

Glossary of Terms

Frame Rate (Lesson 3)

The rate of frames per second in film and video. Modern theatrical film runs at 24 frames a second. This is the rate for both traditional film and digital cinema systems.

Autofocus (Lesson 4)

Most video and SLR cameras have auto focus. Auto focus allows the camera to automatically adjust the focus for you. When shooting handheld, auto focus is helpful but not necessary. Many cameras' auto focuses will adjust the focus to the center of the frame; keep this in mind when filming a subject that is on the left or right side of your frame. It is also important to note that **auto focus** will change if you move, or if your lighting changes significantly.

Beta Movement (Lesson 3)

Beta Movement is a perceptual illusion "whereby two or more still images are combined by the brain into surmised motion." - Max Wertheimer discovered this through an experiment by showing an audience a screen upon which he projected two images in succession. The first image is a ball on the left side of the screen, the second image is the same ball on the right side of the screen. When the viewers are asked what they saw, they claim that they saw a ball move from left to right. They did not actually see this movement happen, but the cognitive process of perception links the two images in time and causality. The Beta Phenomenon can also create an illusion of motion toward and away from an audience by changing the size of the object from large to small or small to large.

Bit (Lesson 6)

Data transmitted digitally is expressed as a string of 0s and 1s; each digit is known as a **bit**.

Byte (Lesson 6)

A string of zeros and ones is known as a **byte** which is the smallest unit of addressable storage.

Camera Obscura (Lesson 3)

A Camera Obscura is an optical device that projects an image of its surroundings on a screen. Light from outside passes through the hole and strikes a surface inside where the outside scene is reproduced upside-down, but with color and perspective preserved.

Close-Up Shot (Lesson 4)

In a **close-up**, the subject framed by the camera generally fills the entire screen. This style of shot creates intimacy between the audience or viewer and the subject of the shot.

Composition (Lesson 4)

Composition is the spatial arrangement of visual elements in a work of art. The term means "putting together" and applies to any work of art. Lines, curves, and shapes are all elements of composition.

Camera Perspective (Lesson 4)

Camera perspective can be thought of as the point from which the photo or the film is being shot in relation to the subject that you are shooting. This is the *place* that you are choosing to view your subject from. This can also be referred to as camera angle; you can use a low angle, a high angle, or an overhead angle to name a few.

Citizen Journalism (Lesson 1)

Citizen journalism is news and commentary from the public at large. Using wiki, forums, and blogs, anyone can contribute information about a current event. The concept behind citizen journalism is that many people help to insure that the shared information is more accurate than when it comes from only one source.

Clip (Lesson 7)

A clip is an individual video file usually containing one shot.

Compression (Lesson 8) Video Compression refers to reducing the quantity of data used to digitally store your video files. Compression is achieved through the use of pieces of software called **Codecs** (short for compression/decompression.)

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Cornea (Lesson 3)

Cornea- The transparent front part of the eye which covers the iris, pupil, and anterior chamber.

Coverage (Lesson 4)

Coverage is a term in film and video that refers to the type and amount of shots needed to tell the story. Good coverage can be achieved by recording multiple perspectives, angles, and performances of actions within the same scene.

Cut (Lesson 8)

In cinema, the word “cut” can mean several things:

- a verb meaning to join shots together in the editing process
- an order to end a scene ("cut!")
- to make an abrupt change in image and sound: to cut from one shot to another
- a completed version of a scene, sequence, or film

Digital Camera (Lesson 3)

A digital camera is a camera that records images through the electronic sensor which encodes an image digitally and stores it for later use or reproduction. Digital cameras can often take video, stills or both.

Digital Information (Lesson 6)

Digital information describes electronic technology that generates, stores, and processes data in terms of two states: positive and non-positive. Positive is expressed or represented by the number 1 and non-positive by 0.

Documentary Filmmaking (Lesson 1)

Documentary film is a broad category of visual expression that is based on the attempt to "document" reality. In a documentary film, the filmmaker chooses a topic to document, and visually presents the facts about this topic.

Editing (Lesson 8)

Editing is organizing, selecting, and structuring shots from raw footage into sequences that give order and narrative to scenes that, when combined, create a movie.

Exposure (Lesson 4)

Exposure is a term that refers to the total amount of light that is allowed to fall on the image sensor during the process of taking a photograph or video. The purpose of adjusting **exposure** is to control the lightness and the darkness of the image. To set your **exposure**, first set your white balance, then select the **exposure** option on your camera and adjust so that the brightness on your camera screen or viewfinder matches the brightness of the light in the space you are in.

Export (Lesson 8)

The process in editing software programs that will transfer your sequence into a video file.

External Hard Drive (Lesson 6)

External hard drives are hard disk storage devices existing outside of a computer that store large amounts of data.

Extreme Close-Up Shot (Lesson 4)

Even closer than a **close-up**, an **extreme close-up** shows a fragment of a subject. It is a way to signify the importance of an object, the movement of a body part, or an action taking place in a scene.

Final Cut (Lesson 8)

A final cut is the approved final edited version of your movie.

Flip Book (Lesson 3)

A flip book is a book with a sequence of hand drawn images that progress forwards or backwards gradually from one page to the next, so when the user turns or "flips" the pages in a direction the images appear to be animated.

Focal Length (Lesson 4)

In photography focal is the distance from the camera's lens, to its recording surface (the image sensor) when focused on a subject at infinity (the furthest distance from the camera). To focus on something closer than infinity, the lens moves away from the recording surface. This is why most lenses get longer when you turn the focusing ring.

Focus (Lesson 4)

The lens on most cameras has the ability to adjust to make an image distinct or clear based on the distance from the subject. A subject that is in focus will have sharp, crisp edges. A subject that is out of **focus** will be blurry.

Frame (Lesson 4)

A frame is one of many single photographic images in a motion picture or video. Generally, 24 frames are needed for one second of film. Frame also refers to the edges of the image as seen by a camera in the viewfinder or projected on a screen.

Framing (Lesson 4)

Framing is the act of creating a boundary between what the filmmaker chooses to show the audience, and what happens beyond the view of the camera. Framing creates a more pleasing image while keeping the focus on the subject. Framing can add depth to the image, give context, and add information to the picture.

Gigabyte (Lesson 6)

A gigabyte or GB is a multiple of the unit byte and is made up of 1,000,000 bytes.

Handheld (Lesson 4)

Handheld is a term referring to the handling of a motion picture camera. If it is handheld footage, that means that the camera was held by human hands while filming.

The Internet (Lesson 1)

The Internet is a global system of networks that are interconnected and use the standard Internet Protocol Suite (TCP/IP) to allow billions of users to communicate with each other. It is a network of networks consisting of millions of private and public networks that are all linked by a broad array of electronic and optical networking technologies. Historically the Internet has had no centralized governance in either technological implementation or policies for access and usage; each constituent network sets its own standards, for example, as fiber optic cables carrying the internet travel through international waters and reach national borders, the internet then becomes subject to the rules and regulations of that national territory.

Iris (Lesson 3)

The iris is the thin, circular structure in the eye, responsible for controlling the diameter and size of the pupil.

Manual Focus (Lesson 4)

Manual focus allows the user to adjust focus. When working with shifting light or off-center compositions, **manual focus** is best.

Master Shot/Wide Shot/Long Shot (Lesson 4)

This shot shows the full scene and places that subject in relationship to its surroundings. It is the biggest, or widest, view of the environment in which the scene takes place.

Mid Shot/Medium Shot (Lesson 4)

A mid shot, also known as a medium shot, is shot from a medium distance. This shot falls between a wide shot and a close-up shot, and can cover the full subject or part of the subject in order to draw attention to a specific area or action.

Motion Picture Camera (Lesson 3)

A motion picture camera is a camera that takes a sequence of images that can give the illusion of motion when viewed in succession.

Panning (Lesson 4)

In photography, film, and video, panning refers to the horizontal rotation of a camera that changes the field of view from side to side.

Participatory Culture (Lesson 1)

Members of a participatory culture not only act as consumers but also as contributors. While not all members contribute, all have the belief that they are free to contribute when they are ready and what they contribute will be appropriately valued.

Persistence of Vision (Lesson 3)

Persistence of Vision is a commonly-accepted, although somewhat controversial theory, which states that the human eye always retains images for a fraction of a second (around 0.04 seconds). This means that everything we see is a subtle blend of what is happening now and what happened a fraction of a second ago.

Pinhole Camera (Lesson 3)

A pinhole camera is a camera that does not have a lens. In place of a lens is a single small hole on one side. Light from outside of the camera passes through the hole and projects an upside down image on the far side of the box, across from the hole.

Pupil (Lesson 3)

The pupil is a hole located in the center of the iris of the eye that allows light to enter the retina.

Retina (Lesson 3)

The vertebrate retina is a light-sensitive tissue lining the inner surface of the eye.

Rough Cut (Lesson 8)

A rough cut is a draft or print of your movie that has not been completely edited. It is unfinished but contains the main information that you want the final project to have.

Rule of Thirds (Lesson 4)

The rule of thirds is a compositional guideline that states that an image should be thought of as divided into nine equal parts by two equally-spaced horizontal lines and two equally-spaced vertical lines; important compositional elements, or the subject of the image, should be placed along these lines or their intersections.

Scene (Lesson 4)

A scene is the action in a single location and continuous time.

Selects (Lesson 7)

Selects are specific selected sections, of your footage that you set aside to consider for the edit.

Sequence (Lesson 4)

A sequence is a series of scenes or shots that form a distinct narrative.

(Lesson 8)

A sequence is a linear succession of related or non-related shots that develop a given subject to make a part of a film that deals with one event or has a particular style. Examples include action sequences, dream sequence, or the intercutting of multiple scenes for dramatic or narrative effect.

Shot (Lesson 4)

A shot is a continuous series of frames, running for an uninterrupted period of time, and coming from one camera.

Social Network (Lesson 1)

A social network is a social structure made of individuals or organizations which are connected by one or more specific types of interdependency such as friendship, common interests, knowledge, beliefs, or kinship. With the creation of the internet, social network systems can now be easily hosted by websites such as Facebook, Twitter, and even One Day on Earth.

Tilt (Lesson 4)

Tilt refers to the vertical rotation of a stationary camera that changes the field of view along a front to back axis.

Traditional Film Camera (Lesson 3)

A still camera is a type of camera used to take photographs. Traditional still cameras capture light onto photographic film.

Tripod (Lesson 4)

The word tripod comes from the Greek word tripous, meaning "three feet". It is a three legged stand used to provide the stability to hold a camera. You may or may not have access to a tripod. If you do, consider using it to keep your camera steady to slowly rotate the camera side to side (pan) or up and down (tilt) while filming.

The 180 degrees rule, "Crossing The Line" (Lesson 4)

Crossing the line is a rule stating that two subjects in the same scene should always have the same left/right relationship to each other between cuts.

Video Camera (Lesson 3)

A motion picture camera that utilizes an electronic sensor to capture images.

White Balance (Lesson 4)

To make sure that your footage best matches the real life light and colors of your subject, you must set the **white balance** on your camera. **White Balance** adjusts the the sensor in your camera to perceive light from different sources (daylight, fluorescent, tungsten bulbs) to try and match as close as possible the way your eye perceives those colors.

Auto **white balance** is available on most, if not all, digital cameras. In order to **white balance** you must first find the function on your camera. Once you've located this button or menu option, select **white balance** and point your camera at something white within the environment and lighting conditions where you are shooting filling the entire frame (either a white wall or a completely white piece of paper will do.) Now press your **white balance** button and your camera will either automatically adjust, or you will have a knob that you can turn to get the *whitest* white. This will balance all of your colors so you get the truest look to your footage.

Zoetrope (Lesson 3)

A zoetrope is a device that produces an illusion of animation in an image through a succession of static pictures. The word is from the greek language with "zoe" meaning "life" and "trope" meaning "turn", translating loosely as "wheel of life". A zoetrope is made up of a spinning cylinder with vertical slits on the sides. Below these slits are individual images, or sequences of drawings or photographs. The viewer spins the cylinder and looks through the vertical openings at the pictures on the opposite side. The vertical openings prevent the images from blurring together and help the viewer to see a rapid succession of images that produce the illusion of motion.

Zoom (Lesson 4)

Certain lenses are designed in such a way that their **focal lengths** can be changed, making subjects appear closer (**zoom in**) or farther away (**zoom out**). Generally this is a sliding button on a video camera, or manual adjustment on your SLR camera.