COMD2320 OL15 11310

Introduction to Video
Monday 6/28/2021

Agenda

- ❖ Discuss the Homework.

- ❖ Definitions

- ❖ Guest Speaker Lacey Beattie - Focus Features

- ❖ Editing

Homework Discussion

Definitions

- Standard Naming Convention: The process in which the editor(s) comes up with a formula for naming clips and files in a project. This process would become routine for all projects.

- Feathering: A technique for blurring the edges of a mask.

- Opacity: An inverse measure of the level of transparency in an image, which is of importance when compositing. Opacity information is stored in the image's Alpha Channel.

- Color Temperature: The hue of the color, with lower (colder) values towards the blue end of the spectrum and higher (warmer) values towards the red end of the spectrum. Measured in Kelvin.

- Non-Linear Editing: An editing system in which edits can be preformed at any time, in any order. Access is random, which means that the system can jump to specific pieces of data without having to look through the whole footage to find it.

Definitions Continued

- Contrast: The difference between the lightest and darkest elements of an image.

- Channel: One of several grayscale components used to make up a color image. RGB Images are made up of red, green, and blue channels, with optional alpha channel for transparency. Some file formats support additional channels to contain extra information such as z-index data.

- Hue: The shade of a color. This is the general color category that the color falls into. For example pink, crimson, and plum are different colors but they fall under the hue of red.

- RGB: The primary colors of light that are used to make images in monitors, cameras, and digital projectors.

- Continuity: The process of maintaining the consistency of the plot, characters, time period, objects, places, and events of the film in order to maintain the audience's suspension of disbelief.

Editing Exercise

Guest Speaker
Lacey Beattie
Focus Features