

# Virtual Programming 2.0

## Glossary of Terms

**Angle-** The relative angle and position between the subject being filmed and the camera lens. Also see Dutch-angle, eye-level angle. One of the key aspects of a *shot*.

**Aperture-** the iris of a camera lens. Opening and closing this iris control how much light hits the *image sensor*. Aperture is one of the three settings that control your exposure, along with *ISO* and *Shutter Speed*.

**Aspect Ratio-** the height and width of a video frame, typically measured in pixels. Today, 16:9 and 2.35:1 are common video aspect ratios. Colloquially, aspect ratio is sometimes broken down into “portrait” and “landscape” modes when filming on a tablet or phone camera.

**Blocking-** the stage in video production when the director walks the performers and cameraperson through all the action, camera movement, and light cues a shot. Blocking is done before a scene is filmed.

**Camera Movement-** when a camera or camera lens moves during filming in order to change the shot distance or angle mid-filming. Some examples of common camera movements include pan, track, tilt, and *zoom*.

    Dynamic Shot- A shot with one or more types of camera movements

    Static Shot- A shot without any camera movements

**Chroma-Keying-** the process in which a solid-colored backdrop (often a blue or green screen) is replaced digitally with the desired background during post-production.

**Close Up-** See *Distance*

**Codec-** A type of software designed to compress audio or video footage in a way that makes the file format easily readable to other computer programs. Video editing and viewing programs are typically only compatible with a finite number of codecs. One common web video codec is AVC or h.264.

**Color Temperature-** a spectrum used to measure the color of a light in degree kelvins (K). The lower the light’s temperature in Kelvins, the warmer (more yellow) the light; the higher the light’s temperature in kelvins, the cool (more blue) the light.

**Depth of Field-** the amount of foreground and background that is in focus at one time. A shallow depth of field limits the focus to a single plane, while a deep depth of field keeps the entire video frame in focus, foreground and background. A shallow depth of field is often used to visually separate the subject from the background. Depth of field is determined by the camera lens’ *aperture* and *focal length*.

**Digital Zoom-** See *Zoom*

**Distance-**

Close Up- a shot taken from a close distance to the subject. The subject fills the entire frame. When filming a close up of a person, the camera typically crops right below the collar bone and right above the head. A close up shot can be used to provide more visual detail and increase the audience's focus on the subject. A close up shot is abbreviated as "c.u." in *previsualization* documentation.

Medium Shot- a shot filmed from a medium-length distance to the subject. It typically captures the actor from the waist up. A medium shot is abbreviated as "m.s." in *previsualization* documentation.

Long Shot- a shot filmed from a long distance away from the subject. The subject's feet and much of the background is visible. The subject will appear small in the frame. Sometimes also referred to as a wide-shot. It's abbreviated as "L.S." in *previsualization* documentation.

Dutch Angle- a shot where the camera is tilted along its horizontal axis to produce a frame that looks slanted. It is used to give the audience a sense of unease or to signify the subject is unnatural in some way.

Dynamic Shot- See *Camera Movement*

Exposure- the amount of light that enters the camera through the lens and hits the film or *image sensor*. Exposure can be adjusted by changing three settings: *Aperture*, *Shutter Speed*, and *ISO*.

Underexposure- when an image is filmed with less light than what is required to see a normal amount of detail, as compared to what a human eye might see in normal lighting conditions. Can result in a dark, low-contrast, indistinct, noisy image.

Overexposure- when an image is filmed with more light than what is required to see a normal amount of detail, as compared to what a human eye might see in normal lighting conditions. Can result in a blow-out, white, indistinct, low-contrast image.

Eye-Level Shot- a shot where the camera's lens is at the same level as the subject's eyes. A neutral shot, relatively devoid of emotional, tonal, or contextual connotations. Also see *Angle*.

Focal Length- the distance between the camera's lens and the image sensor or film. Measured in millimeters and written on the outside of the lens. Focal length, alongside *aperture*, is one element that can affect your *depth of field*.

Focus- the place in your frame with the maximum resolution, sharpness, and contrast. Typically, you want to place your focus on your subject. Depending on your camera, your focus can be adjusted manually or automatically (autofocus). Also see *depth of field*.

Frame Rate- the number of still images (frames) captured in a single second of video recording. Measured in frames per second (fps). Modern movies are typically shot at 24 fps, while web video is often shot at 30 fps. Action shots and slow motions shots can be shot at 60 fps or higher.

Image Sensor- an electronic device that converts light into an electronic signal, which can then be turned into a series of pixels to create an image. Found inside digital cameras. Replaced traditional, physical photo-sensitive film strips.

ISO- a number indicating an *image sensor's* (or film strip's) sensitivity to light. The higher the number, the more sensitive the sensor is. Film shot with a very high ISO level decreases in quality and will often have problems with contrast, detail, and noise. ISO is one of the three settings that control your exposure, along with *Aperture* and *Shutter Speed*.

Landscape Mode- See *Aspect Ratio*

Lavalier Microphone (Lapel, Clip-on)- a small, omnidirectional microphone that clips on to a subject's clothing. Designed to capture audio from one person at a time.

Level (microphone)- a measurement of the voltage generated by a microphone when it picks up sound, as visually displayed on a camera screen or audio editing screen.

Location- the place where you are filming. Often categorized and labeled in *previsualization* documents and *scripts* as interior ("Int.") or exterior ("ext.").

Long Shot- See *Distance*

Mark- the correct, predetermined position(s) a performer or subject must move to during a shot. A mark can also refer to the piece of tape on the ground that signifies this position.

Medium Shot- See *Distance*

Megapixel- the unit of measure used to measure the size of an *image sensor* in a digital camera. One megapixel contains 1,000,000 pixels.

Movement- See *Camera Movement*

Optical Zoom- See *Zoom*

Overexposed- See *Exposure*

Peak- when audio input exceeds the maximum set dynamic range of your audio recording device (typically, a microphone). Causes audio distortion.

Portrait Mode- See *Aspect Ratio*

Previsualization (previz)- the stage in video pre-production when the creative team visualizes and plans out specific shots, scenes, and sequences using techniques like storyboarding. Documents like storyboards, shot lists, and script breakdowns are often created during this phase of pre-production.

Render- a time-consuming process in which a computer processes and compiles all the video footage, transitions, and effects in order to create one final, finished video file. Portions of a timeline can be "pre-rendered" in order to see what the final video will look like before the entire video is rendered. Videos must be rendered before they can be exported as their final format.

Resolution- the number of pixels in a given image. The higher the resolution of your film footage, the more detail there will be. In a digital camera, the resolution is related to the *image sensor* size.

Script- a written document detailing the dialogue, action, setting, and sequence of a video or film. Also referred to as a screenplay.

Shot- a single, uninterrupted capture of footage. The most elemental unit of film. Most scenes are comprised of several shots. Shots can be classified by a number of aspects, including: the *distance* between the subject and camera, the *angle* between the subject and camera, the subject of the shot, and the *camera movement* during the shot.

Shot List- a list of all of the shots in any given film. Includes important details about the scene and the type of shot, including the *distance*, *angle*, and *camera movements*.

Shotgun Microphone- a highly directional microphone, designed to pick up sounds coming from one primary direction. Can be used to capture audio from multiple performers.

Shutter Speed- the length of time a camera's *image sensor* is exposed to light when while filming a single frame. Shutter Speed is one of the three settings that control your exposure, along with *ISO* and *Aperture*.

Static Shot- See *Camera Movement*

Storyboard- a sequential series of images or drawings detailing the action of a video. Highlights important video elements including the performers, the setting, the action, the shot distance and angle, and the camera movement. A type of *previsualization* document.

Take- one singular version of a shot. Typically, you will get several takes of the same shot.

Target Audience- the viewers for whom a video has been primarily created for. Often defined by demographic information, such as age, gender, education level, and location.

Underexposed- See *Exposure*

White Balance- a camera setting that adjusts the color of video footage based on the absolute value of white, as affected by the ambient *color temperature*.

Wrap- a term, often said aloud, used to indicate the completion of shooting for a day or an entire production.

Sources:

[50 Photography Terms You Need to Know, Spencer Cox, \(2019\)](#)

[Film Glossary, Brooklyn College Film Department \(n.d.\)](#)

[Film Term Glossary, Filmsite.org, \(1995\)](#)

[Focusing in photography explained, Dan Zafra \(n.d\)](#)

[From A to Z: Photography Terms Glossary, Wix Photography \(2018\)](#)

[Microphone Terminology/Glossary, Arthur Fox \(2020\)](#)

[Photography Terms & Definitions, SRL Lounge \(2019\)](#)

[The Definitive Glossary of Film Terminology, Studiobinder \(2020\)](#)