

1. What is EDITING?
2. How is editing used TO BUILD A SCREEN EVENT?
3. What is a SWITCHER? What is "LIVE EDITING?"
4. What is POSTPRODUCTION EDITING?
5. What is CONTINUITY EDITING? What is the editor trying to "keep" continuous?
6. Explain VECTOR CONTINUITY (GRAPHIC; INDEX; MOTION; CONTINUING; CONVERGING; DIVERGING) in terms of editing.
7. Explain INDEX VECTOR-TARGET OBJECT CONTINUITY.
8. Explain ON-SCREEN and OFF-SCREEN CONTINUITY.
9. What is BAC POSITIONING? Why might it be PROBLEMATIC in producing a talk show?
10. What is ABC POSITIONING? How does it CORRECT the potential problems of BAC positioning?
11. Can you use SUCCESSIVE Z-AXIS INDEX VECTORS TO ESTABLISH DIRECTION? Why or why not?
12. What is a VECTOR LINE? Why is it important in editing? How do you "ESTABLISH" that line?
13. Explain how you would place cameras correctly (that is, with the vector line in mind) in CROSS-SHOOTING and in OVER-THE-SHOULDER SHOOTING.
14. What is a CUTAWAY?
15. Explain MOTION VECTOR CONTINUITY and how you would establish and maintain it.
16. Explain the problems involved with COMBINED INDEX VECTORS AND MOTION VECTORS. Specifically, how do you maintain continuity when both index vectors and motion vectors are involved with shooting a scene?
17. Explain what Zettl calls "other continuity factors," including ACTION CONTINUITY; SUBJECT CONTINUITY; COLOR CONTINUITY; ENVIRONMENTAL CONTINUITY.