

# 3 Video Space

Name: \_\_\_\_\_

Date: \_\_\_\_\_ Period: \_\_\_\_\_

## Reading Review

Write a brief answer for each question below. If you are not sure of an answer, review the appropriate section of the chapter to find it. Answer each question with complete sentences for full credit.

1. What are the four laws of video space?

---

---

---

---

2. What is the difference between “framing” something and “framing off” something?

---

---

3. Give two examples of using the frame to control content.

---

---

---

---

4. Give two other examples of the power of the frame.

---

---

---

---

5. What two clues do viewers use to judge apparent movement on the screen?

---

---

6. Explain one way to make a model spaceship move across the screen.

---

---

7. In the world on the screen, what determines “vertical” (up and down)?

---

---

8. Name the three dimensions in the video world.

---

---

9. Explain how to make a subject appear to float horizontally above the sidewalk.

---

---

10. Describe how to visually shorten a long walk.

---

---

---

---

11. Explain how to create the shot of a tiny person standing in another person 's hand, as shown at the beginning of Chapter 3 in the textbook.

---

---

---

---

12. In the "wall-climbing" setup in Chapter 3, why does one crew member stand on the front of the rope and a second crew member hold up the back of the rope?

---

---

---

---

### Vocabulary Review

Match each term to its definition by writing the letter of the correct definition in the space. (Not every one of these terms is defined in the *Technical Terms* section in the textbook, and some of the definitions do not apply to any term listed below.)

#### Terms

- \_\_\_\_\_ 1. Sell
- \_\_\_\_\_ 2. Frame off
- \_\_\_\_\_ 3. Gag
- \_\_\_\_\_ 4. Frame
- \_\_\_\_\_ 5. Screen direction
- \_\_\_\_\_ 6. Cheat
- \_\_\_\_\_ 7. Setup
- \_\_\_\_\_ 8. Height
- \_\_\_\_\_ 9. To frame
- \_\_\_\_\_ 10. Breadth

#### Definitions

- A. The video dimension parallel to the top and bottom of the screen.
- B. To exclude an object completely from the screen.
- C. To move a subject from its original place (to facilitate another shot) in a way that is undetectable to the viewer.
- D. Something that appears real on the screen, but is actually a trick.
- E. The apparent positions of objects on the screen, with respect to one another.
- F. The apparent movement of subjects in the frame.
- G. The video dimension that appears to extend from front to back on the screen.
- H. The four edges that make up the border of the screen. Also, a single video image.
- I. To add detail that increases the believability of a screen illusion.
- J. The purposeful arrangement of the parts of an image.
- K. The video dimension parallel to the sides of the frame.
- L. To feature a subject in a composition.
- M. Any effect, trick, or a stunt in a movie.
- N. The orientation of on-screen movement with respect to the left and right edges of the frame.
- O. A single camera position, usually including lights and microphone placements as well.