



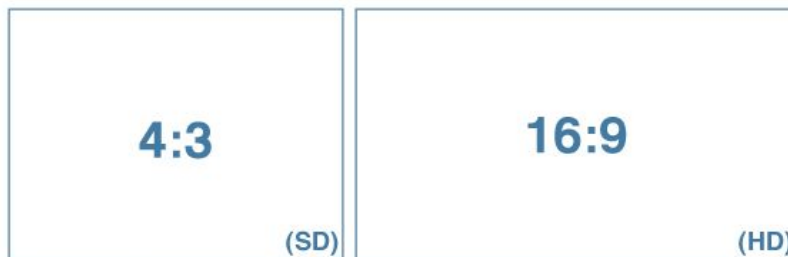
Glossary of Common Video Terms

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Here is a list of terms that are helpful to know when you're making or editing videos.

Aperture is the size of the opening within your lens that allows light onto the image sensor. Aperture is measured by f-number or f-stops.

Aspect Ratio is the relationship between the width and the height of your video dimensions expressed as a ratio. The most common aspect ratios for video are 4:3, 6:9 and 1.85:1. Check out the diagram below for an approximation of those ratios.



Common Sizes

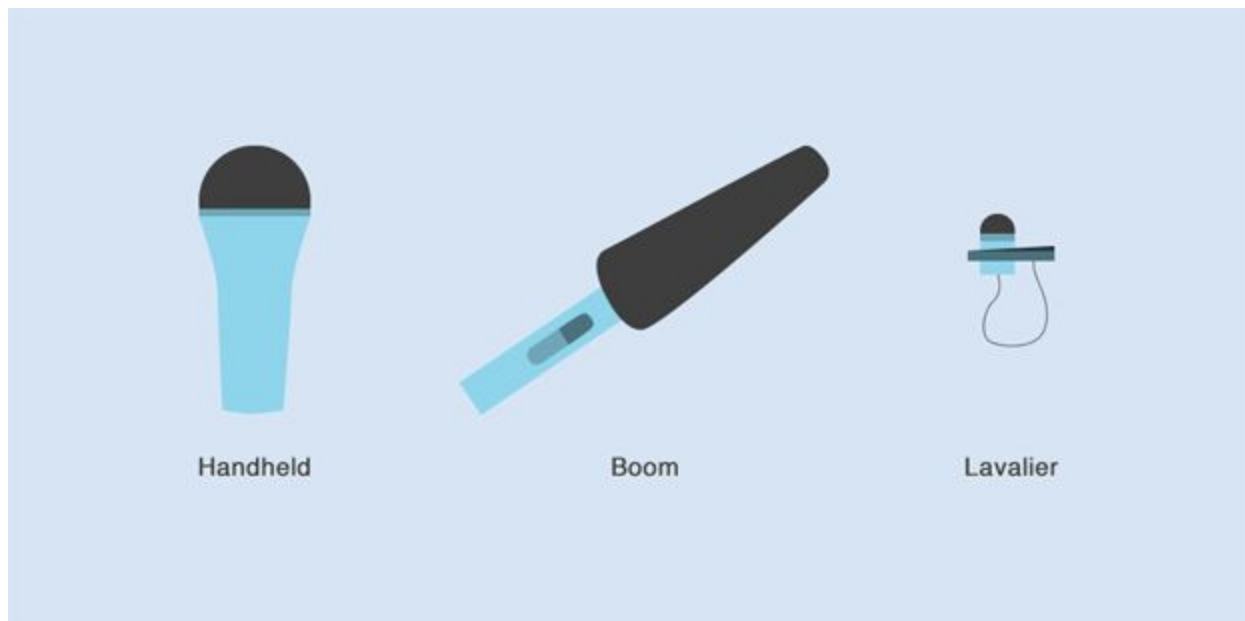


Super Widescreen

Bit rate (also known as data rate) is the amount of data used for each second of video. In the world of video, this is generally measured in kilobits per second (kbps), and can be constant and variable.

Bokeh describes the character of the blur in an image, often used to specifically refer to points of light rendered as fuzzy circles.

Boom microphones are long, highly directional microphones. They are normally attached to boom poles to capture dialogue in a scene. They also can be mounted directly on cameras to capture long distance sound.



B-roll is supplemental footage that provides supporting details and greater flexibility when editing video. Common examples include the footage used to cut away from an interview or news report to help tell the story.

A Bounce refers to material used to literally bounce or reflect light onto your subject. Handy for evening out harsh shadows and dispersing light so it doesn't appear to be

coming from a single source. Especially useful when shooting outside in the harsh sun and indoors with artificial light.

Close up is a shot composition where the frame is filled almost entirely with the subject's face.

A Codec is the method a computer uses to determine the amount of change between frames of a video.

Color Correction is when an editor digitally manipulates colors in post-production.

Color Temperature is a characteristic quality of the visible light in an image. It ranges from cool to warm, and is measured in the unit Kelvin.

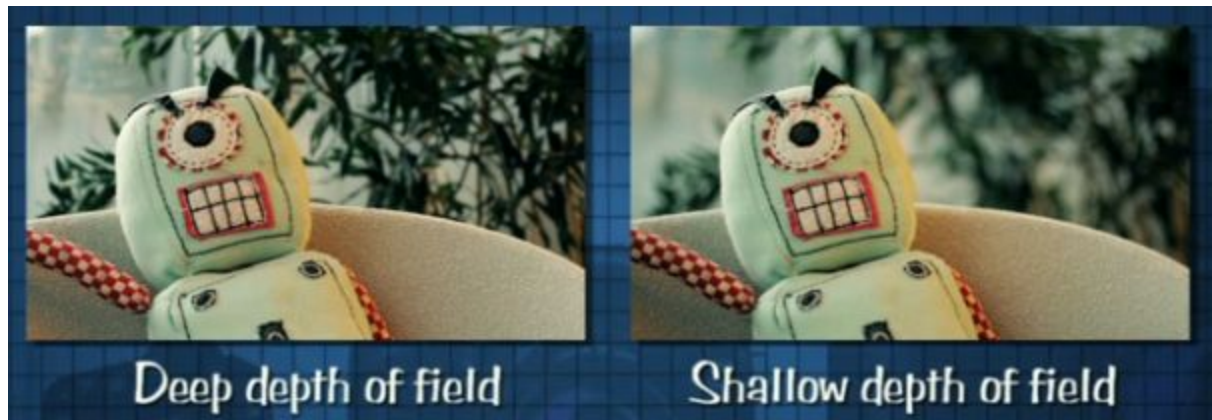
Compositing is the process of combining multiple images using post production software.

Compression as it relates to video refers to reducing the amount of data in a video file. While it can take time to compress a video, it will upload faster, and also download quicker for anyone you choose to share the original file with. We strongly recommend you compress the videos you upload to Vimeo. You'll be able to upload more videos that way!

Crop factor is a number, generally in the range of 1.3 to 2.0, that indicates the ratio of a sensor's imaging area to that of a full frame sensor. Multiplying a lens' focal length by a sensor's crop factor gives the actual focal length for that sensor/lens combination.

Cut-in also known as insert shots, typically show objects or props that a character is manipulating.

Depth of Field (DOF) refers to the part of your image that is in focus. A deep DOF will show nearly everything in the frame sharply in focus. If you have a shallow DOF, a narrow range within your video image will be in focus. A shallow depth of field allows for greater emphasis to be placed on your main subject.



Diegetic sound refers to the sound that is present and/or captured during the recording of the video.

Diffusion refers to material used on lights to reduce harsh shadows by softening light.

Digital Zoom is a method of giving an appearance of zooming without an actual optical lens change. This is accomplished by cropping the image to a centered area while maintaining the same aspect ratio.

DVI is the digital connector successor to VGA. DVI plugs are often colored white.

Dynamic range is the range of which a camera can successfully capture the lightest and darkest areas of an image without losing detail.

Export refers to the process of assembling your edited video project into a single file that can then be played back on it's own, shared, or uploaded.

Exposure is the amount of time light is allowed to hit the sensor. The longer your exposure, the more light will get in and the brighter your image will be.

Fade is the dissolve transition between a normal image and a black screen. When you dissolve from an image to black, it's a fade out. When you dissolve from black to an image it's called a fade in.

A Fauxtograph involves using a camera (that records video but isn't specifically a video camera) and telling your subject you're taking a photo, but secretly taking a video!

A 5x5 is a video composed of five 5-second clips and using original sound.

Fluorescent lights emit light via mercury vapor and phosphor, they produce a soft, even light. The color temperature of fluorescent light depends on the lamp being used, and it can also be completely color-corrected in post.

Focal length is the distance from the lens to the image focus point inside the camera. A high focal length makes distant objects appear magnified while a low focal length give a wide view of the scenery facing the lens.

HDMI (High-Definition Media Interface) is a digital connector prevalent across both consumer electronics and modern computers. HDMI carries both HD video and the audio signal to the TV.

HDR (high dynamic range) is the compositing of two images, one that properly exposes the highlights, and another that properly exposes the dark areas. When composited together, you get a properly exposed image.

Image Sensor is what your digital camera uses to convert an optical image into an electric signal that your camera interprets to produce the image you see. Common types of sensors are APS-C, micro four thirds, and full-frame.

Importing refers to the process of transferring videos from your camera onto your computer or into a piece of editing software.

A J-cut is a type of cut in which the sound of the next scene precedes the picture. The name comes from the shape these clips make in the timeline of an editing program.

Jump Cut is an abrupt transition, typically in a sequential clip that makes the subject appear to jump from one spot to the other, without continuity.

Latitude is the exposure flexibility of your captured image (how much you can alter it in post to attain the correct exposure). Latitude is dependent upon dynamic range. While dynamic range refers to a camera, latitude refers to the image it captures.

Lavalier microphone is a small clip-on microphone that attaches to the subjects clothing. Normally used on TV newscasts or sitcoms that require sound to be captured from the subject without it being obvious that there is a microphone attached.

An L-cut is a type of cut in which the picture changes but the audio continues. The name comes from the shape these clips make in the timeline of an editing program.

Lithium ion batteries are the preferred type of battery for use in high-end film equipment. Most cameras are designed to use lithium ion batteries, which are proprietary (meaning they are made for a specific camera model).

A Long Portrait is similar to a fauxtograph, except this time your subject is in on it. Takes portraiture photography and transfers it to video form, revealing a subject's subtle expressions, mannerisms, and gestures.

Macro is a lens that uses a long barrel for close focusing. Typically, a macro lens is capable of creating a reproduction ratio greater than 1:1. The reproduction ratio is the size of your subject on your image sensor to the size of your actual subject.

A Memory Bank is a video that documents certain time periods or events in someone's life. It can be set to music, make use of natural sound, record vacations, or just capture moments in everyday life.

Memory Card is a data storage device used to store the digital information of your photos and videos on your camera. The two main types of memory cards are Secure Digital (SD) and Compact Flash (CF).

Me Right Now is a video of what you're doing right now, kind of like a video status update.

A One Minute Video is a video exactly one minute in length, containing no camera movements (panning, tilting, etc.) or editing, and making use of original sound.

Optical Zoom is the lens' ability to change the focal length either closer to or further from a central subject.

Over The Shoulder shots are framed with an emphasis on a particular character's perspective. This shot is used in dialogue scenes to show conversations between two people.

Pans are fixed, lateral movements made with the camera.

Picture Profile refers to the four dimensions of in-camera picture settings: sharpness, contrast, saturation, and color tone. You can create a custom picture style, or use an already established picture style, like one of the six Canon presets, or download one from a third party, such as Cinestyle from Technicolor, or Cine from Marvel.

Pixel Aspect Ratio your video image is made up of thousands of little squares called pixels. The width of each pixel relative to its height is known as the pixel aspect ratio.

A POV (point of view) shot is a shooting technique that shows the perspective of a scene literally from a character or object's position in the setting.

A Practical refers to any light source that is part of the scene itself and does not need to be hidden from the camera.

Room Tone is the presence, or sound in a room. It is recorded and later intercut with dialogue to smooth out any rough or jarring editing points.

Resolution is a measure of the number of pixels a video contains both horizontally and vertically. Some common resolutions are 640x480 (SD) 1280x720 (HD), 1920x1080 (HD). Sometimes these are referred to just by their vertical dimension such as, 480p, 720p or 1080p.

32x32



48x48



128x128



The Rule of Thirds is a method of composing your shots in an aesthetically pleasing way.

Shot List is a full log of all the shots you want to include in your film; essentially it is a checklist filled with minute details that will give your film a sense of direction and efficiency.

Slow Motion is the action of slowing down pre-recorded footage to a different speed.

Split screen incorporates more than one simultaneous image in the screen. Usually it's divided in two, but there can be many more.

Storyboards are drawings that show each scene of your film, creating a blueprint for your movie. Storyboards provide a clear and concise visual plan for what you need to shoot or animate.

Sync or *synchronization* refers to the sound lining up properly with the image.

Three-point lighting is a common type of lighting setup that lights a subject from three different sources in order to control shadows and balance contrast. The three lights are typically called back, key, fill lights.

Tilts are fixed up and down, or vertical, movements made with the camera.

Timelapse is a technique where each frame in a video is captured at a much slower rate than normal. When played back at normal speed, time appears to go by faster. This can also be achieved by fast forwarding or increasing the speed of your video in an editing program.

A Tracking (or dolly) shot physically advances or changes the position of the camera relative to the subject, changing the spatial relations between a subject and its surroundings. These shots are often captured using a dolly or slider.

VGA is a type of analog connector found on older flat-panel TVs and computers. VGA connectors and plugs are commonly colored blue.

Video Blogs are simply what their name states, blogging through the format of video.

Viewfinder is the part of the camera you look through to see the image from your lens's field of view.

Wide angle is a lens that uses a grouping of glass to enable a shorter focal length than the physical body of the lens would normally permit. In doing so, the wide angle lens can capture more of a subject from an equal distance when compared to a normal lens of the same size.

White balance is the process of capturing the correct colors for the type of available light. Think of it as making sure the color white is always white, and doesn't have blue or red tints. Many cameras come with a white balance menu, as well as an auto white balance feature.

A Zoom lens is a lens with a ring that allows for zooming in and out between a range of focal lengths within the single lens.

A Zoom shot makes the subject larger or smaller within the frame simply by shifting the lens elements inside to change focal lengths. This magnifies the view of the subject while the camera itself remains stationary.