Quizlet

Premiere CC - Vocabulary

121 terms | Carrie_Robertson TEACHER

Production Plan	is defined as the planning the production process that includes scheduling, locations, output, cast and crew and finance. This plan is created by the producer.	☆
Purpose	defines what do you want to achieve from the film, YouTube video, webcast, or video podcast.	☆
Target Audience	identifies the intended viewers, including age, gender, demographics, psychographics, general interest and background.	☆
Resource Allocation	how you distribute the budgets (time and money) for the project(s).	☆
Due Date(s)	specific timeline for the key elements of the production process, such as storyboards, visual plan, casting, rough cut.	☆
Project Scope	how big is the project. In other words, is it just a Youtube or Facebook video for your friends or an academy award winning feature film.	☆
Shooting Schedule	schedule for shooting the film including call times for cast and crew with consideration based on location, time of day and cast availability.	☆
Shot List	List of every shot indicating angle, distance and description. This is the basis for the shooting schedule.	☆
Treatment Stage	the production phase when the producer meets with the client to decide what key elements will be included in the project in order to achieve the purpose	☆
Visual Plan	- the production planners tool for showing predominant colors, props and costume Client - the person or organization that has hires the video producer.	☆

Location	Location - the place where you plan to shoot. Make sure to consider the following when scouting a location: How will you power your equipment? ● How will you get your equipment to the location ● Is there any noise/acoustics problems that will affect your production ● What type of natural lighting does the location offer ● If you are planning to film in a parking lot or road; What is the traffic like? ● Are there any safety concerns? ● Can you get permission to shoot in the location and what will this cost you?	☆
Copyright	a system of laws that protect people from having others copy their work. Basically someone owns the copyright on all modern media (music, photographs, video clips).	☆
Public Domain	Copyright expires after a specific length of time (this varies but a basic rule of thumb is 50-70 years after the death of the artist). Then the media becomes "Public Domain" and can be used without getting copyright permission.	☆
Commercial Music	this is music that you must pay a fee to use	☆
Creative Commons	this is media that the copyright owner has put out for us to use provided we follow their copyright requirements. These requirements will vary but can including giving the copyright holder credit.	☆
Royalty Free	this is media that you pay for the rights to use	☆
Obtaining permission	Sometimes you get written permission from the copyright owner to use their media in your student project. * The copyright holder of music is often a record company, not the musical artist.	☆
Citing Music	Include the following: ● Recording title ● Band/group name	☆

	● Producer ● Year produced ● Album record date	
Storyboard	A storyboard is a visual representation of the script that uses images and notes to help plan out shots. This is often hand drawn but you could use Adobe Photoshop or Adobe Illustrator.	☆
Raw Footage	- files or film recorded through the camera	☆
Dailies	a term from the days when a quick print of the negatives was made so the director could check to make sure they got the footage they wanted from the day before. They are still important even now with the digital workflow.	☆
Ingest	The process of moving video clips from external media into the computer.	☆
Genre	Each type of video production will have a difference focus or element that drives the story. ● Fiction - Driven by character dialog ● News and Documentary - Driven by interview ● Training/Educational - Driven by voice over Music Video - driven by the lyrics and melody and the vision of the artist ● Advertisement - driven by the product and the clients objective	☆
YouTube and Vimeo	online video sharing sites	☆
Reenactments	staging of a historical event for a documentary	☆
Chroma-keying	footage that is shot on a green or blue background for the purpose of "keying" out that color. These colors are chosen for their difference to the color of skin.	☆
Longshot (LS)	The camera is placed at a distance from the subject that shows their position within the landscape. Often used as an establishing shot.	☆

Wideshot (WS)	- The camera is placed at a distance from the subject that shows the whole person from their feet to their head. It is used to establish the relationship between the subjects.	☆
Medium Close (MC)	The camera is placed at a distance that shows the subject from the waist up. Can be used to capture scenes of intense dialog.	☆
Medium close up (MCU)	The camera is placed at a distance that shows the subject from the the shoulder up. Is often used for interviews and is often known as the dreaded headshot.	☆
Close-up (CU)	The camera is placed at a distance that shows the subject entire face. This is for emotion. Extreme close-up (XCU) - The camera is placed at a distance that shows details such as tears in someones eye or the elvish runes on a ring.	☆
Coverage	When you are editing a film you will want to have plenty of coverage (a variety shots from different angles and focal lengths). It will make your job easier if you have the following shots: ● A long shot to establish the subject in their environment. ● A couple medium shots to cover the dialog and interaction between the characters. ● Over-the-shoulder shots of the actors saying all the dialog. ● A bunch of close-ups and extreme close-ups to catch reactions, emotions, and details.	☆
Low Angle Shots	When the camera is placed below the subject and angled up. This angle can make the subject look taller and more powerful	☆
High Angle Shots	When the camera is placed above the subject and angled down. This angle can make the subject look smaller and more vulnerable	☆
Dutch or Canted Angle	when the camera is tilted off axis. To create tension and a sense of disorientation.	☆
Bird's Eye	When the camera is directly above the subject. It emphasis	☆

	the characters relationship to the landscape.	
Worm's Eye	when the camera is placed on the ground and the foreground is filled with the ground.	☆
Dolly	When the camera moves in, out or around a still subject	☆
Tracking Shot	When the camera moves with a moving subject, either following, preceding, or at the side. My students often use a wheelchair for this technique.	☆
Push	short dolly move	☆
Tilt	When the camera is moved vertically	☆
Pan	when the camera is moved horizontally	☆
Zoom	usually avoided in film but used in sports, this is when the subject is made larger by changing the focal length of the lens (look up)	☆
Point of view shot (pov)	the camera is setup to capture the subjects perspective to show the audience what he/she is looking at.	☆
B-Roll	Additional video that helps to tell the story. For example, if you are doing an interview of a race car driver, you would want to record footage of a race, the car and the driver working on the car.	☆
Rule of Thirds	show picture - division of the frame in thirds, looks like a tic-tac-toe board. Focus should fall on intersections	☆
Foreground, middleground and background	(3 dimensional) (Xyz axis)	☆
Headroom	the space above the subjects head	☆
Leadroom	- the space in front of a subjects face in a close-up or in front of a moving subject.	☆
Over the shoulder	In a dialog scene when one subject is photographed in medium close with some portion of another subject	☆

	occupying some part of the foreground. Maintains the connection between the two characters.	
The Producer	responsible for all finances and creating the production package (hiring key crew). Ensure that everything the crew needs is available including: equipment, catering for cast and crew, location permits, copyright.	☆
The Director	- responsible for casting along with casting director, rehearsing, overall vision of the film and working with all the other key crew to achieve that vision.	☆
Assistant Director	- responsible for scheduling, taking care of the the actors needs during the production, facilitates the directors ability to work with cast key and crew	☆
Director of Photography	- is responsible for working with the director to achieve the visual plan for the film, realizes that plan through the use of the camera and lighting during production. In charge of camera crew. Gaffer - is responsible for working directors vision through the use of lighting and is the head of the electrical crew	☆
Best boy	assistant for gaffer or camera	☆
Key Grip	- the head of Grips	☆
Grip	is responsible for moving things around, including the dolly	☆
Crew	Everyone but the cast	☆
Cast	actors, the talent or subject	☆
Script supervisor	follows the script to ensure continuity and coverage (camera angles)	☆
Production Designer	works with the director to realize the visual aspect of the vision of the film through all the production elements including: location, sets, costume and make up.	☆
Sound Recordist	is responsible for recording all sound including dialog and natural sounds (presences) Boom Operator - is responsible	☆

	capturing the optimum sound through the use of the boom	
The Call	This is what is said and who says it as filming begins on a set.	☆
Assistant Director	"roll sound"	☆
Sound recordist "speed"	Audio recording	☆
AD	"Roll Camera"	☆
The slate person	"Whatever is on the slate" and claps (Slate is marked)	☆
Director of Photography (DP)	"Speed" - camera recording	☆
Director	Action	☆
NTSC vs Pal -	These are the two primary regional video standards. NTSC is the standard for North America and PAL is the European standard. Each of them has a slightly different frame rate and resolution.	☆
Resolution	This is the size of the video image. A typical HD resolution is 1920 pixels wide by 1080 pixels tall	☆
KHz	This is the audio sampling rate. Typical video sampling rates include 48 KHz and 32 KHz.	☆
HDV	(High Definition Video) This is a format that was developed for tapebased cameras so they could record high definition video. Make sure to use the HDV preset when setting up your sequence and capturing the footage from your video tapes.	☆
AVCHD	(Advanced Video Coding High Definition) is a file-based format for high definition video that many of the modern DSLR cameras are using.	☆
H.264/MPEG-4	(Advanced Video Coding) is a standard for video compression. It is currently one of the most popular formats for the recording, compression, and distribution of high definition video.	☆

Autosave	This is a great feature that will automatically save a version of your Premiere Pro project into an "Auto-save" folder in the same location as your project. I recommend changing the default save every 20 minutes to every 5 minutes.	☆
Frames rate (fps)	The primary three frame rates used in North America are ● 24 fps - give you that "film look" caused by slight motion blurring ● 30 fps - standard frame rate that my students use for most video production ● 60 fps - great for shooting sports like snowboarding, skating or mountain biking	☆
Scale to fit frame	This is a great feature when you import still imaging since most digital cameras image resolution doesn't match standard video resolutions. I like to turn this feature on under the Edit/Preferences/General settings because it will scale all the images you import. You can also right click on an image on the timeline to do this.	☆
Sequence	A sequence or "timeline" is the panel with audio and video tracks where the video editor combines media to produce a film.	☆
Current-time Display	This number indicates what time you are at in the sequence. You can click on it and type in a number to jump to that time.	☆
Playhead (CTI/Current Time Indicator)	You can use this to scrub through your video. Just click anywhere on the time ruler to jump the play head to that part of your film.	☆
Scrubbing	This is when you move the playhead back and forth across the time ruler to get the video in the program monitor to play forward and backward.	☆
Track Lock	- This will allow you to lock a specific track (audio or video) Track Hide/show - This will temporarily hide or show a video track.	☆

Track Mute	This will temporarily mute an audio track	☆
Display Style	You can how video clips display on the timeline between a combination of names and frames	☆
Standard Audio	The standard track replaces the previous stereo track type in CS6. Standard tracks can contain both mono and stereo clips, but not adaptive or 5.1 clips. The standard track is used as the default preset for audio tracks.	☆
Workspace	This is a layout for panels that is common across all Adobe applications. Premiere comes with a handful of standard workspaces and can be customized and saved.	☆
Panel	These are the individual windows that make up the interface. Here are a couple of the key panels. ● Project Bin - This is where all your titles, video and audio clips live ● Sequence - The sequence (also called a timeline) is the place where an editor arranges all the video, audio and graphics to create a film. This panel can have multiple sequences open so use the tabs to switch between sequences. ● Tools - This is where you get your tools ● Audio Meters - This is where you can see a visualization of the audio levels ● Effects - This is where you get your transition and effects ● Effects control - This is where you adjust any effects ● Source monitor - This is a panel used for trimming clips before you insert or overlay them into the sequence. ● Program monitor - This is the panel that shows your final movie.	☆
Import	This is how you get media into your project. You can import clips multiple ways and you should be prepared to do all of these for the exam. ● File/Import ● Right click or double click inside the open area of the	☆

	Project panel ● Ctrl + I ● When importing clips you also have options ○You can import an individual file or multiple media files ○You can import a whole folder which automatically puts the files into a bin ○You can import a series of still images into a single video clip	
Superimposed	This is when you put titles and graphics in track two or above so that it is over a video clip. Effects - Premiere Pro includes a variety of audio and video effects that you can apply to clips in your video program. An effect can add a special visual or audio characteristic or provide an unusual feature attribute. For example, an effect can alter the exposure or color of footage, manipulate sound, distort images, or add artistic effects. You can also use effects to rotate and animate a clip or adjust its size and position within the frame. You control the intensity of an effect by the values that you set for it. You can also animate the controls for most effects using keyframes in the Effect Controlspanel or in a Timeline panel.	☆
Transitions	A transition moves a scene from one shot to the next. Generally, you use a simple cut to move from shot to shot, but in some cases you might want to transition between shots by phasing out one and phasing in another. Typically, they are used to signify a change in location/time and smooth out an abrupt edit.	☆
Default Transition	This is the transition that will be apply when you use the keyboard shortcut "Ctrl+D". Make sure the playhead is between the two clips and the video track is selected. To set any transition as the default, right click on the transition and select "Set Selected as Default Transition". color space - Premiere Pro works internally with colors in an RGB (red, green, blue) color space. If you want to edit video clips you create in Photoshop in Premiere Pro, create the clips in	☆

	RGB. Premiere Pro does not import files in CMYK or LAB color formats.	
Bins	- These are folders that allow you to organize your Project panel.	☆
Nesting	This is when you put one sequence inside another.	☆
Lift	The lift feature removes the clips(s) on the selected track(s), leaving a blank space in the timeline. Extract - The extract feature removes the marked portion of the selected track(s) and shifts everything back so that no blank space is left in the timeline.	☆
Insert	- The insert feature adds a clip to the selected track and shifts everything down on the timeline making the film longer.	☆
Overlay/overright	- The overlay feature adds a clip to the selected track but it replaces the existing media with the new clip so the overall length of the film stays the same.	☆
Mark in/out points	This is a way of telling Premiere where you want to start and end a clip. The keyboard shortcuts are "i" for in and "o" for out.	☆
Markers	(http://helpx.adobe.com/premiere-pro/using/markers.html) indicate important points in time and help you position and arrange clips. You can use a marker to identify an important action or sound in a sequence or clip. Markers are for reference only and do not alter the video. Note: Markers have been simplified and consolidated in Premiere Pro CS6. Markers specifically for sequence and clips no longer exist, nor do numbered markers. A unified marker type is now available. The new marker type performs all the functions of the previous marker types. A Markers panel is now available, as well.	☆
Selection Tool	Clicking the edit point with the Selection tool chooses a Trim In or Trim Out edit point selection, depending on	☆

	which side of the edit point you click. If you Ctrl-click (Windows) or Command-click (Mac OS) on the edit point with the Selection tool, the cursor displays a Ripple Edit or Rolling Edit tool. Moving the Trim In or Trim Out points is called a regular edit.	
Ripple Edit tool	Clicking the edit point with the Ripple Edit tool chooses a Ripple In or Ripple Out edit point selection, depending on the side of the edit point you click. If you use Ctrl-click (Windows) or Command-click (Mac OS) on the edit point with the Ripple Edit tool, the cursor shows the Ripple Edit or Rolling Edit tool and chooses Trim Out, Rolling, or Trim In depending on which side of the edit point you click.	☆
Rolling Edit tool	Clicking the edit point with the Rolling Edit tool selects both sides of the edit point. If the Ctrl-click (Windows) or Command-click (Mac OS) modifier is held with the Rolling Edit tool, the cursor shows the Ripple Edit or Rolling Edit tool and chooses Ripple Out, Rolling, or Ripple In, depending on which side of the edit point you click.	☆
Use the Alt (Windows) or Option (Mac OS) modifier key	to override normal linked-clip selection of associated edit points on other tracks, and only select the edit point that is clicked. This technique is useful for setting up a split edit (L or J-cut).	☆
Link/Unlink	A standard video clip contains both a video and audio track that are linked together. If you want to remove one of these tracks once it is on the timeline you can right click to select "Unlink". Then either of the tracks can be cut/cleared.	☆
Group/Ungroup	This allows you to select multiple clips and multiple tracks and group them together. Render - This is when you build a preview file so you can playback a complex section of your film. I try to avoid having to do this to save time. To render either audio or video click on the "Sequence" menu for the options.	☆
Volume level rubber band	When you open an audio track you will see a yellow line that allows you to adjust the volume level. You can use	☆

	Keyframes to set different volume levels throughout the clips.	
Opacity rubber band	When you open a video track you will see a yellow line that allows you to adjust the opacity level. You can use Keyframes to set different opacity levels throughout the clip	☆
Keyframe	- These allow you to set specific volume/opacity levels on the timeline. They are also used in the effects control panel to set different values throughout a clip.	☆
Crawl	This is when a title moves from side to side along a horizontal plane. For example, a "crawl right" will move from left to right. Make sure to check the "Start Off Screen" button in the Roll/Crawl Options panel. Rolling - This is what we have grown to expect from credits when text move from the top of the screen and goes out the bottom. Make sure to check both the "Start Off Screen" and "End Off Screen" buttons.	☆
Title Safe	These are the thin white boxes in the title panel. They indicate the areas that some televisions cut off. The inner box is the title safe area (no televisions cut off this area) and the outer box is the action safe area (some televisions cut off this area). If your only output will be for the web you don't have to worry about these guidelines.	☆
Title Properties	This is the panel that you can use to change the font properties for our title.	☆
Title Styles	- This panel contains pre-configured font styles. I usually start with one of these and then select a different font face or color to match	☆
Logo	This is a way of embedding an image/graphic into a title. With the title open, click on the "Title" menu and select "Logo/Insert Logo".	☆
Color Grading	This is the process of improving the color of your film using effects like the "Three-way color corrector" to balance skin	☆

	tones, match the color from one shot to another and ensure that your colors are broadcast safe.	
Still Graphics/Images	● .jpg - Most photographs use this format ● .png - Great for images with lots of color and transparency ● .tiff - Lossless format means high quality but also large file size ● .psd - This is a Photoshop file and will allow you to import it as a flattened image or all the layers as a sequence which is great if you want to animate the parts independently. ● .ai - This is an Illustrator file which means it will be a vector graphic.	☆
Crossfade	This is the term used for audio transitions. The default video transition is a cross dissolve (Ctrl + D) and the default transition for audio is constant power (Ctrl + Shift + D). The Constant Gain transition fades the audio in a linear fashion and the Constant Power boost the midrange a little higher creating a higher point where the two audio tracks meet. ● Linear - this is when a change is made at a constant rate (in a straight line) ● Bezier - this is when a change is made at a varying rate (in a curve). The rate can be controlled but small (bezier) handles that allow you to control the shape of the curve. Common Audio File Formats ● AIFF - common sound file developed by Apple for use on Mac computers ● Wav - Common uncompressed audio file format (usually larger) ● Mp3 - Common compressed audio format (usually smaller)	☆
Export	This is when you create a new image, audio track or video from the material on your sequence or from your source monitor.	☆

Single Frame	You can use the "Export frame" button in either the source or program monitors to export a picture of the film where ever the playhead is currently at. These images are great for use on a web site, DVD label or menu, or other promotional material for your film.	☆
Work Area	This is a bar along the top of the sequence that allows you to export a portion of your sequence. This is great for showing a client a short chunk of your film.	☆
File Formats	Premiere will allow you export your film in a wide variety of file formats. Each of these use different Codec that use algorithms to code and decode your video. Here are a couple of common file formats: ○ H.264 - Great file format for compressing video for the internet. Premiere Pro has a ton of Preset options for this format including Youtube, Vimeo, and a variety of mobile devices. ○ .mov - Quicktime ○ F4V - This is a Flash based format so be careful if your target audience is using mobile Apple products.	☆
Final Cut Pro	You can export an XML file that will allow you to transfer all the editing decisions from Premiere Pro into Apple Final Cut Pro	☆