Editing Terminology

Continuity Editing:

Axis: The imaginary line between characters in a scene.

180 Degree Rule: The camera can't cross the imaginary axis of action as it disorients the consumer.

30 Degree Rule: when changing the distance of a cut, it must move at least 30 degrees to avoid a 'jump/tangent cut' which confuses the spectator.

Establishing Shot: A Is to set the scene for the audience.

Shot Reverse Shot: An over the shoulder shot with CU on the actor, from the other side of axis of action.

Montage: A short sequence of times & events usually using music. They usually show progression or a process.

Spatial Axes Of Action: Two different axes of action in one setting.

Cross Cutting/Planes of Action: scenes set at the same time in different settings are intercut to create tension

Temporal Axes Of Action: Two scenes at the same location but at different times are edited together (usually at the same time)

Temporal Planes Of Action: Two different settings at two different time periods.

Editing Rhythm:

SLOW MOTION:

The

SPEEDED UP:

Action is sped up.

Transitions (Editing Style):

Straight Cut: Instant cut between shots to change scenes or change the view of a scene.

Fade In/Out: Shot turns to/from black signalling the beginning/end of a scene.

Dissolve: The two shots merge together

Wipe: a line wipes one shot of to the next

Iris: The shot shrinks to a circle to the next shot

Non Continuity Editing:

Axis: The imaginary line is broken in awkward abrupt cuts to unusual angles.

180 Degree Rule: The line is often broken, making things seem unclear.

Jump/Tangent Cuts: Cuts don't follow 30 degree rule, so cuts are on the same angle creating an uneasy feeling in the audience.

Montage: In non continuity films the montage doesn't have to follow the storyline and can use abstract shots.

Insert Shots: Shots are inserted that aren't linked to the narrative, creating a surrealist nature.

Self-Reflexivity: Cuts are abrupt and unusual which draws attention to them, this makes the text lose its escapist nature as it reminds the audience they're watching a text.

Post Production Effects:

Linear Editing: An old style of editing where the film is cut & spliced into order using film.

Non-Linear Editing: Any part of the film can be edited at any time as this is done on disk.

Sound Design/Effects: The sound department creates all sounds needed to create the reality they want.

Automated Dialogue Replacement: 95% (approx) of dialogue spoken on set is re-recorded in the studio to create better quality.

Computer Generated Imagery: Huge computers can add extra visuals to the text. They can capture actors' motions, create locations and add pretty much anything to the film.

Digital Grading: This can colour every frame, e.g. It can add a blue tint to make it look colder.