

## 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