Video Basics: Shooting and Editing

Assessment

Match the following **Video Camera** definitions to the correct term:

1. The camera has a focus “ring” or a function through an electronic menu that allows you to control the point of focus

2. The camera determines the focus for you

3. Allows you to adjust the aperture of the camera

4. The amount of light let through the lens

\_\_\_\_\_\_\_\_\_\_\_ Aperture

\_\_\_\_\_\_\_\_\_\_\_ Manual Focus Mode

\_\_\_\_\_\_\_\_\_\_\_ Auto Focus Mode

\_\_\_\_\_\_\_\_\_\_\_ Iris Ring

Match the following **Editing** definitions to the correct term:

5. Any video clip, graphic, audio, etc., you import to use in your project

6. The place where you assemble and edit all of your assets to get a desired product

7. What you place your video and audio assets into insider of your video editor

8. The process of bringing in assets to your project

9. The process of digitizing footage shot on a camera that uses a tape

10. The process of digitizing a collection of clips shot on a camera that uses a tape

11. This method only allows you to assemble only one layer of video at a time

12. Allows you to layer video and audio to composite a desired look

13. The process of layering video to blend elements together to get a desired look

14. The arrow or line that shows the current place and time you are viewing in your timeline

15. Dragging the time indicator through the timeline to see what you have edited so far

16. The point that you place the time indicator to tell the editor where you want the video to start or be placed

17. The point that you place the time indicator to tell the editor where you want the video to end or finish

18. Disconnecting the video and audio to allow you to have the audio play before you see the video

19. Disconnecting the video and audio to allow you to have the audio play after the video has finished playing

20. Switching between one shot and the next

21. Footage that can be used to reinforce the idea that interviewees or documentaries are talking about

22. Usually represented by filters that change the overall appearance of the video clip or audio sources that you apply it to

23. An effect that blends two shots together to move from one clip to the next

24. As one clip fades out, the other fades in

25. An effect that generally goes from fully visible to not visible

26. One clip replaces another off screen in the predetermined direction

27. A process that many editing programs requires you to run in order to see effects or animations that you have applied inside of your timeline

28. The process that allows you to save a playable video file from the project you have been editing

\_\_\_\_\_\_\_\_\_\_\_\_\_ L-Cut

\_\_\_\_\_\_\_\_\_\_\_\_\_ Time indicator or marker

\_\_\_\_\_\_\_\_\_\_\_\_\_ Render

\_\_\_\_\_\_\_\_\_\_\_\_\_ Asset

\_\_\_\_\_\_\_\_\_\_\_\_\_ Dissolve

\_\_\_\_\_\_\_\_\_\_\_\_\_ In Point

\_\_\_\_\_\_\_\_\_\_\_\_\_ Effect

\_\_\_\_\_\_\_\_\_\_\_\_\_ Track

\_\_\_\_\_\_\_\_\_\_\_\_\_ J-Cut

\_\_\_\_\_\_\_\_\_\_\_\_\_ B-Roll

\_\_\_\_\_\_\_\_\_\_\_\_\_Capture

\_\_\_\_\_\_\_\_\_\_\_\_\_Batch capture

\_\_\_\_\_\_\_\_\_\_\_\_\_ Wipe

\_\_\_\_\_\_\_\_\_\_\_\_\_ Single track editing

\_\_\_\_\_\_\_\_\_\_\_\_\_ Timeline or sequence

\_\_\_\_\_\_\_\_\_\_\_\_\_Multi-track editing

\_\_\_\_\_\_\_\_\_\_\_\_\_Compositing

\_\_\_\_\_\_\_\_\_\_\_\_\_ Transition

\_\_\_\_\_\_\_\_\_\_\_\_\_Import

\_\_\_\_\_\_\_\_\_\_\_\_\_ Fade

\_\_\_\_\_\_\_\_\_\_\_\_\_ Export

\_\_\_\_\_\_\_\_\_\_\_\_\_ Scrub

\_\_\_\_\_\_\_\_\_\_\_\_\_ Cut

\_\_\_\_\_\_\_\_\_\_\_\_\_ Out Point