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# Digital video glossary

This glossary is intended to help teachers use the correct terminology when discussing digital video with the pupils. Pupils should be encouraged to use the correct terms when planning or talking about their films as appropriate.



film it

Fact sheet

## Glossary

### A

**AVI:** Acronym for Audio Video Interleaved, a standard format for digital video (and Video for Windows). This format produces large files for instance a two minute avi film will take approximately 430Mb of disk space. A CD holds about 700Mb of data.

**Atmospheric sound:** Sound added to give atmosphere e.g. bird song accompanying a country scene. Not recorded at the same time as the filming. You could record such sound using the camera to replace the sound of someone talking for instance.

**Arc shot:** Shot that moves around an object e.g. a statue, to show it from all sides.

### B

**Bird's Eye shot:** A shot taken from directly above an object.

### C

**Clip:** Any type of media that goes on the Movie Window Storyboard or Timeline, such as still images grabbed from video, trimmed video scenes, images, sounds etc.

**Cut:** Move immediately from one scene to another without applying a transition.

**Close-up:** For a person this would be a head and shoulders type of shot

**Crane shot:** Shot where camera starts looking at an object and moves to look down on the object as though the camera is on a crane that is rising into the air or vice versa.

### D

**Dissolve:** A transitional effect in which the video is faded from one scene to the next.

### F

**Fade to/from black:** A digital effect that fades up from black at the beginning of the clip or down to black at the end of the clip.

**Frame:** A single image in a video or animation sequence.

### H

**Hue:** The way colour is described e.g. red, yellow, orange.

**Hand held:** Camera not on a tripod so it appears that the viewer is filming the shot – for instance as they are running.

**High angle shot:** Camera appears to point down at the subject.

### I

**Incidental music:** Music added to the film as background – maybe to create a mood.

### J

**JPEG:** Acronym for Joint Photographic Experts Group. This is a smaller file format than a bitmap image.

## L

**Long shot:** Long shots provide the viewer with a complete view of the setting. Also referred to as a wide shot. Camera is set to wide angle.

**Low angle shot:** Camera points up at the subject.

## M

**MPEG:** Acronym for Motion Pictures Experts Group. Standard for the compression of moving images. Typically a two minute MPEG film takes up approximately 25Mb of memory (compare this with avi as described earlier)

**Mid shot:** Shot of a whole person or down to waist level. The viewer can watch what the person is doing.

**Medium Close-up:** From chest level to top of the head when filming a person.

## N

**Natural Sound:** The actual sound captured whilst filming

## P

**Pan:** Move steadily across a scene e.g. across a building or a view.

**Point of View shot:** The camera sees what the actor sees. E.g. his hand picking something up but as from the actor's perspective.

## R

**Reaction shot:** Expression of a character in response to something that has happened.

## S

**Still video:** Still images (or "freeze-frames") grabbed from a video.

**Sound effect:** e.g. sound meant to simulate a door creaking

**Super close up:** Focus on eyes or maybe just the face from mouth up to eyes to convey emotion.

## T

**Track:** Follow the movement of a subject.

**Transition:** Transitions are the method used for moving the viewer from one part of the film to the next. They are typically used to show that time has moved on. They should be used sparingly.

## W

**WAV:** File format for sound, generally also the file extension for audio files (\*.wav).

**Whip pan:** Sudden panning from one part of a scene to another.

**Wide angle:** Widen the view by taking in more of the surrounding area.

## Z

**Zoom in:** Moving from far away to close up.

**Zoom out:** Moving from close up to far away.