



## LESSON 1 ASSESSMENT

### 1 – Preview:

A: \_\_\_\_\_

### 3 – Producer:

A: \_\_\_\_\_

### 5 – Switcher:

A: \_\_\_\_\_

### 7 – Technical Director (TD):

A: \_\_\_\_\_

### 9 – Graphics:

A: \_\_\_\_\_

### 2 – Cameras:

A: \_\_\_\_\_

### 4 – Program:

A: \_\_\_\_\_

### 6 – Source:

A: \_\_\_\_\_

### 8 – Multiview Screen:

A: \_\_\_\_\_

### 10 – Pre-recorded Videos:

A: \_\_\_\_\_

### Answer Bank:

1. Video source that comes from a live camera
2. Videos that have been produced prior to the show that will be played back during the show (Commercials, Hype Videos, PSA's, etc.)
3. Still or Motion images used to enhance the quality of the production (Lower Thirds, Stats, Results, etc.)
4. The person responsible for following the orders of the producer and sending the appropriate source to the production
5. Single screen that displays all active inputs and sources for the producer to choose from
6. Where the image or video on the Multiview window is coming from. (Camera, Replay, Digital Playback, etc.)
7. Person responsible for organizing the run of show and directing the camera people. Will communicate with the Technical Director to make sure all assets are executed. (Commercials, In-game promotions, Sponsor reads, etc.)
8. Production hardware and software that takes multiple inputs and allows a Technical Director to create a live show by "switching" through the various inputs at different times during the production
9. Upper left window of the Multiview screen which lets you see an input source in a larger format. This is also the screen that will be moved to Program if a Technical Director uses transitions
10. Upper right window of the Multiview screen and is the LIVE input source being sent to the production.  
Whichever input is active in this Program window will be seen by either the TV audience or crowd in the stadium

