

Unit 12

Multiple Choice

Identify the choice that best completes the statement or answers the question.

- _____ 1. What are the three nonlinear editing phases?
- linear, nonlinear, and tracking
 - capture, editing, and export
 - off-line, on-line, and in-line
 - digital, analog, and conventional
 - source, editor, and controller
- _____ 2. What is the main advantage of time code?
- it accelerates the whole editing procedure
 - it makes editing frame-accurate
 - it enables accurate labeling of the source media
 - it gives a running total of frames used
 - it aids the compression process
- _____ 3. Which type of linear editing is required for editing video to a prerecorded audio track?
- time code
 - random access
 - single-source
 - insert
 - assemble
- _____ 4. What is an advantage of using a multiple-source rather than a single-source linear editing system?
- effects like fades and wipes are possible
 - time code control is enhanced
 - control track control is enhanced
 - larger screen sizes may be used
 - fewer media are necessary
- _____ 5. What is a main advantage of an NLE system?
- editing can be done with the switcher
 - it needs only a single VTR
 - all produce video that is on-line quality
 - you can call up each single frame through random access and display it next to another one
 - you can run and display several videotapes simultaneously
- _____ 6. What is a cutaway?
- a shot that is cut out by the editor
 - a shot that should have been recorded but wasn't
 - a shot related to the main event
 - a shot that is not useable because of a mistake
 - a shot that is too short

- _____ 7. When using analog source tapes for nonlinear editing, the capture process requires which signal transformation?
- from digital to analog
 - from linear to nonlinear
 - from analog to digital
 - from high-frequency to low-frequency
 - from compression to decompression
- _____ 8. What do you call the copies of the source media that have the time code keyed over each frame?
- bumped-down dub
 - window dub
 - key dub
 - time code dub
 - analog dub
- _____ 9. Which editing process will produce the final edit master?
- off-line
 - on-line
 - assemble
 - insert
 - linear
- _____ 10. Which shooting practice will aid postproduction editing?
- stopping the camera a few seconds into the shot, then starting it again to provide a cue point
 - letting the camera run continuously between shots to give the editor more choices
 - providing a few seconds of a pad at the beginning and the end of each shot to give the editor more choices
 - recording the shot without a pad at the beginning or end so that the editor can find them quicker
 - not taping rehearsals and thereby saving the editor time
- _____ 11. What do you call the document that, among other things, lists the final edit-in and edit-out time code numbers?
- shot list
 - field log
 - EDL
 - time line
 - VR log
- _____ 12. What does *off-line* mean in nonlinear editing?
- both the capture and the editing are done in low-resolution video
 - both the capture and the editing are done in high-resolution video
 - the editing is done without VTRs
 - the editing is done by importing footage from a server
 - the editing is done by importing footage from another hard drive