

VIDEO TEAM TERMINOLOGY

Switcher Operation:

“Standby” Hold steady – be prepared to...

“Take” Camera is cut to program

“Dissolve” A transition between camera shots using switcher’s auto take feature

“Slow Dissolve” A slower than normal manual dissolve using the switcher’s ‘T’ bar

“FTB/Fade to black” Fade to black using the switcher’s FTB button

“Graphics” Standard input for the graphics computer, found on the PROG/PREV buses

“Overlay” Keyed feed from graphics to be overlaid on top of video, found in the KEY buses

Camera Composition:

“Start” Begin predetermined movement

“Hold” Stop current movement / Hold current shot & wait for cue

“Frame _____ Left” Immediately Frame Subject In The Left Portion Of Your Picture

“Frame _____ Right” Immediately Frame Subject In The Right Portion Of Your Picture

“Center Up” Immediately Frame Subject In The Center Of Your Picture

“Check Focus” Quickly Correct Focus / Usually executed when tasked to a new shot

“Headroom” The given distance allowed between the subject’s head and the top of the frame

“Lead room” The given distance in front of a subject as he moves in a certain direction

“Static Shot” No change in shot composition

“Stage Wide” WS Zoom out to show the full stage including lights

“Full Wide” WS Zoom out as far as the lens will go

“Wide Shot” WS Zoom out to a shot that frames an area region or a group of people

“Head Shot” CU Shot that frames just the subjects head

“Elbows Up” CU Shot that frames the subject from the elbows up

“Inseam Up” MCU Shot that frames subject just below the waist

“Head-To-Toe” WS Shot that frames a subject from head-to-toe

“1-Shot” MCU Frame shot with single subject (usually a waist shot)

“2-Shot” WS Frame shot with two primary subjects

“3-Shot” WS Frame shot with three primary subjects

“Beginning, End, Continuation” An instruction telling you where/how to start your camera shot, where/how to move to after your live, and what to do during the transition to the next shot

Camera Movement:

“Pan Right” Turn front of camera RIGHT / Your hands move left

“Pan Left” Turn front of camera LEFT / Your hands move right

“Tilt Up” Turn front of camera UP / Your hands move down

“Tilt Down” Turn front of camera DOWN / Your hands move up

“Zoom In” Tighten Camera Frame Quickly

“Tighten Up” Tighten Camera Frame Just A Little

“Zoom Out” Widen Camera Frame Quickly

“Loosen Up” Widen Camera Frame Just A Little

“Pick Up / Find _____” Move Immediately to Directed Subject

On Air:

“Push In” Subtly Zoom In On Subject

“Pull Out” Subtly Zoom Out On Subject

“Push ___ Left / Right” Subtly move subject to appropriate side of frame

“Lose ___ Left / Right” Subtly lose subject from appropriate side of frame

“Reveal ___ Left / Right” Subtly reveal subject from appropriate side of frame

“Push _____ Center” Subtly Move Subject To Center Of Frame

ADVANCED TERMINOLOGY

“Rack Focus” Specialty shot where camera focus is “racked”, or changed, from one subject to another. Typically this shot is used on objects that are in the same frame, but two distinct distances from the camera. The focus most often moves from background to foreground.

“Dutch” Specialty shot where the camera is turned slightly to one side or the other to create not-level framing.