

# DIGITAL VIDEO TOOLS MATCHING

## Digital Media 1

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|-----------|---------------------|----------|--|
| 1. _____  | Audio Levels        | <b>A</b> | Adjusting the camera's lens setting to make the footage of the subject clear and blurry.   |
| 2. _____  | Close-up Shot       | <b>B</b> | Camera physically moves horizontally or left and right.  |
| 3. _____  | Crane               | <b>C</b> | Can view the audio levels while playing a clip sequence.   |
| 4. _____  | Customize Workspace | <b>D</b> | Contains bins with a variety of audio and video effects.   |
| 5. _____  | Dolly               | <b>E</b> | Holds several commonly used tools.   |
| 6. _____  | Effect Control      | <b>F</b> | Horizontally pivoting the camera left or right, the physical location of the camera doesn't change.  |
| 7. _____  | Effect Panel        | <b>G</b> | Lists all the effect that are applied to the currently selected clip.  |
| 8. _____  | Focus               | <b>H</b> | Making the camera's color settings to match true white, which makes all other colors balanced.   |
| 9. _____  | High Angle Shot     | <b>I</b> | Mentally dividing the frame into thirds both horizontally and vertically or 9 equal parts and have the subject occupy two-thirds of the frame. |
| 10. _____ | Iris                | <b>J</b> | A visual sequence of events to provide a visual of what the video will look like.  |
| 11. _____ | Low Angle Shot      | <b>K</b> | Shot that shows part of the subject with more detail while still giving the impression of the location/environment.                            |
| 12. _____ | Media Browser       | <b>L</b> | Shows a particular part of a subject with more detail.   |
| 13. _____ | Medium Shot         | <b>M</b> | Shows the subject and location/environment in its entirety.  |
| 14. _____ | Pan                 | <b>N</b> | The camera physically moves towards and away from the subject to make it   |
| 15. _____ | Program Monitor     | <b>O</b> | The provides access to video, audio, and graphics files and lets your preview  |
| 16. _____ | Rule of Thirds      | <b>P</b> | This adjust in the camera's les to allow the appropriate amount of light into the camera.  |
| 17. _____ | Source Monitor      | <b>Q</b> | This camera shot is from below the normal eye-level when compared to the subject.  |
| 18. _____ | Storyboard          | <b>R</b> | To arrange your workspace to best meet your needs as a video editor.   |
| 19. _____ | Tilt                | <b>S</b> | To move the camera physically vertically or up and down.   |
| 20. _____ | Timeline            | <b>T</b> | Used to edit clips before putting on timeline  |
| 21. _____ | Tools Panel         | <b>U</b> | Used to place and edit all media elements  |
| 22. _____ | Truck               | <b>V</b> | Used to view clip sequences on the timeline  |
| 23. _____ | White Balance       | <b>W</b> | Uses the mechanics of the camera's lens to make the subject appear closer or   |
| 24. _____ | Wide Shot           | <b>X</b> | Vertically pivoting the camera up or down, the physical location of the  |
| 25. _____ | Zoom                | <b>Y</b> | When a camera location is above the normal eye-level compared to the subject.  |