

Production Glossary

Animation - The rapid sequential presentation of slightly differing graphics to create the illusion of motion. Animation can have greater purpose in illustrating a process than a static visual, but it requires more information to be processed by the computer and thus higher bandwidth. Compare to audio, video, text, and graphic.

Angle of View - This is the size of the field covered by a lens, measured in degrees. However, because of the aperture masks in film, the angle of view for a given lens is generally described in terms of the height and width of a lens. (Cinematography).

Aerial Shot - An extremely high angle view of a subject usually taken from a crane or a high stationary camera position, but may also refer to a shot taken from an actual airplane or helicopter. (Production).

Audio - The medium of delivering information to be processed by a learner's ears. Compare to text, video, graphics, and animations.

Audiovisual - designed to aid in learning or teaching by making use of both hearing and sight.

Backlight - A light which is generally mounted behind a subject to light the subject's hair and shoulders without illuminating a subject's front. (Lighting)

Camera Angle - The view point chosen from which to photograph a subject. (Cinematography)

Camera Log - A record sheet giving details of the scenes or shots photographed on a particular roll of negative.

Depth of Field - The amount of space within lens view which will maintain acceptable focus at given settings (i.e. camera speed, film speed, lens aperture). (Cinematography)

Digital - A reference to a system whereby a continuously variable analog signal is reduced and encoded into discrete binary bits that establish a mathematical model of an original signal or other information.

Digital Recording - A method of recording in which samples of the original analog signal are encoded on tape or disk as binary information for storage or processing. The signal can then be copied repeatedly with no degradation. (Sound)

Effective Output Level - The microphone sensitivity rating defined as the ratio in dB of the power available relative to sound pressure. (Acoustics)

Frame - Full screen or frame of video made up of two fields. Thirty frames is one second of video. The individual picture image on a strip of motion picture film. Also, one complete screen on videotape.

Frame Rate - The rate at which individual pictures (frames) in a sequence are displayed in a video conference. Frame rate is measured in frames per second (fps).

Graphic - The medium of delivering static images to be interpreted by the learner visually. Compare to audio, video, text, and animation.

Looping - A continuous sound track that runs repeatedly in playback as a guide for re recording. (Post Production)

Out-Take - A take of a scene which is not used for printing or for the final assembly of a film.

Re-recording - The process of mixing all edited music, effects and dialog tracks of a film or video production to mono, stereo, multichannel or whatever audio format is desired for the final print master.

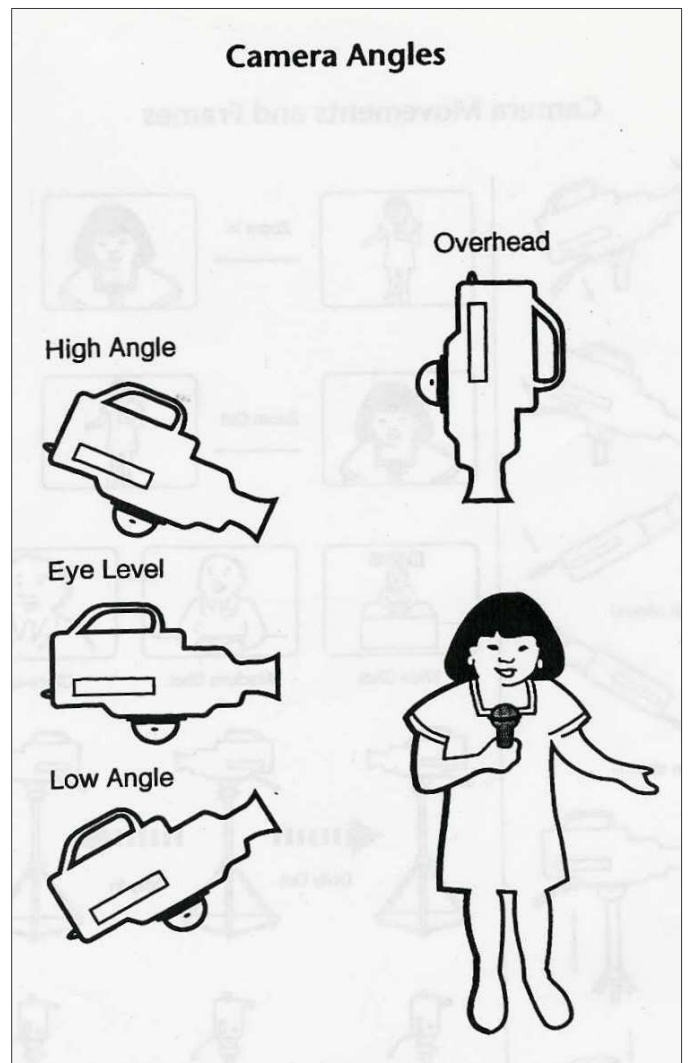
Reverse Angle - A shot that is turned approximately 180 degrees in relation to the preceding shot. (Cinematography)

Real-Time Streaming - Delivery of a real-time stream of a live videoconference while the conference is in progress.

Shots:

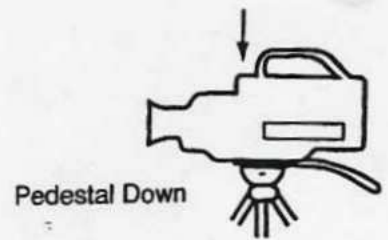
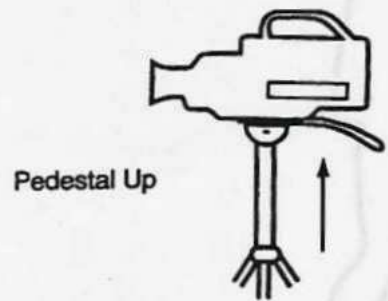
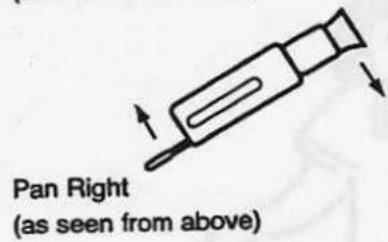
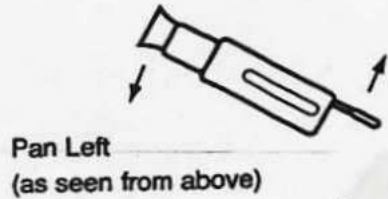
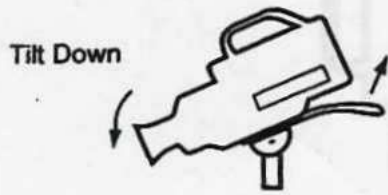
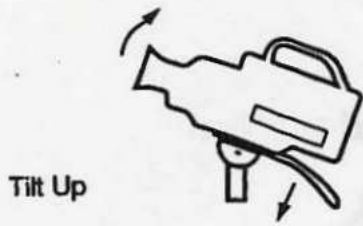
- Close Up - A face takes up almost the whole screen
- Extreme Close Up - A face is too close to fit on screen
- Medium - Like a news anchor person appears on screen
- Long - you see the entire subject
- Cover - a long shot that shows you an entire group
- 2 Shot - A medium shot of 2 people

Sound Effect - A recorded or electronically produced sound that matches the visual



action taking place onscreen.

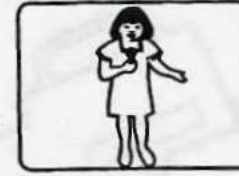
Camera Movements and Frames



Zoom In



Zoom Out



Wide Shot



Medium Shot



Close-up



Dolly Out



Dolly In



Truck Left



Truck Right

Storyboard - A collection of frames created by a developer that detail the sequence of scenes that will be represented to the user; a visual script.

Streaming media - A technology developed to compress and transfer video or audio data through a computer in such a way that the file can start to play while it is downloading.

Text - The medium of delivering information via words to be read and interpreted by the learner. Compare to audio, video, graphic, and animation.

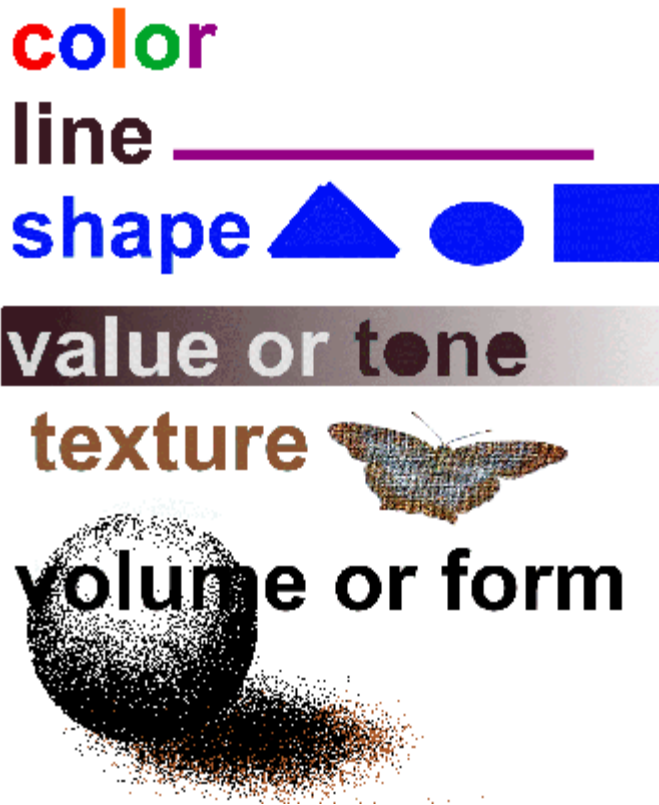
Trailer - A short publicity film which advertises a film or forthcoming presentations.

Video - The medium of delivering information created from the recording of real events to be processed simultaneously by a learner's eyes and ears. Compare to audio, text, graphics, and animation.

Visual Literacy - The ability to look at visual information with perception. A visually literate person understands how visual elements contribute to the meaning of the whole.

Voice Over - Narration is heard over a shot

Zoom - An optical effect in which the image rapidly grows larger or smaller as though the camera is moving closer or away from its subject.



Six **Visual Elements** (art elements)

We think of the **elements** as the basic visual material with which to make art. It is hard to imagine anything visual without the use of one or more of these elements.

We think of the **principles** as ways to work with and arrange the elements.