

Chapter 3: The Video Camcorder (pp. 102–141)

- Video Sensor: light sensitive computer chip (pp. 6, 16, 29, 103, 136-7)
 - CCD (Charge Coupled Device)
 - Single Chip / Three Chip (Beam Splitter)
 - CMOS (Complementary Metal Oxide Semiconductor)
- Viewfinder Zebra = Exposure Indicator (p. 107)
- Pixels (picture elements) (p. 6)
- Camera Power (pp. 127-132)
 - AC Power Supply (power & charge battery)
 - Battery (Ni-Cad, NiMH, Li Ion (best))
- Format/ Frame Rate (pp. 104-5)
 - 1080 or 720: usually set by the camera
 - 24 or 30 fps; progressive or interlace
 - Speed: ISO or Gain setting
- Exposure (AE Shift) (pp. 107-9)
 - Backlight
- Focus (auto vs. manual)
- White Balance (auto vs. manual) (pp. 109-113)
 - Electronic compensation/different color light
 - Preset for indoor light (3200° K)
- Image Stabilization (p. 140)
- Low Light (Infrared) (p. 134)
- In-Camera Effects (NO except: Skin Detail) (p. 140)
- SMPTE Time Code (hours:minutes:seconds:frames)
- Recording Media (Chips) (pp. 115-121)
 - Formatted, Backup 2 places, Copy all files
 - MTS files (editing or conversion software)

Chapter 12: Lighting (pp. 471–520)

- Available Light (p. 471)
- Naturalistic Light (pp. 498, 506)
- Hard Light/Specular Light (p. 472)
- Soft Light /Diffuse Light (pp. 472-3)
- Top Light/Underlight (p. 476)
- Lighting Contrast (pp. 476-8)
 - Low Key/High Contrast
 - High Key/Low Contrast
- Wattage: 1k, 2k, 5k, 10k (p. 479)
 - Aces (1k) and Deuces (2k) (p. 486)
 - Spots: Inky/Baby/Junior/Senior
- Inverse Square Law (pp. 479-80)
- Lamp Head/Bulb (p. 480)

- Tungsten-Halogen-Quartz (p. 480)
 - (CTO) 3200°K
- HMI Lights (formerly carbon arc) (p.481)
 - (CTB) 5600°K
- Fluorescent Bulbs (pp. 483-5)
- Plusgreen/Minusgreen Gels (p. 516)
- Spotlights (Focusing) (pp. 486-7)
 - Fresnel Lens (p. 486)
 - Open Face (No Lens) (p. 487)
- Floodlights (Nonfocusing) (pp. 487-8)
 - (PAR) Sealed-Beam Lights
 - Scoops/Broads
- Diffusion Materials (p. 488)
 - Lee 216/250
 - Rosco Opal Tough Frost
 - Rosco Soft Frost
- Scrims (reduce light intensity) (p. 464)
- Bounce Light (p. 489)
 - Foam Core/Show Cards
- Reflectors (p. 491)
 - Foil or Space Blanket
- Eye/Obie/Bash Light (p. 492)
- LED Lights (pp. 485-6)
- Spill Light Control (pp. 493-4)
 - Flags, Barndoors, Net, Cucoloris, Snoot
- C-Stands (Century Stands) (p. 496)
- Location Lighting: Polecats, etc. (p. 496)
 - Practicals (pp. 491-2)
- Dimmers (p. 496)
- Gels: CTO & CTB (p. 496)
- Dichroic Filters (match TO daylight) (pp. 497-8)
- Three Point Lighting (pp. 499-501)
 - Key/Fill/Back
- Lighting Contrast (p. 512)
 - Typical Ratios: (2:1, 3:1, 4:1)
- Butterfly/Silk (pp. 513)
- Magic/Golden Hour (p. 517)
- Night/Day for Night (p. 517)
- Mixed Color Temperature (pp. 514-6)