

STUDIO: Location where all the action takes place. Ideally the studio should be acoustically “dead”, the floor should be smooth to allow for quiet and efficient camera movement and the ceiling should house a lighting grid.

CONTROL ROOM: Separated from the studio by large windows, the Control Room is where the Director, TD, CG Op., Audio Op., and Tapes Op. sit.

SWITCHER: Special Effects Generator. Receives all the video sources (inputs from cameras, etc.) and is used to select the pictures or effects to be shown.

WAVEFORM/VECTOR SCOPE: Graphic representation of a video signal, showing signal levels (whites and blacks), color and timing (sync).

CHROMA KEY: Video effect in which blue (or other selected color) parts of a video picture are replaced with another picture electronically.

PATCH PANEL: Rows of sockets connected to inputs and outputs of various devices so that a signal can travel from one device to another.

SET: The background and or furniture where the action takes place.

CYC: Cyclorama. A suspended plain cloth; usually stretched taut by weights along its bottom edge, where a totally wrinkle free surface is required. Can also be molded fiberglass.

CCU: Camera Control Unit or Remote Control Unit (RCU). Allows studio cameras to be adjusted and controlled from a remote location.

STUDIO POSITIONS

DIRECTOR: Instructs the crew and performers about how exactly to execute his or her vision of how the program should look. Must be all-seeing, all-hearing and anticipate everything before it happens, and have the ability to make **clear** decisions instantly.

TECHNICAL DIRECTOR (T.D.): Operates the Special Effects Generator, or Switcher, and shades the cameras. Must react **quickly** and **accurately** to what the director calls for. Takes care of engineering issues that arise.

AUDIO OPERATOR: Chooses proper sound gathering EQ (microphones and CD or tape players, etc.) and mixes them to the appropriate levels during production.

GRAPHICS OPERATOR: Gathers information and creates graphics for production.

VTR OPERATOR: Makes sure all tapes are accounted for and in order for playback

during production. Monitors recording levels on master tape.

FLOOR DIRECTOR: In charge of the studio; is the only one who communicates with the director during the production if necessary. Sets lights, keeps the studio tidy and makes sure the set is put together properly.

CAMERA OPERATOR: Must follow the rundown and give the director the appropriate shots when asked. Before and after a shoot Camera Ops assist the FD with set –up and tear-down of the studio.

TALENT/ANCHOR: You are the production or, *the only one the audience sees!!* You must execute the director’s wishes to the best of your ability.

Script Example

CRTV

Morning Announcements

VIDEO

C3 WS

**DV BRIDGE: FLAG &
STUDENT INFO**

AUDIO

T1: GOOD MORNING CHIEFTAINS, I’M

_____...

T2: ...AND I’M _____

AND TODAY IS WEDNESDAY,

FEBRUARY 22ND...WOULD YOU

PLEASE STAND FOR THE FLAG

SALUTE...

DV BRIDGE

C2

**T1: THERE WILL BE AN SAT/ACT
PREP COURSE FROM 9:00-12:30 ON
FEB. 25TH AT HERITAGE HIGH
SCHOOL. IF YOU ARE INTERESTED,
PICK UP A GREEN FLYER IN THE
MEDIA CENTER, THE COUNSELING
CENTER OR ROOM 607. REGISTER
FOR THE COURSE WITH MRS.
MORTEK IN ROOM 607!**

Describe these Directors' cues:

1. Cut:

2. Wipe:

3. Key:

4. Fade:

5. Dissolve:

6. Super (superimposition):

9. Take:

10. Mix: