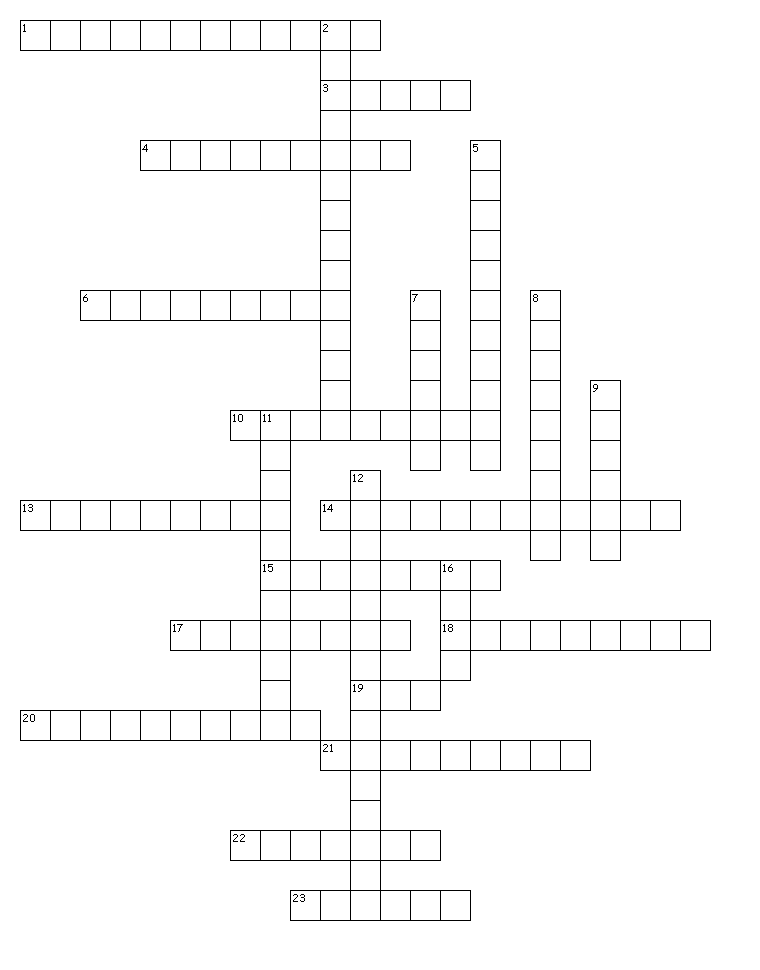
**DC IV: Unit 3 - Video PostProduction**



Across

1. the process of transferring video from a camera to the computer

3. thirds in the television industry, an element placed in the lower area of the screen, though not necessarily the entire lower third; example, sports scores or news highlights across the bottom of the screen

4. also referred to as resolution, expressed by the horizontal and vertical dimensions of a frame

6. The number of frames recorded per second

10. natural sounds; the sounds that would naturally occur where video is being shot

13. short piece of an speech or interview used in video production

14. superimposing text on an image or video

15. an editing interface that lays out a video project in a linear fashion

17. the span between the in point and the out point of a video clip

18. a manual preview of a video project

19. broadcast standard used in most of Europe and the rest of the world; uses 4:3 ratio with 25fps

20. special effects set to occur between the frames in a video production

21. a format used to provide a consistent look and feel to a production; can be predefined by the software or created by the developer

22. the process of transferring or recording data to an optical disk, i.e. DVD

23. to build a preview of a project from the source files such as video clips, audio clips, titles, graphics, transitions, etc.

Down

2. credits at the end of a video production that gradually roll up the screen in a continuous list.

5. layering images or video

7. one image slowly dissolves to display the next image or fades to black

8. the recorded voice narrating the story

9. supplemental or alternate footage intercut with the main shot in an interview or documentary

11. the relationship between the width and height of an image; conventional video and TV is 4:3; widescreen 16:9

12. reducing the file size of video while maintaining acceptable quality

16. broadcast standard used in North America; uses 4:3 aspect ratio with 29.97 fps;