

Video Glossary of Terms

A

Aspect Ratio: the relationship between the width and the height of your video dimensions expressed as a ratio, 16:9 is the common HD ratio.

Attenuation: a reduction in signal strength, to make quieter.

B

B-roll footage: is supplementary video footage that provides supporting details and context for your video and gives you greater flexibility in the editing process. Common examples include the footage used to cut away from an interview to help tell your story.

Bandwidth: the maximum data transfer rate of a network or internet connection.

Bit rate: the amount of data used for each second of video, can be constant and variable.

Boom Microphone: long, directional microphones. They can be mounted on top of a camera or attached to a boom pole.

C

Codec: a video codec is software that compresses or decompresses digital video, converting raw (uncompressed) digital video to a compressed format or vice-versa.

Colour Correction: when an editor digitally manipulates colours in post-production.

Compression: reducing the amount of data in a video and making the file size smaller. The video will upload faster and download/playback quicker.

Cropping: a rectangular cutting off of image edges, often used to delete unwanted information.

D

Decibel: a unit used to measure the intensity of a sound.

Depth of Field: refers to the part of the image that is in focus. A deep depth of field will show nearly everything in focus, a shallow depth of field will show the foreground in focus and the background blurry – this aids in emphasising your subject.

Diffusion: refers to material placed over lights to reduce harsh shadows and reflections.

E

Equalizer: in sound recording, a device used to alter the frequency response of an audio system using linear filters such as bass and treble adjustments.

Export: refers to the process of assembling your edited video project into a single file that can then be played back on it's own, shared or uploaded.

F

Fade: a dissolve transition between an image and a black screen, or the gradual increase or decrease in the level of an audio signal.

Field of view: the maximum angle of view that can be seen through a lens.

Focal length: the distance from the lens to the image focus point inside the camera. A high focal length makes distance objects appear magnified while a low focal length gives a wide view of the scenery. Important when deciding what lens to use – wide angle, standard, telephoto, fisheye lens.

Framing: Positioning the camera and zooming in and out to get a pleasing composition and perspective of the object.

Frame rate: the rate at which a sensor captures video during one second. Typical frame rates are 24, 25, 29.97, 30, 50, 60.

G

H

H.264 (also known as MPEG-4 AVC): one of the most commonly used formats for the recording, compression and distribution of high definition video content.

High Definition (HD): higher resolution and quality than standard definition.

HDMI (High-Definition Media Interface): a digital connector prevalent across both consumer electronics and modern computers. HDMI carries both HD video and the audio signal.

I

Importing: the process of transferring data, such as video or audio, from your camera onto your computer or into a piece of editing software.

J

J cut: when the audio from the next clip is heard before the video. So you hear the audio before you see the video that matches with that audio.

Jump cut: an abrupt transition, typically in a sequential clip that makes the subject appear to jump from one spot to the other, without continuity.

K

L

L cut: when the video switches before the audio so you're still hearing the audio from a shot but you're seeing a new shot.

Lapel / Lavalier Microphone: a small clip on microphone that attaches to the subjects clothing. Used as a discrete, hands free option.

LED lights: the latest technology in energy efficient lighting. Used commonly in filming because they are smaller in size, lighter in weight, have a longer life span and produce much less heat than traditional styles of lighting.

M

Memory Card: data storage device used to store digital information on your device or camera.

Monopod: similar to a tripod, but with only one 'foot'. It provides support but also mobility.

Montage: a technique in which a series of short shots are edited into a sequence to condense space, time, and information.

Moire pattern: caused by interference between two sets of parallel lines or dots, making video footage appear as if it's dancing. To avoid this when filming, ask your subject to not wear striped, patterned shirts on camera.

N

Non-Linear Editing (NLE): software that performs non-destructive editing on source material. NLE's allow you to import clips of video, audio, still images, and graphics into a place where they can be organised and dragged into a timeline where those elements can be put together in a sequence, end-to-end or in overlapping ways, and viewed back for review.

O

P

Panning: fixed, lateral movements made with the camera.

Pixel: the small dots that make up a digital image.

POV (point of view) shot: a video that is shot as if the viewer were looking through the eyes of a character, showing the scene from the subject's perspective.

Q

R

Resolution: a measure of the number of pixels an image contains both horizontally and vertically. Common resolutions are 640 x 480 (SD), 1280 x 720 (HD), 1920 x 1080 (HD)

S

Storyboards: drawings that show each scene of your video, creating a blueprint for your movie. They provide a clear and concise visual plan for what you need to shoot.

Stop motion: a technique whereby the camera is repeatedly stopped and started, for example to give animated figures the impression of movement.

Streaming: a low-bit-rate encoding format intended for use over networks and the internet. Streaming files match the encoded bit rate to the connection speed of the user, so the remote viewer can play audio or video with minimal stoppage without first downloading the entire video file.

Sync or synchronisation: refers to lining up the audio with the image. A talking head video needs to maintain lip-sync, so that the audio matches the mouth movements of the speaker.

T

Timelapse: a technique where each frame in a video is captured at a much slower rate than normal. When played back at normal speed, time appears to go by faster.

Top and tail: removing the unnecessary parts of the start and end of a video during the editing process.

Transcode: to convert from one compression format to another.

U

Uploading: sending data from a local system to a remote system such as a server. The remote system stores a copy of the data being transferred.

V

Video editing software: handles the post-production of digital video sequences on a computer non-linear editing system (NLE).

Video blog (Vlog): blogging through the format of video, combining embedded video with supporting text, images and other metadata.

W

Wide Shot: where the subject takes up the full frame, the camera lens is zoomed out to capture a wider view.

X

Y

Z

Sources:

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