

Analogue

The way in which video was shot and edited before digital video was developed.

Auto focus

The feature on a camera automatically focuses on what is in the centre of the viewfinder/lens.

AVID

A professional, industry standard digital editing system, used by many filmmakers.

Bin

A term used in some edit programs to describe the folder in which clips are stored.

Capture

The act of moving footage from camera to computer.

Capture card (sound/video)

An additional piece of hardware needed on the computer in order to take in footage from an external source such as a camera.

CD-ROM

A compact disc on which data is stored.

Chromakey

A feature which allows subjects to be filmed against a plain (blue or green) background which, at the editing stage, can be replaced with a pictorial background (eg to show a character apparently flying through the sky).

Clapperboard

A numbered sign, which is held in front of the camera before each shot is filmed, allowing the reconstruction of the footage during editing in a completely different order to be accomplished more easily.

Clips

Individual shots or short sequences.

Dedicated

Used only for one purpose.

Digital

A process which uses 0s and 1s to describe data which, for our purposes, means the material coded is of higher quality and more flexible than analogue material.

Distribution

The means of getting media texts to their audience.

Download

Putting data onto a computer hard drive

Drag/Drop

Using the mouse pointer to move a clip from the shelf or bin to the timeline.

DVD (Digital Versatile Disk), A disk storing large amounts of data (4.7GB) such as a film.

Evaluation

Here, this refers to the writing about practical work which students are required to do.

Export

The process of taking edited material off the computer onto video or CD or DVD.

Film (noun, as in celluloid)

The raw material used by filmmakers in traditional cinema.

FireWire

The link used to import footage onto or export from a computer, via a lead which allows different types of hardware to 'communicate' at high speed.

Gigabyte (GB)

1000 million bytes of data, the equivalent of about 700 floppy disks or two CDs.

Hard drive (integral/external)

The storage device on a computer, these days usually of 20GB or more in capacity. External hard drives allow storage of more material and enable it to be moved from one computer to another (easily and quickly, provided a FireWire connection is available).

Hardware

Computers, cameras and other technology which form the base for video work.

i-Link

A particular form of FireWire connection developed by Sony.

Import

Similar to capture, the means of getting footage onto the computer.

Interface

The connection between pieces of hardware.

LCD

Liquid Crystal Display, used in monitors on computers and also the mini-screens on video cameras.

Linear editing

The traditional method of editing, constructing the film by editing footage in the same sequence as the finished running order of shots.

Manual focus

An option available on most cameras to override the auto focus, so the camera operator can choose which element should be sharp in the frame.

Megabyte (MB)

One million bytes of information – about equivalent to the amount that can fit on a floppy disk.

Non-linear editing

The way in which digital editing works – the user can edit in any order and re-edit an infinite number of times.

Package

A computer program.

Peripherals

The extra bits of equipment which might be added to the basic set-up.

Platform

A computer system such as Mac or PC.

Port

A socket used to connect a peripheral device to a computer, such as a printer or a camera.

Post-production

The stage after shooting and editing.

Pre-production

The planning stages, before shooting starts.

Production

The main shooting and editing stages.

RAM

The 'memory' of the computer needed to run programs.

Rendering

The process used by image and video programs to activate the effects or other processes requested by the user (such as adding a title or transition).

RGB cable

A standard video cable to connect VCR to TV.

S-video

A system which gives higher quality than VHS and can be used to connect some VCRs to TVs.

Set-ups (camera)

Different positions used for each shot.

Shelf

Similar to the bin in some programs, a storage area on screen for clips.

Software

The program or raw materials needed for a project, such as CD or video tape.

Storyboard

A planning sheet on which shots can be drawn prior to shooting.

Take

A version of the shot. If several versions are made, the best 'take' might be chosen for the final film.

Timeline

On the screen, as part of the edit program, the basic work area where clips in use are stored.

Transitions

Fades, dissolves, wipes etc which overlap between shots to move the video from one shot to another.

Zip drive

A device which allows the transfer of data from one computer to another, with a ZIP disk, usually 100MB maximum in size.