in the lense barrel to increase or decrease the field of view. Retains its image quality.

**Plot**

A series of events which create the story or narrative of the movie.

**Rhythm**

A principle of composition which uses the repeton of imagery and sound to create a pace or tempo in the film. Both the sound and the editing will create rhythm.

**Scene**

A shot or series of shots in one setting or involved in the same action.

**Sequence**

A series of images or clips held together with a common purpose. Typically, all of the shots in one sequence take place in the same setting.

**Script or Screenplay**

The written "recipe" for the film with scene descriptions and dialogue.

**Shot**

The recorded imagery between the time the record button is pressed until it is stopped.

**Shot List**

A linear schedule of shots with notations and time frames.

**Soundtrack**

The audio part of the movie containing dialogue, sound effects and music.

**Special Effects (FX)**

An effect imposed on a clip to give it an unrealistic or surrealistic feel. Can be created in camera or in a digital editing program.

**Storyboard**

In the process of planning a film the camera work is often depicted scene by scene. Story-boards are an overall, general depiction of the entire filming sequence showing the artistic choices for camera angle, camera movement and framing.

**Synching**

Aligning imagery with sound in the editing process.

**Take**

A continuous recording of a shot or scene.

**Timeline**

In a digital video editing program, this is where the clips are arranged in a linear manner.

**Title**

Communicates the name of the film and usually the big stars, producer and director. Can be done in a creative way to make it interesting.

**Transition**

The way one clip leads into another such as fade, cut, and dissolve.

**Treatment**

A short overview of what the film is about and how it will be made.

**Tripod**

A three-legged stand to mount a camera on for stability and support. Good for smooth pan and tilt camera movements.

**Types of shots**

- One Shot- one person
- Two shot – two people
- Group shot – more than three
- Crowd shot – more than ten

**Over the Shoulder (OTS shot)**

Over the shoulder shot allows viewer to feel that they are a third part observer of the scene.

**Point of View (POV shot)**

A subjective view assumed by the camera which is understood to represent the subject's point of view the scene through their eyes.

**Loose framing**

Includes a lot of space around the subject.

**Tight framing**

A well enclosed subject with little space around them.

**Head Room / Walking Room**

Off centering the subject to allow for the gaze or movement of a subject.

**Video**

Capturing imagery using an electronic signal either onto magnetic tape or a digital CCD.

**Voice-over**

Voices recorded and added to the movie after it has been shot.

**White Balance**

On a video camera the white balance controls the light's colour temperature.