**Editing**

Includes transition of image and sound

**Post production** - In film making, the task of selecting and joining camera takes.

Transitions

Pace

Continuity or discontinuity, what rules of editing does the scene follow

**Cross-cutting or Parallel editing -** Editing between two scenes that are happening at the same time-manipulating space for the audience.

**Ellipsis** - Omits a portion of the sequence of events, allowing the viewer to fill in the narrative gaps. For example; seeing a character leave their home for work then seeing at their desk at work. There has been an omission of the journey to work but the audience has not lost any meaning.

**Graphic match –** A cut between 2 different scenes witha similar shape or object appearing in both shots. <http://www.youtube.com/watch?v=uaGd6PQg3ig>

**Jump cut -** 2 sequential shots of the same subject are taken from camera positions that vary only slightly. This type of edit gives the effect of jumping forwards in time. <http://www.youtube.com/watch?v=AEYS8Qc5JqM>

**Cut** - An instantaneous change from one framing to another.

**Fade** -

**Fade-in**: A dark screen that gradually brightens as a shot appears.

**Fade-out**: A shot gradually darkens as the screen goes black. Occasionally fade-outs brighten to pure white or to a colour.

**Wipe** - A transition between shots in which a line passes across the screen, eliminating the first shot as it goes and replaces it with the next one. Wipes can be in any direction.

**Dissolve** - a transition between two shots during which the first image gradually disappears while the second image gradually appears; for a moment the two images blend together.

**Long take** - a shot that continues for an unusually lengthy time before the transition to the next shot.

**Short take** - a shot that continues for a very short amount of time before the transition to the next shot.

**Slow motion** - Movements on the screen appearing slower than they would in actual life.

**Fast motion** - Movements on the screen appearing more rapid than they would in actual life.

**Montage** - A method of putting shots together in such a way that dissimilar materials are juxtaposed to make a statement.

**Visual effects –** Process by which imagery is created and/or manipulated outside the context of a [live action](http://en.wikipedia.org/wiki/Live_action) shoot. Often **C**omputer **G**enerated **I**magery.