

Shooting: The action of recording an event, the uninterrupted run of the camera that selects series of frames, which will constitute the videotic footage.

Shot: 1. In shooting, one uninterrupted run of the camera to record a single event.
2. In the edited video, one uninterrupted sequence that refers to one single event.

Tracking Shot: A camera movement in which the camera moves through space in a horizontal path. On the screen, it produces a mobile framing that travels through space forward, backward, or to one side.

Footage: All the recorded material that parts of it will constitute the videotic event.

Frame: The smallest unit of a sequence, a single image on the strip of tape.

Immobile frame: A frame connected to a still camera.

Mobile frame: A frame connected to a moving camera. The mobile frame asserts that the recording operation is in progress. The most favourable of its attributes is the seamless reframing. One of the functions of this type of reframing is that it provides constant information regarding spatial relationships.

Framing: The edges of the image, what has been selected of the environmental whole to compose what will be visible on screen.

Canted framing: A view in which the frame it is not in a parallel level with the object it frames, it bends either towards the right or left side as a consequence the object appears slanted out of the right position.

Order: The aspect of temporal manipulation that refers to how the chronological events of the story are arranged along the videotic time-span.

Sequence: The arrangement in which the units of the video follow one another and they eventually comprise a videotic part that refers to a single event or to the total of events occurring in a video-work.

Angle of shooting: The position of the camera in relation to the subject it frames. The most common are; above the subject looking down, which is the high angle, on the same level with the subject looking straight, which is the straight-on angle, on the same level with the subject looking up which is the low angle. It is also called 'camera angle' or 'angle of framing'.

Height of angle: The distance between the camera and the level of the ground.

Pan: The camera movement according to which the person appears to move to the right or left of the screen.

Distance of framing: The distance imposed between the camera and the speaking person. It is also called 'camera distance' or 'shot scale'.

Shallow focus: A considerable elimination of the depth of the field, which keeps only planes that are close to the camera in a fairly sharp focus.

Shallow space: A considerable elimination of the depth of the field as a result of an arrangement in which the person is staged with relatively little depth.

Extreme close-up: A type of framing, which shows part of the face of the person. Extreme close-up is considered as a framing of a very large scale.

Close-up: A type of framing which shows a person's head from the neck up. Close-up is considered as a framing of relatively large scale where the figure fills almost all of the screen.

Medium close-up: A type of framing that shows a person from the chest up. Medium close-up is considered as a framing of fairly large scale, where the figure fills most of the screen.

Medium shot: A type of framing that shows a person from the waist up. Medium shot is considered as a framing of moderate scale, where the figure fills almost most of the screen.

Sound: Sound perspective can be suggested by volume: A loud sound tends to seem near, a soft sound tends to seem more distant.

Sound bridge: A manipulation of the sound, according to which, either
1. At the beginning of one clip, the sound from the previous clip is heard before the sound from the new clip begins, or
2. At the end of one clip, the sound from the next clip is heard, leading to the introduction of that clip.

Synchronous sound / Simultaneous sound: The sound that is not matched with the movements that appear in the images, it particularly, corresponds to lip movements.

Non synchronous sound / Non-simultaneous sound: The sound that is not matched with the movements that appear in the images, it particularly, does not correspond to lip movements.

Sound Motifs: Elements of sound that make the overall environment of sound richer.

Leitmotiv: "The leading motif", a short musical phrase that denotes a specific event. When repeated it signals an upcoming event. Its basic dramatic function is that of allusion.

Mise-en-scene: All the elements recorded from the camera, the interior of the frame, including the settings and props, the lighting, the figure behaviour.

Setting: All the elements, apart from the person(s), that constitute the environment of the framing.

Colouring of the image: The type of tone and hue that ensue the quality of the colour of the image.

Saturation: The colour attribute that indicates colour richness, the strength of the colour.

Desaturation: A technique that eliminate the colour of an image giving gradually a result of black and white sequences.

Hard lighting: A type of lighting that creates sharp-edged shadows and sharp contrasts.

Soft lighting: A type of lighting that results to images with a gradual, even, smooth transition from highlights to shadows.

High-key lighting: A type of lighting that allows smooth contrast between the light and dark areas of the object.

Cut: The cutting of the duration of one clip.

Crop: The manipulation of the size of image, which relays upon the cutting and re-shaping of one clip.

Duration: The aspect of temporal manipulation that refers to the time span to which the video extends.

Long take: A shot that unfolds for a relatively lengthy time.

Fade: A type of dissolve that affects the end (fade-out) or the beginning (fade-in) of a clip. Usually,

1. Fade-in: The shot appears dark and gradually brightens until it comes to its normal colouring.

2. Fade-out: A shot that gradually darkens as it comes to its end.

Alternatively, fades-in and fade-outs are brightening to pure white or to a colour.

Cross dissolve: A transition between two clips during which an image gradually dissolves in the following image.

Editing: The process of modifying the videotic footage and arrange it to form the sequences that will compose the video-work.

1. The act of selecting and joining camera shootings.

2. The set of techniques that applied and regulate the relations among shots and sequences.

Continuous editing: A type of editing which, preserves a continuous matching of the narrative sequences. Such a continuous unfolding relays upon the matching of temporal and spatial relations, by means of graphic mass and setting, as well as screen direction from shot to shot.

Discontinuous editing: A type of editing, which preserves a discontinuous unfolding of the narrative sequences. It is an alternative method of joining clips and narrative sequences together, including the mis-matching of temporal and spatial relations, by means of graphic mass and setting, as well as screen direction from shot to shot.

Overlapping editing: A type of editing, where parts of the narrative sequence are arranged to be repeated along the videotic time-span, resulting to an expansion of the duration of an action.

Jump cut: A type of cut that results to uneven match of two successive narrative sequences.

Match: An even cut, which joins two similar shots so as to appear continuously and uninterrupted.

Graphic match: A continuous matching of two successive shots so as to create an even transference from one to another, usually based on the matching of colour or shape.

Flash back: A manipulation of the story-order in which, while the narrative events occurring in the present are interrupted by narrative events that took place earlier in the story.

Flash forward: A manipulation of the story-order in which, while the narrative events occurring in the present are interrupted by narrative events that take place later in the story.

Frequency: The aspect of temporal manipulation that refers to how many times any clip is repeated through the duration of the video.

Loop: The exact, constant, uninterrupted repetition of a part or whole video-sequence.