Wrap-Finishing a production.

HELPFUL TERMINOLOGY

ACTION - Begin the action or script.

BACK TO ONE - Taking it from the top of the same scene or moment of action you just did. Starting from the same physical positioning.

BILLING - The order of the names in the title of opening credits of a film or TV show.

BLOCKING or STAGING - Physical movement by actors in a scene.

BLUE SCREEN - Shooting in a studio against a large blue or green backdrop which allows a background to be superimposed later on the final image.

BOOM - An overhead microphone, usually on an extended pole.

CHECKING THE GATE - A verbal command to check the lens on the camera. If the lens is okay, the cast & crew will move on to the next scene or shot.

CRANE SHOT - A camera shot raised over or above the set or the action.

CUE - Hand signal by the Stage Manager

CUT - Stop the action.

DAILIES - Screening of footage before it is edited.

DAY OUT OF DAYS - The schedule containing the work days for all actor on a film project. SW (Start Work); W (Work); DD (Dark Days); H (Hold Day); D (Drop); PU (Pick Up); WN (Will Notify); WF (Work Finish)

DAY PLAYER - A performer hired on a daily basis, rather than a long term contract.

DIALOGUE - The scripted words exchanged between performers.

EXTRA (or Atmosphere) - Background Talent,

FIRST TEAM - The production term for the principal actors in a scene

FORCED CALL - A call to work less than 12 hours after dismissal on the previous day

GOLDEN TIME - Contractually called the 16 Hour Rule Violation for Extra Performers, is overtime, after the 16th hour, paid in units of one full day per hour.

HOLD - Momentarily stop the action or script.

IMPROVISE - Use your imagination to develop moments without scripted text.

MATCHING ACTIONS - The requirement that the actor match the same physical movements in a scene from take to take, in order to preserve the visual continuity.

MARK - Designated spot actor must stand for the camera shot.

PICK-UP - Added take because of a problem with a shot..

PRINCIPAL - A performer with lines or special business which advances the story.

PROPS - Easily moved object used in the course of action.

REHEARSE - Practice time.

ROLLING - The verbal cue for the camera film and audiotape to start rolling.