

Marked by: _____

PERIOD: __

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TV & Radio Technology

(Thode and Thode, Chapter Three, "Camera Operations" pp. 38-57)

Total marks= /40

1. What is one of the first things you should do when learning to use a video camera?

/1

2. Video equipment is manufactured for _____, _____, and _____ markets.

/3

3. Cameras have devices called _____ that let you see what you are recording.

/1

4. Explain why you should not use the "autofocus" feature on your camera.

/1

5. Videotapes are available in different sizes called _____. The most common used in consumer and prosumer camcorders are _____, _____, and _____.

/6

6. Copying a videotape is called _____.

/1

7. Complete the following chart for VHS Format Abbreviations and Times:

Modes	Abbreviation	Time
	SP	
Extended Play		4 hours
Super Long Play		

/5

8. The tape in the camcorder during your shoot is called the _____. The dub of specific scenes copied from the this tape is called the _____.

/2

/20

9. Name four steps you can take in proper tape handling.

/4

10. Consumer-grade video equipment most commonly uses _____ or phono plug connectors.

/1

11. TV cable and RF signals (home cable TV's) use _____ cable and _____ connectors.

/2

12. Prosumer and professional equipment often use twist-on _____ connectors.

/1

13. Sketch the connections involved in dubbing a copy of a tape using two VCRs.

/6

14. It is a good idea to use the _____ on the original tape to prevent it from being accidentally erased.

/1

15. The frequency and amplitude of sounds can be viewed and analyzed on an _____.

/1

16. _____ microphones need a power source to operate while _____ mics do not require any power to operate.

/2

17. The mic on the camcorder you use is probably a _____ mic.

/1

18. What would be the best microphone to use while taping the players on the sideline at a football game from a distance, so that you hear just what they are saying and not the sound of the crowd?

/1

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(Thode and Thode, Chapter Four, "You Could Be A Producer" pp. 58-77)

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1. Name the three phases of video production and briefly describe each phase:

i)

/6 ii)

iii)

2. Name five types/categories of videos you could consider producing.

/5

3. Every video has a _____, a _____, and a _____.

/3

4. A breakdown of what a production would cost to make is known as the _____.

/1

5. In post production, if you have a _____ you can add dissolves, fades, wipes, and takes to make your video even more exciting.

/1

6. A well-written _____ will save you lots of time when you get to production and post production.

/1

7. What is a transition? Give an example.

/2

8. Sound effects are indicated in the script with the abbreviation _____.

/1

9. Define the following audio terms:

Fade:

Cut:

Dialogue:

10. Why are some television and radio scripts only partially scripted?

11. For every minute of videotape, it usually takes _____ pages of script.

12. A set of pictures complete with dialogue, audio, and special effects, of your production is known as a _____.

13. Radio formats include _____, _____, _____, _____, _____, _____, and _____.

14. On a production crew, the person in charge of the entire production is known as the _____.

15. The _____ makes sure all the necessary equipment is there for the shoot.

16. The announcers or other performers are known as the _____.

17. Define "in-camera editing".

18. What is one problem with in-camera editing?

19. When doing in-camera editing, using the _____ button gives you clean edits.

20. When you have two separate videotapes that you are going to put together on a final tape it is known as _____ editing.

CONTINUITY / VISUAL SENSE / VISUAL FLOW

Shot- a single recording. It lasts from the moment you press the record button to when you press pause or stop.

Sequence- a series of shots, usually covering a single event or set in a particular location

Cut- a direct transition between one shot and the next or the director's signal to interrupt action.

Take- command used to cut from one video source to another or any one of similar repeated shots taken during videotaping. Sometimes take is used synonymously with shot. A good take is the successful completion of a shot.

Scene- the place where an action or story occurs or a view or picture or a division of a film or video script representing a single episode.

Dissolve- a gradual transition from shot to shot, in which two images temporarily overlap (sometimes called lap-dissolve).

Fade- a transition to or from black (Fade In/Fade to Black).

Continuity- making sure that all details are identical in shots that are meant to follow each other or consistency in the speed, position, and general direction of movement of objects on screen.

Eyeline- direction in which a person is looking towards an image.

Clapboard / Slate- a little blackboard, or whiteboard, upon which essential production info is written, such as title of the show, date, and scene and take numbers. It is recorded at the start of each videotaped take.

Jump Cut- cutting between shots that are identical in subject yet slightly different in screen location. Through the cut, the subject seems to jump from one screen location to another for no apparent reason. It is any abrupt transition between shots that violates the established continuity. To avoid, try to change your size and angle from shot to shot.

Cutaway - a camera shot out of the continuity of the main scene or that briefly cuts away from the main action. Used to cover a jump cut or technical imperfection, to cover time lapses, to change the pace of the action or to intercut between two shots in which the screen direction is reversed (neutral shot).

CONTINUITY (cont'd)

Insert shot- type of cutaway usually involving a section of CU action used to illustrate a specific point . ie, ECU fingers dialing a phone.

Reaction Shot- type of cutaway shot which shows a subjects reaction to action.

Line of Action- Imaginary line drawn through the scene representing the direction of action.

180` Rule- to avoid discontinuity, shots should be taken on one side of the line only. If you violate this, it is known as Crossing the Axis and the action will have changed direction for the viewer. You can cross if: you keep the camera rolling while you cross or if you first insert a neutral shot from on the line.

Stop-Motion- a slow-motion effect in which one frame jumps to the next, showing the object in a different position.

B-Reel- an industry term describing a collection of extra raw footage shots such as cutaways.

