



## Media Vocabulary

Talent	Person being taped, whether actor or interviewee
Scene	Portion of a story that occurs in one place in a continuous time period. Changing location or taping in the same location at a later time in the story creates a new scene.
Frame	What you see through the lens of the camera. Compose your shot so what you see in your frame is what is needed to further your story.
Storyboarding	Very rough sketches of shots you've selected in the order you want to tape them.

### Types of Shots

WS	Wide shot. Encompasses a large vista, giving an overview of the area in which the scene occurs.
MS	Medium shot. Focuses tighter on the scene and the actors involved. Could also mean a knees-up or waist-up shot of one talent.
CU	Close up. From shoulders-up to just eyes to mouth, a very personal, intimate tight shot of talent.
Pan L Pan R	Camera held steady, but lens turned L (left) or R (right) to follow action or to reveal a new element in the scene.
Tilt Up Tilt Down	Camera held steady, but lens moved up or down to follow upward or downward movement or to reveal a new element in the scene.
Dolly In Dolly Out	Walking with the camera (or rolling on a chair), either forward closer to subject (In) or backward farther from subject (Out) or following action, either forward or backward.
Truck L Truck R	Walking sideways with the camera (or rolling on a chair), either L (Left) or R (Right) to follow the action.
Zoom In Zoom Out	Camera held steady, but videographer uses the Zoom control to tighten In from a wider to a closer shot, or vice versa. **The zoom on the flipcam degrades the image, so use sparingly.
High Angle Low Angle Side Angle	Placement of camera. High angle has the camera placed up high and shooting down on the action. Low angle is the opposite. A Side Angle places the camera perpendicular to the talent in order to get a profile.



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### Audio

Sync SD	Sound that matches the action or interview and that is recorded at the same time. In an interview, the talent's voice matched up to the image is Sync Sd. For this assignment, this is the only sound you need to consider.
Nat SD	Natural sound would be environmental sounds shot when you are on location that add to telling the story, but aren't always seen: wind, birds, walking, door creaking, etc.
SFX	Sound Effects can be added in editing to enhance the story. A sound that you were unable to get while taping, but is needed to tell the story. Example: lab explosion.
Music	Music adds emotion to a story. It enhances the video and draws the viewer in. Different types of music added to a scene can completely alter its effect on a viewer or listener.

### Editing

Bin	Folder that holds sequences or files (pieces of media)
Sequence	An edited timeline with one video/audio piece
Track	One layer of either video or audio within a sequence
File	One clip of media, either audio or video (or both) or graphic
Fade	A transition from a completely blank (black) screen with no sound to gradually dissolve into picture and sound. Fade up or Fade out.
Color Correction	Adjusting the levels of dark/light, brightness, and color to fix up a video clip. Video for television should not have whites brighter than 90%.
Sweetening	Adding sounds to enrich the audio or to smooth out edits where the audio changes noticeably.