

Editing Terminology Quiz – Answer Key

(mark /12)

Fill in the blanks with the correct terms.

1. The folder where all media data files for a single project should be stored. __BIN__
2. This occurs when the computer transfers a digital file or media and stores it as a Clip.
Import
3. The visual workspace of a software program as it appears on a screen is known as a
__GUI__
4. A transition between two clips where the first fades down as the second fades up. This creates a softer visual or sound and can also be used to show the passage of time. __Dissolve__
5. The monitor on screen where clips can be viewed or the editor can watch the sequence on the timeline when controlling the playhead. __Viewer__
6. The action where the computer accesses footage that is live or from video tape and stores it as a Clip. __Capture__
7. The visual marker that indicates what part of the timeline or clip is being viewed. It is also used to indicate exactly where the user wants to edit. __Playhead__
8. A compatible media file that can be moved to the timeline to be manipulated. The media data actually remains in the bin, only a visual representation appears on the timeline for human use.
__Clip__
9. The visual workspace containing video and audio tracks that holds the arrangement of clips in the user's desired sequence, including titles and transitions. __Timeline__
10. This action divides a clip so that a portion of it can be removed from the timeline. Using split edits on the timeline ensures that the original full clip remains available in the bin to repair any mistakes. __Split__
11. The way that one clip of video or audio ends and the next begins. (example: cut, fade, dissolve). __Transition__
12. A transition where the video or audio increase from nothing (a black screen or silence) to full picture or sound over a specific time, or from full to nothing over a specific time.
Fade Up/Fade Down