Unit 26

**Hand-out 1:
Glossary for unit 26**

| **Term** | **Definition** |
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| Aperture | The aperture is the opening in the lens that controls how much light hits the camera's image sensor. The aperture is an iris in the lens that can be opened or closed to allow more or less light into the camera. The smaller the aperture, the less light is allowed to enter through the lens. |
| Automatic mode | Automatic mode is a camera setting that initiates a built-in exposure meter that automatically adjusts the lens opening, shutter speed or both for proper exposure. |
| Close-up | This kind of shot is often used to take a close-up photograph of a full face. This shot helps to make characters recognizable to the audience.  |
| Composition | Composition refers to the way in which the subject of the photograph is set within the frame.  |
| Depth of field | Depth of field is a means of describing the area of a photograph that is in focus. A photograph that shows the area close to the camera and objects far away in good focus is said to have a large depth of field. |
| Exposure | Exposure is the total amount of light allowed to fall on the photographic medium (i.e. photographic film or image sensor) during the process of taking a photograph.  |
| Extreme close-up | This is a shot in which a character or item takes up the entire frame of film. It is often used for dramatic effect or to indicate to the viewer that the subject is important.  |
| Extreme long shot | This is a framing device in which the scale of the object is very small; a building, landscape or a crowd of people would fill the screen.  |
| Eye-level shot | In an eye-level shot, the camera is at equal height with the subject. |
| F-stop | The F-stop is the number used to measure the aperture: the smaller the number, the bigger the aperture. F-stop numbers are written like this: f/1.4. |
| Flash | A flash is a device that creates a burst of light. It is generally used to help illuminate a scene that does not have sufficient light.  |
| Headroom | Headroom refers to the space between the top of someone’s head and the top of the frame.  |
| High-angle shot | In a high-angle shot is the camera is located high – often above head height – and the shot is angled downwards. |
| ISO | ISO is the number indicating the camera sensor’s sensitivity to light. The higher the sensitivity, the less light is needed to make an exposure.  |
| Long shot | A long shot provides an overall view of a whole scene from a distance. It is often used as an establishing shot. Usually, the person’s whole body can be seen.  |
| Low-angle shot | In a low-angle shot the camera is positioned below looking up at the subject. It is used to confer respect on subjects or to accentuate their magnitude and grandeur. |
| Low lighting  | Low lighting is a condition in which there may not be sufficient light for the camera to operate effectively, such as at dusk or in an unlit room.  |
| Manual mode | Manual mode gives users full control of their camera by enabling them to set the aperture and shutter speed by hand. |
| Medium shot | A medium shot shows most of the body (i.e. generally cutting off between the waist and knee).  |
| Medium close-up | A medium close-up shot includes a person’s head and shoulders.  |
| Nose room | Nose room is the distance between the nose of the subject and the edge of the frame.  |
| Photo-voice | Photo-voice is a methodology often used to provide insight into how people conceptualize the conditions that affect them. It involves having community members take photographs to represent their points of view, in this case concerning their ICH.  |
| Rule of thirds | The rule of thirds is an imaginary nine-square grid transposed on the viewfinder when composing a shot in which the photographer tries to line up points of focus along the lines and intersections of the grid.  |
| Shutter speed | Shutter speed is the number of seconds that the camera’s shutter curtain opens to allow light to reach the film. |
| White balance | White balance is a colour camera function that determines how much red, green and blue are required to produce a normal-looking white. |

Source**:** Corbett J. and White K., 2010. *Glossary for the Unit*. Unit M14U05, Module M14: Documentation; in “Training Kit for Participatory Spatial Information Management and Communication”. CTA, The Netherlands and IFAD, Italy.