FILMP/MEDP 160 Study Guide for Quiz One

This is a checklist of terms and concepts to help you study for the quiz.

LEC 01 MODES OF PRODUCTION

film crew
Producing team
       production manager
       director
       assistant director
       script supervisor
Art Department
       production designer
       art director
       set decorator
       makeup
       props
       set carpenters
Cinematographer (Director of Photography)
       Gaffer (lighting)
       Grips (rigging)
       Sound recordist

We showed four breakdowns of who does what on a film. (heirarchies)

LEC 02 The Film and Digital Video Systems

Camera obscura

Camera Gate/ Film Transport mechanism
       aperture
       aperture plate
       pressure plate
       pulldown claw
       registration pin
       (film shutter)
       film loop
Frame Rates (for film and video)

Single vs. Double system sound recording

Digital Video

CCD and CMOS 'chips'
3 CCD camera
ADC = analog digital converter
pixel
Luminance
Chrominance
interlaced scanning and progressive scanning

video formats
        SD = standard definition
        HD = High Definition

Concept of 'file compression' for video files
CODEC = compression/decompression
        Be able to identify some common CODECs.
Concept of timecode

LEC 3 OPTICS

refraction
lens elements
focal plane
focal length
        WA
        Normal
        Telephoto
Angle of view
Prime lens
fixed focal length versus variable focal length (zoom) advantages and disadvantages
focus
aperture
exposure
f/stop
iris
concept of lens 'speed'
depth of field (shallow vs. broad or deep) and what you do to control it.
Mise-en-scene (elements of)
Dimensions of the compositional frame
Aspect Ratio
Why we choose a particular shot size
Shot sizes and abbreviations from ELS to ECU
Camera Angles
Rule of 3rds and Hitchcock's rule

LEC 04 The Moving Camera and Postproduction and Non-Linear Editing

Pivot moves (pans & Tilts)
Dynamic Moves (Track, Dolly Boom)
Motivating the camera move

Postproduction
workflow (for film and video)
digital intermediate (DI)
non-linear editing
random access
non-destructive editing
media file indicator
logging

shot
sequence
match cut
shot-reverse shot

Final Cut Software: You should be able to identify the windows in the screen layout and their function as well as basic icons and basic edit types.