

# Multimedia/Cinema

Vocabulary



# 180 Degree Rule

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# 180 Degree Rule

- An imaginary line drawn between two subjects. Used to maintain continuity, if you cross the line, the shot loses continuity.

# Angle Shot

A decorative graphic on the left side of the slide consists of a light green square at the top left, a white rounded rectangle below it, and a dark blue horizontal bar extending across the width of the slide below the white rectangle.

# Angle Shot

- Any shot taken with the camera in a normal position. Eye Level or a bit below.

# Animation



# Animation

- Method of shooting one frame at a time to give a drawing or model the appearance of movement.

# Gaffer



# Gaffer

- Electrician who supervises the lighting set up.

# Best Boy



# Best Boy

- Gaffers Assistant

**Boom**



# Boom

- A pole upon which a microphone can be attached to hang above or below a shot, out of sight but close to the subject.

# Camera Angle



# Camera Angle

- The viewpoint of the camera in relation to the subject.

# Close-up (CU)



# Close-up (CU)

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- A close shot in which usually only a detail of the subject is shown on screen.

# Composition:



# Composition:

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- Visual makeup of a video or still picture, including variables as balance, framing, field of view and texture.

# Crosscutting



# Crosscutting

- The editing process of cutting from one line of action to another that is dramatically related. i.e. shots of the Germans attacking US soldiers then a cut to another shot of tanks coming to the rescue.

**Cut**



# Cut

- The sudden change from one shot to another produced by splicing two different shots together.

# Cutaway



# Cutaway

- The process of cutting from one shot to another (within or outside the scene) that contains a different subject.

# Cut-Back:



## Cut-Back:

- Same as Crosscut. When the Germans attack, we “cut back” to the tanks coming in.

# Cut-In



# Cut-In

- A close up insert to show more clearly some important detail of a wider scene.

# Depth of Field

A decorative graphic on the left side of the slide consists of a light green square at the top left, a white rounded rectangle below it, and a dark blue horizontal bar extending across the width of the slide below the white rectangle.

# Depth of Field

- Range in front of a camera's lens in which objects appear in focus. Depth of field varies with distance, the camera lens (telephoto, wide angle, etc.) and aperture setting.

**Dissolve:**



# Dissolve:

- Gradual merging of one shot into the next. The first shot fades out as the second fades in. Also a Cross-Dissolve or a Lap Dissolve.

**Dolly**



# Dolly

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- Movement of the camera toward (dolly-in) or away (dolly-out) from a stationary subject.

**DP**



# DP

- Director of Photography, AKA the Cinematographer.

# Essential Area

The slide features a light green background with a white rounded rectangle in the top-left corner. A dark blue horizontal bar is positioned below the white area. The text 'Essential Area' is written in a dark teal font within the white area.

# Essential Area

- Boundaries within which contents of a TV picture are sure to be seen. AKA critical area or “safe area”. Inner 80% of the TV screen.
- *This will be changing as more people get wide screen TV's. But you still have to work from the idea that they will have a small TV.*

# Fade



# Fade

- The gradual disappearance of the screen image into darkness (fade out) or the opposite, (fade in).

# Fast Motion

The slide features a decorative layout on the left side. A light green rectangular shape is positioned at the top left, partially overlapping a white rounded rectangular area. Below this white area, a thick, dark blue horizontal bar extends across the width of the slide. The main content area is white and contains the title 'Fast Motion' in a bold, dark teal font.

# Fast Motion

- The speeding up of normal movement on the screen (by shooting at slower than normal camera speed)

# Film space



# Film space

- Apparent space relationships which are produced by the editing of the film. i.e. a shot of a man looking followed by a shot of a car suggests a “spatial” relationship between them. But they may have been taken 100’s of miles apart in reality. Editing did this.

# Film time



# Film time

- Apparent time span provided purely by the editing of the film. Something on screen may really take longer or shorter in real life.

# Follow focus



# Follow focus

- Controlling lens focus so that an image stays sharp and clear despite camera or subject movement. Usually we use auto focus though.

# Framing



# Framing

- Act of composing a shot in the camera's viewfinder for the desired content, angle and field of view.

# First Assistant



# First Assistant

- The jack of all trades who, with the director, plans out each days shooting schedule and sets up each shot for the directors approval. Keeps track of actors, monitors safety, keeps “energy level high”.

# Grip



# Grip

- Workers that carry and arrange equipment, prop, elements of the set and lighting. The Key Grip is the main guy.

# Headroom



# Headroom

- The amount of space between the top of the subjects head and the screen edge.

# Key Light



# Key Light

- Main source of light for a shot in a three point lighting system.

# Long Shot



# Long Shot

- A shot in which the camera is some distance from the subject, establishing it in relationship to its surroundings. An “establishing shot”.