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Note: Words which are in bold in the text have their own separate glossary entry.

Category Tags

Each of the terms in the glossary is preceded by a tag in brackets that indicates the category which the word is associated with. If you are searching within a particular category, you can type this tag into the search bar and the glossary will cycle through the terms connected with that tab.

[ANI]	Animation
[APH]	Additional photography
[ARCH]	Architecture
[ART]	Art Department
[BIZ]	Entertainment business
[CNST]	Construction
[CST]	Costumes
[DIR]	Direction
[DIST]	Distribution
[ELE]	Electrical
[EXP]	Expressions
[GRP]	Grip
[HDWR]	Hardware
[MU]	Makeup
[ORG]	Organizations
[POST]	Post-production
[PPH]	Principal photography
[PROD]	Production
[PRS]	Crew titles/personnel
[SCR]	Script/writers
[SDEC]	Set Decoration
[SET]	Set Construction
[SFX]	Special Effects
[SND]	Sound
[STG]	Stage
[TAL]	Talent/actors
[VEH]	Vehicles
[VFX]	Visual Effects

Art Department [PROD] - Supervised by the **Production Designer**, the Art Department is responsible for the visual look of the production, from the architectural elements to the props, graphics, set dressing, and vehicles.

Art Director [PRS] - The head Art Director on a film shoot is the Production Designer, who is in charge of designing the sets and the overall look of the film. The other Art Directors in the department are the **Supervising Art Director**, Art Director(s), and **Asst. Art Director**(s). This team is in charge of managing the multitude of jobs that take place during pre-production and production, such as budgeting, coordination of **Illustrators**, **Set Designers**, and communications with the **Set Decorator** and the **Construction Coordinator**. This also entails everything from photographic backings, graphics, set hardware, vehicles, location preparation, and communication with other departments. See also **VAD** and **Virtual Art Director**.

Ashlar [ARCH] - A wall constructed of rectangular cut stone blocks which are finished with smooth surfaces.

Artifact [POST] - An imperfection in the visual picture caused by a malfunction in the recording equipment or from the post-production editing system.

Art Moderne [ARCH] - See **Streamline Moderne**.

Art Nouveau [ARCH] - An international style that was the most popular between 1890 and 1910. Inspired by natural and organic forms it was much less angular than the Victorian designs that preceded it. It was known in England as Modern Style and in Germany and Eastern Europe as Jugendstil.

Arts and Crafts movement [ARCH] - Founded in the late 19th century by the English designer William Morris and several associates, this design movement focused on decorative furnishings such as hand-crafted furniture, wallpaper and textiles, glassware and art tiles which were based on designs from natural patterns. This movement heavily influenced the **Craftsman** and **Queen Anne** architectural styles.

ASA [CAM] - Acronym for the American Standards Association. This was the former name of the American National Standards Institute, a group that sets standards for many industries including the film industry. Previously, a film's sensitivity was designated by an ASA number. This designation has since been replaced by an equivalent numerical system created by the **ISO**.

ASC [ORG] - Acronym for the American Society of Cinematographers. It is not a guild but an honorary society which was started in 1919. Their clubhouse is on North Orange Drive in Hollywood.

ASCAP [ORG] - Acronym for the American Society of Composers, Authors, and Publishers. It was founded in 1914 as an organization that monitors the licensing of music performance rights and collects licensing fees for its members.

Ashlar [ARCH] - The description of a number of patterns of rectangular finely dressed and cut stone pieces, either as structural units or as a stone veneer on a brick wall.

Aspect ratio [CAM] - A measure of the proportion of the frame height to the frame width. The early silent films were shot in a ratio of 1.3:1, also called 4:3. In the early 1930's the Academy set this ratio as 1:37 which was the standard film and television ratio until the 1950s. The aspect ratio for feature films increased in width to 1.66 in Europe and 1.85 in the United States. Anamorphic lenses increased this ratio to 2.35 and later to 2.39. Other film ratios soon developed including 16:9 (1.78), 2.1, and 2.55. See Aspect Ratio chart in Appendix.

Aspheric lens [CAM] - A lens that contains a number of glass elements that are meant to correct or prevent optical aberrations such as **Barrel distortion**.

Assistant Art Director [PRS] - A person who assists the **Art Director** in the duties required by the Art Department. This can include finding hardware for sets, creating directors plans, mood boards, and presentation material for design meetings. In New York, the Assistant Art Director's job is different than in Los Angeles. In New York, there is not a **Set Designer** job designation so it is the job of the Assistant Art Director to create all the technical, architectural, and construction drawings for the production.

Assistant Camera, First (1st A.C.) [PRS] - Also called the **Focus Puller**, their job is to control the focal point of the camera lens either with a focus knob attached to the lens or, more recently, with a wireless focus control unit. They must be aware of the action of the scene and know what is to be the point of focus at any moment during the shot.

Assistant Camera, Second (2nd A.C.) [PRS] - Also called the **Clapper / Loader**. Traditionally this job included marking the beginning of each shot with the **slate** and loading the camera with the film magazine. On a digital shoot, they swap out media cards and update film logs. Today, many of the loader's duties have been assigned to the **DIT**.

Bullseye [ARCH] - See **Corner block** and **Paterae**.

Bump [PROD] - A term for a stunt performer being given a pay increase for a particular day's stunt because additional risks are required.

Bungalow [ARCH] - A generic term for a late 19th to early 20th-century style of house that incorporated deep eaves with exposed rafter tails. Often having a low, broad form with a deep porch and corner posts or columns, often with triangular knee braces. Most associated with the **Craftsman style**.

Bungalow door [ARCH] - A style of door in which the top of the door is divided into a number of glass lites which are set above two or three long vertical solid panels.

Bungalow window [ARCH] - A double-hung window whose bottom sash is a single lite and the top sash is broken up into three or more rectangular lites.

Butt hinge [HDWR] - A type of hinge that appeared in the 18th century which is made of two plates that are joined by a pin that fits in a barrel created by the ends of the leaves. Each leaf is mortised into the jamb and the door stile, leaving just the barrel exposed. It was a successor of the strap hinge which is face-mounted.

Butt joint [SET] - A joint where two boards are flush jointed edge to edge.

Butterfly hinge [HDWR] - See **Dovetail hinge**.

Butterfly kit [GRP] - A kit of light diffusers/blockers which usually consists of a 5'x5', 6'x6', or 12'x12' frame and one each of a single and double net, a silk, a solid, and a griffon. A 20' x 20' kit is called an **Overhead**.

Butterfly knot [SFX] - A type of knot used to tie any kind of rope, whether natural or wire, when working with special effects. Unlike a typical knot which is only half the strength of the rope used, the butterfly is up to 85% percent the strength of the rope in use. It is part of the special effects technician test for the union in Los Angeles.

Buttress [ARCH] - An exterior pier that projects out to stiffen a masonry wall. See **Flying buttress**.

Buyer [PRS] - Works for the **Set Decorator** in locating, renting, and buying all items of furniture and set dressing needed for the production. The Prop and Construction departments also often have buyers on their staff.

Byzantine Revival style [ARCH] - With its roots in 5th-century Eastern Christian architecture, the style began in early 19th-century Western Europe, being incorporated mostly in religious and institutional structures. The style is seen throughout Eastern and Western Europe and in the United States up through the early 20th century, where it was mixed with **Gothic** and **Romanesque** styles.

C-47 [GRP] - A code name for a wood clothespin. They are used for all sorts of things including attaching gels to lights. When the wooden pins have been reversed in the spring, they are called **C-74s**.

C-Stand [GRP] - Three-legged stand for mounting flags, scrims, and small lights. Also called a Century Stand.

Cable [ELE] - Braided copper wire which has been covered with a layer to shield it from other electrical interference and then wrapped in a flexible plastic or rubberized jacket to protect it from wear. These are available in various lengths, depending on the type of use they are intended for. Used for both sound and video recording.

Cabled [ARCH] - A term for a convex mould profile that is applied to the lower portion of the flutes of a classical column.

Cable moulding [ARCH] - A moulding which simulates twisted rope. Found in **Romanesque** style architecture.

Cable person [PRS] - A person who has the responsibility of laying various cables and of making sure there is no danger of them tripping someone or of cables being damaged by other equipment rolling across them.

Calf's tongue mould [ARCH] - Known originally as a tongue mould in the classical Greek period, it became known as a calf's tongue mould during the Medieval period. It is a relief-carved repeating shape with curved edges. They are sometimes separated by darts between each 'tongue'. It is usually applied to a **cyma reversa** profile. This mould is sometimes mistakenly referred to as a **Lamb's tongue mould**.

Calling Grace [EXP] - An expression that the Assistant Director uses, asking the crew to work an extra 12 minutes into what is supposed to be a meal break. This is for the purpose of allowing the company to complete a shot without incurring a meal penalty. All of the crew must agree to the 12-minute extension. A second Grace can be called for on the same day for a 30-minute period.

Echinus [ARCH] - A form of ovolo moulding that is located on the Doric capitals below the abacus. It is made up of a number of radii rather than a single arc. Pronounced 'eh-ky-nus'.

Edge Numbers [POST] - Film stock is coded with edge numbers running along one edge which allows editors to locate and identify a specific frame of film during post-production for editing the picture or synching a soundtrack. See **Timecode**.

Edge roll [ARCH] - See **Bowtell**.

EDL [POST] Abbreviation for Edit Decision List. This is a chronological list of the timecode which matched the timecode of the shot footage. It acts as a digital blueprint that allows for easy replacement of lower resolution images or to pin point places in the edit that require a change or addition.

Editor [PRS] - The person in charge of organizing and cutting the filmed scenes, dialogue, sound effects, and music into their final sequence. They are key to the post-production process and are a large contributor to the effectiveness and success of the film's storytelling.

E fan [GRP] - An electric fan that is designed to move air effectively to create wind effects but is quiet enough to be used while recording sound.

Egg and Dart [ARCH] - A style of carving found in Classical architecture. Usually an enrichment to an **ovolo** mould. The design refers to the male/female sexes and is sometimes seen as a motif of the life and death cycle. Sometimes the design is created as an egg and tongue pattern.

Egg crate [GRP] - A cloth baffle in the shape of a grid, usually 3 to 5 inches high, which is placed in front of a light to direct and contain the beams.

Egyptian Revival style [ARCH] - A style that began in the late 1790s after Napoleon I's campaigns in Egypt. Usually noted by the use of Egyptian-inspired columns or tapered architraves around entrances. The style saw a second revival during the **Art Deco** period after the discovery of Tutankhamen's tomb in 1922.

EI [CAM] - See **Exposure index**.

Electrician [PRS] - A crew member who handles the lighting instruments for the gaffer and is in charge of maintaining and routing electrical cables to the various devices which require electrical power during a soundstage or location shoot. Also referred to as a juicer or a **spark**.

Elephant door [STG] - The 16' tall rolling doors which are the equipment access openings of Hollywood sound stages.

Elliptical arch [ARCH] - A term for a three-centered or five-centered arch. See **Arch types** in Appendix.

Empire style [ARCH] - A style that originated in France and lasted from 1800 into the 1820s. It takes its name from the reign of Napoleon I and was a neoclassical style that occurred during the same period as **Regency** style in England and the Federal style in America. In France, it replaced the Directoire style of design and furniture. The Arc de Triomphe in Paris is an example of the style. See **Second Empire style**.

Engaged column [ARCH] - A column that is attached to a wall with at least half of the diameter of the column projecting from the wall face.

English Brute [ELE] - A type of 225 amp **carbon arc fresnel** light.

ENR [POST] - A proprietary **Technicolor** process that is similar to the beach bypass film process of creating more contrast in the images.

Entablature [ARCH] - The horizontal band or lintel above the columns of a classical building which contains the **cornice**, **frieze**, and **architrave**.

Entasis [ARCH] - Pronounced "En-TAY-sis", it is from the Greek word 'entase' which means 'to swell'. This is the term used to describe the upper tapering of columns of the **Classical orders**.

Equilateral arch [ARCH] - See **Lancet arch**.

Escutcheon [HDW] - From the Latin word 'scutum' for shield. A metal plate, often decorated, which surrounds a door knob or lever, a turn bolt, or a keyhole.

Espagnolette bolt [HDWR] - Sometimes confused with a **Cremona bolt**, the locking mechanism secures a set of French doors or casement windows by way of a single, solid rod that rotates within several metal brackets which are attached to the stile. A rotating metal handle is attached to the rod about three feet from the floor which turns to rotate the rod and engages a hook at each end with a metal stop or recessed clasp in the window sash frame.

Eustyle - [ARCH] - In classical architecture, a column spacing of 2 1/2 diameters between columns. See also **Areostyle**, **Diastyle**, **Systyle**, and **Pycnostyle**.

Forced perspective [SET] - A set which is designed in which the perspective is extended or compressed to create an optical illusion of the object being larger, smaller, closer, or farther away than the object is in real life. This technique is used in foreground miniature work as well as in background scenery.

Foreground miniature [SET] - A miniature designed to be placed between the camera and a set or location which mimics an object of a larger scale. An in-camera effect that was often used to extend the height of a set or building before computer visual effects became commonplace.

Formica [CNST] - A thin material made from plastic phenolic resins that is usually used for countertops. It is made in a wide variety of colors and printed patterns.

Four Banger [VEH] - Name of a large trailer with four dressing rooms.

Four-centered arch [ARCH] - An arch with four pivot points for the centers of the radii of the **intrados**.

FPS [CAM] - Acronym for 'frames per second'. This is the speed at which action is either recorded on film stock or on a digital medium such as a memory card or the speed at which it is projected or streamed for viewing. By increasing or decreasing the number of frames per second, the action can be made to appear in either slow motion or at an enhanced speed when viewed at a standard projection frame rate.

FPV [CAM] - Acronym of 'first person view'. A style that has become even more popular with the advent of drone camera work in film and video.

Frame [CAM] - The area of the scene which is captured by the camera. This area is determined by the lens focal length used and the proportions of the film frame or digital sensor.

Frame-and-panel [ARCH] - A style of door construction that features vertical wood stiles and horizontal rails that form one or more frames around thinner recessed inner panels. Doors usually have between one and eight panels, and recessed inner panels. Doors usually have between one and eight panels, and the door is often referred to by the number of panels it contains. Introduced as a technical improvement over earlier plank-style doors, this method reduced the seasonal expansion and contraction of wood doors. It came into fashion during the **Georgian** period in the early 1700s and remains one of the dominant methods of construction today.

Frame-and-plank [ARCH] - A rustic door construction style in which vertical planks or boards are fastened to a supporting frame that is made of vertical wood stiles and horizontal rails. A sophisticated form of the basic plank-style construction, frame-and-plank doors are often seen in early Colonial style buildings.

Frameline [CAM] - Refers to the edges of the frame which determine what will be recorded by the film or digital sensor.

Frames per second [CAM] - Usually called FPS, this is a measure of how many frames are being recorded per second which dictates exposure settings and the playback settings to make the action appear at the correct speed.

Fraturday [EXP] - A slang term for a Friday during a production when the **call time** is late in the day (because of a scheduled night shoot or **turnarounds**) and **wrap** is not called until the following Saturday morning. A common occurrence on many TV series.

Freitreppe [ARCH] - An exterior stone stairway found on some **Germanic** colonial houses.

French Colonial [ARCH] - Name for a group of various style buildings in the United States with similar characteristics; such as a single story with casement windows and shutters, steeply pitched gables or hipped roofs, and timber framing with brick in-fill. Mainly constructed in the 18th and early 19th centuries in French settlements in the Mississippi River Valley.

French doors [ARCH] - Also called double doors, they are hung in the same frame and have no dividing post between them.

French Eclectic [ARCH] - An American architectural style with characteristics that are loosely based on French houses of the Brittany and Normandy regions.

French flag [CAM] - A small flag attached with a flexible arm to the camera to shade the lens from sunlight causing a light flare.

French hours [EXP] - Instead of a typical shoot day with a meal break at the 6-hour mark, everyone in the crew can agree to a 10-hour day with no lunch break, meaning that food is available at the normal lunch period for crew members to eat as they have time to do so. See also **Walking meal**.

French over [CAM] - Term for an over-the-shoulder shot in which both actors are facing the same direction, such as a shot from behind a park bench or from the rear seat of a car.

International style [ARCH] - An architectural style that started in Europe after World War I. It is a style that grew out of a desire for functionality rather than mirroring previous architectural styles. The roots of **Modern Architecture**.

Interocular separation [VFX] - The distance between the pupils of the human eyes, which is normally about 2.5 inches. Most true stereography is done with twin lenses which are set to less than this distance. This setting is known as Inter-axial separation.

In turnaround [EXP] - An expression meaning a film has been shelved by a studio and is being shopped to other studios by the producers.

Into the works [EXP] - Term for getting an actor into the make-up and wardrobe departments in preparation for the day's filming.

Intrados [ARCH] - The soffit or lower boundary of the voussoirs of an arch.

Ionic [ARCH] - One of the five classical orders, it was developed in ancient Greece and later streamlined by the Romans. The most distinctive part of its design is the four volutes at the top of the capital. The standard height for an Ionic column is 9 times the diameter of the shaft.

ISO [CAM] - Pronounced "Eye-sew" or "Eye-ess-oh", It stands for the International Organization for Standardization. The name is actually not an acronym but is based on the Greek word ISOS which means "equal". It is a multi-national organization of experts who set mutually agreed upon industrial standards to aid in international production efficiency. Film stock sensitivity is listed as an ISO number that corresponds exactly to earlier ASA numbers. In digital cameras, the sensors can be adjusted to various sensitivity settings which are listed as ISO ratings. It is the base rating given by the manufacturer for best exposure results.

Italianate [ARCH] - An architectural style that has its roots in the rural farm-houses of northern Italy. Some commercial buildings of the style have cast iron facades. Popular in America from the 1830s to the 1870s.

Italian Renaissance [ARCH] - A style of architecture that has its roots in Classical northern Italian architecture from the 15th century. Common in the U.S. from the late 19th century to the early 20th.

ITC [PROD] - Acronym for Intermittent Traffic Control. When shooting in public areas, particularly near streets or roads, production companies hire off-duty police officers to handle situations where traffic needs to be redirected or temporarily halted. Unless the street is completely closed off, traffic disruption is allowed only for 5 or 10-minute intervals.

Jacal [ARCH] - A type of mud house that is made of upright poles that are infilled with wattle and daub using wicker and adobe. Found in the southwestern U.S. and northern Mexico.

Jalousie window [ARCH] - A type of louvered window which has slats of glass or wood and takes its name from the Italian word 'geloso' which means 'jealous' or 'protective'. Invented in 1901, they are mainly found in temperate climates and allow full light and airflow.

Jack [GRP] - A wood or metal device for propping up and stabilizing flats or set pieces.

Jamb [ARCH] - The structural vertical sides of a doorway frame or window opening.

Jacobean Revival style [ARCH] - Based on late 17th-century English architecture. Popular in the late 19th and early 20th centuries, they typically had masonry walls and **Gothic** detailing.

Jeffersonian style [ARCH] - A late 18th and early 19th-century style of neo-classical architecture that was based on classical Roman public buildings. Typically more monumental and heavier than the **Federal style**.

Jockey [SET] - A type of wild wall, these walls are meant to be moved from one part of a set to another to fill a space or extend a wall condition.

Joist [ARCH] - The repeating beams which support a floor or ceiling in a building.

Juicer [EXP] - Slang term for an electrician.

Jump cut [POST] - An editing effect that is considered visually jarring to the viewer. Usually, the effect is made by removing a section of the original shot or by cutting to a shot where the camera has been moved more than 30 degrees from its previous position.

Jugendstil [ARCH] - The German counterpart style to **Art Nouveau**.

Junior plate [GRP] - A metal rectangular plate with a 1 1/8" diameter stud welded to it for mounting or hanging a lighting instrument or grip head. Similar to a **Baby plate**.

Plate glass [ARCH] - Large sheets of glass which were originally made by rolling out molten glass onto iron tables, the glass is now made in continuous wide sheets by pouring the hot material onto a bath of molten tin. Perfectly flat **float glass** was not made until 1958. See **Crown glass**.

Plate shot [VFX] - Term for footage shot for either rear or front projection or for use as a background with green screen photography. In England, it is referred to as a **Back Projection Plate**.

Plinth [ARCH] - Refers to the square block at the bottom of a column in the classical orders. It also refers to a block at the base of a door or archway casing and to the bottom of a baseboard which serves as a base for the profile mould that is its topmost part.

Plug [SET] - A set piece which is constructed to modify a location or existing stage set. It is created to either cover an opening or mask an area or wall which doesn't conform to the needs of the particular style or atmosphere that the designer is trying to create. Also referred to as a plug wall.

Plywood [CNST] - A generic name for a type of engineered construction material that is made of various layers of wood veneer glued together in alternating grain directions, with the exterior veneer grains running parallel to each other. The construction method cancels out most of the problems associated with wood movement. It is made in various materials and grades. See Materials List in the Appendix. See also **Baltic Birch**.

Pocket door [ARCH] - A door that slides horizontally into a slot in the jamb rather than being hung from hinges.

Podium [SET] - A typically rectangular platform which supports a column or sculpture piece. Also, a raised platform or stage which serves as the performance area for a speaker.

Polarizing filter [CAM] - A type of filter for a camera lens which blocks stray light, glare, and reflections, resulting in more saturated colors and darker, bluer skies.

Polecat [GRP] - A pole which can be used either horizontally or vertically to hold lighting instruments or grip equipment. It works by tension when it is spread between walls or between a floor and ceiling. Similar to a **Wall spreader**.

Polychrome [ARCH] - A term for buildings or statuary which are decorated or painted with multiple colors.

Poor Man's Gimbal [CNST] - A simple way of gimbaling a window, usually double-hung or a fixed sash. This is done by enlarging the space between the stops and parting bead to allow for adjusting the angle of the sash without having to use a typical gimbal system which can create a window unit that can look odd, especially in traditional windows. Most often used on TV shows rather than feature films.

Poor Man's Process Shot [CAM] - A type of in-camera effects shot that replaces the expense and technical problems of doing a traditional Process shot. This is usually done when creating scenes that take place inside a car or other vehicle. Various simple lighting effects are used to create the effect of other cars or street lights.

Porte cochère [ARCH] - Refers to a covered area over a driveway next to the entrance of a house or building.

Portico [ARCH] - A covered entryway or porch area which is created by a series of columns that support a roof or pediment. See **Cyrtostyle** and **Piazza**.

Positive parallax [VFX] - A term used in 3D filmmaking for when an object appears to be behind or beyond the line of the surface of the screen.

Postmodernism [ARCH] - An eclectic architectural style that began in the 1950's which was part of a design movement that was a reaction to the lack of variety in modern architecture at the time.

Post-viz [POST] - Abbreviation of the term Post-visualization. Refers to visualization work done after the majority of the shooting of the film, known as 'principal photography', has been completed. Occurs as a result of major storyline changes or sometimes from negative audience reactions to a rough-cut version of the film.

Poteaux-en-terre [ARCH] - An early French construction technique in which the posts of the house frame are set into holes in the ground and back-filled as opposed to resting on a sill plate. This style was used in the early houses of the French settlements of the U.S. midwest.

Pound and a quarter [SFX] - A particularly dangerous method of launching a stuntman into the air to simulate an explosion in the days before air rams.

Powder card [SFX] - This is a type of license required by the state of California for special effects technicians to create pyrotechnical effects or devices. It certifies that they are licensed to work with explosives for special effects in films and television productions.

Talon [ARCH] - The small cyma mould found at the top of a cabinet or a door architrave such as those on the top of doorways in early **Craftsman** style houses. Another name for **cymatium**.

Tape-out [SET] - The process of using tape to mark out the outline of a set on a soundstage floor by the construction crew to determine the placement of the walls and to check the overall dimensions of the construction drawings.

Tatami mat [ARCH] - A traditional Japanese mat made of woven grass stuffed with sewn rice straw. There are three traditional sizes, all of which are close to 3' wide by 6' long and about 2 ½" thick. These formed the floor surface of the traditional Japanese house and most house room plans were based on combinations of tatami configurations.

T-bar ceiling [ARCH] - A ceiling of thin fiberboard acoustic tiles that are suspended on a lightweight aluminum T-bar framework.

T-Bone [GRP] - A T-shaped metal frame that has a short socket at the center for mounting small lighting instruments low to the floor.

Teamster [PRS] - A union job designation for a driver certified to drive any and all production vehicles including vans, trucks and trailers.

Teaser [SET] - A traditional theatrical stage drapery device which is hung horizontally and is designed to be lowered to control the height of the **proscenium** opening.

Teenie weenie [ELE] - A 600W open-faced lighting instrument.

Technical Advisor [PRS] - A person with expertise in a particular subject or specialty who is hired to advise the director and actors on a particular topic that is critical to the storyline.

Technical previz [VFX] - A form of previz which uses actual technical data such as camera position and lens focal length, stage set size and proportion, and sometimes lighting set-ups to plan a shot. This can be done using either 3D models or in 2D form with measured drawings.

Technicolor [CAM] - First developed in 1916, this film process used three separate black & white film strips in the camera which were then colorized in the printing process. The technique continued to be improved and was used up through the 1950s. The slow speed of the film required very bright studio lights.

Telamone [ARCH] - See **Atlantes**.

Telecine [POST] - The process of transferring footage shot on film stock to a digital format that can be edited in non-linear editing systems.

Telecine operator [PRS] - Person trained in operating telecine equipment and able to adjust the color of the filmstock during transfer.

Tempered glass [ARCH] - Plate glass which has been thermally treated to break into small shards instead of large jagged pieces when it shatters. Federal law requires doors and shower enclosures to be made with tempered glass. Available in various thicknesses. Sizes are limited by the dimensions of the ovens available for tempering.

Tenon [ARCH] - Woodworking term for the end of a piece of wood which is shaped to fit perfectly into the mortise cut into another piece of wood.

Term [ARCH] - See **Herm**.

Territorial style [ARCH] - A style of architecture that was built by the U.S. military in the late 19th century in the west, mainly New Mexico. Elements included brick details on the parapets of flat roofs, lime plaster stucco on relatively thin walls, and **Greek Revival** trim around large windows.

Theatrical flat [SET] - Hollywood term for a flat constructed with its wide face out rather than being framed on edge. Generally covered with muslin or canvas, this is the framing style typically used when the flat is to be used as a ceiling for a set.


Three-centered arch [ARCH] - An arch with three curve center points as opposed to a single center point. See **Trefoil arch**.

Threshold [ARCH] - A piece of wood or metal which spans the bottom of a door-jamb at the floor. It is a transition piece between the floor surfaces of the exterior area of a door and the interior floor surface. Sometimes called a **doorsill**.


Thrust stage [STG] - A theatrical term meaning a stage area which projects in from of a proscenium and has audience seated on two or three sides of it.

Tier system [PROD] - IATSE developed a tier system for determining what the union wage rates will be based on the budgets of a production rather than a blanket rate. The Tiers are listed at 0 through 3. Any production budgeted above the top budget of Tier 3 is required to pay at the full contracted rates.


Wall Symbols


Single-Sided Wall
 (Hatching - New Construction)

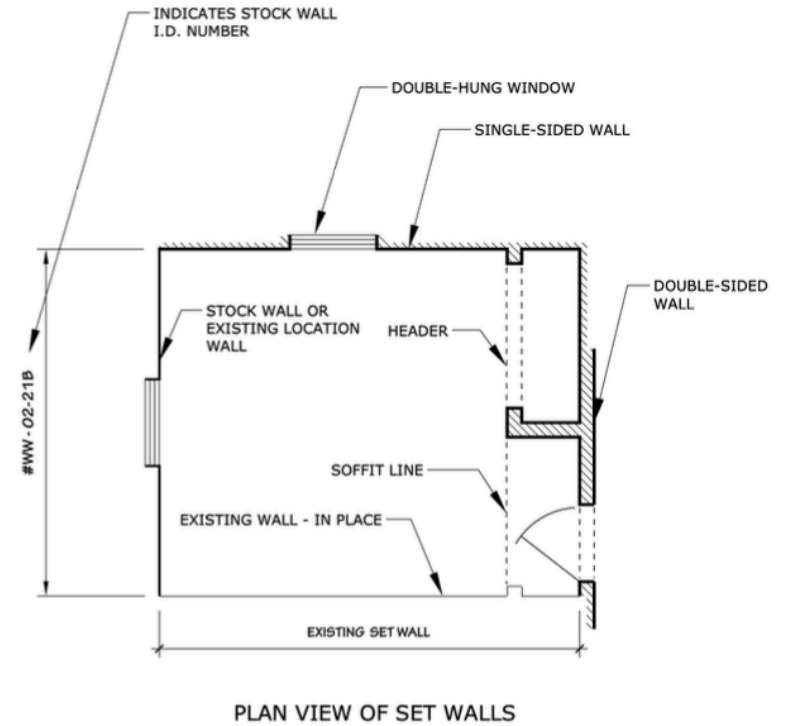

Double-Sided Wall
 (Hatching - New Construction)


Existing or Stock Wall
 (No Hatching)
 Stock walls need to have part number indicated


Existing Double-Sided Wall
 (No Hatching)

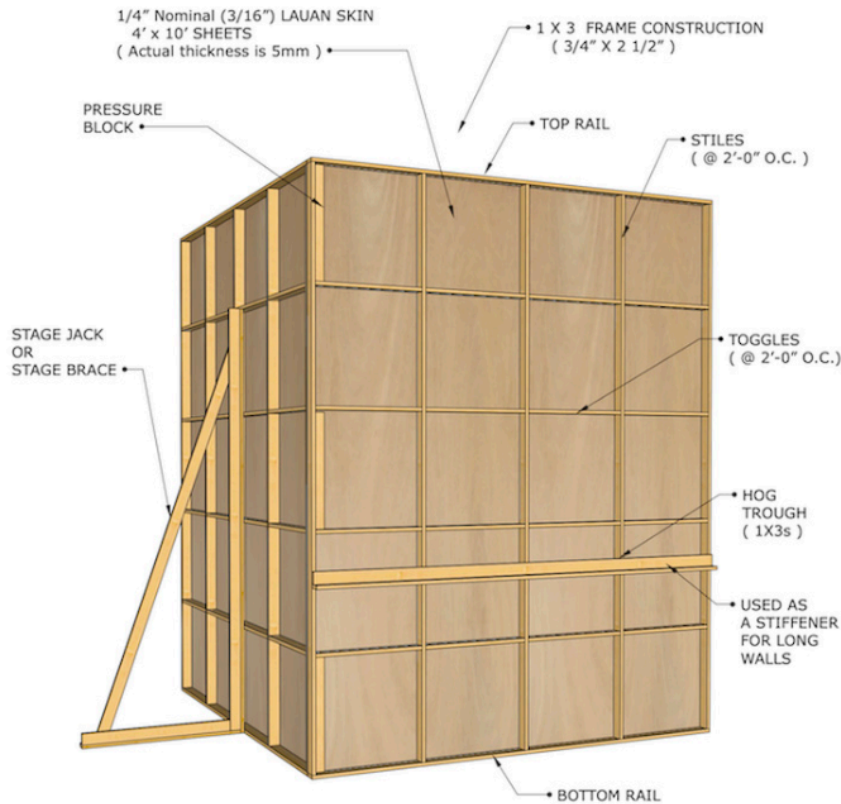

Existing or Stock Wall
 (Currently standing in place)

Wall Symbols

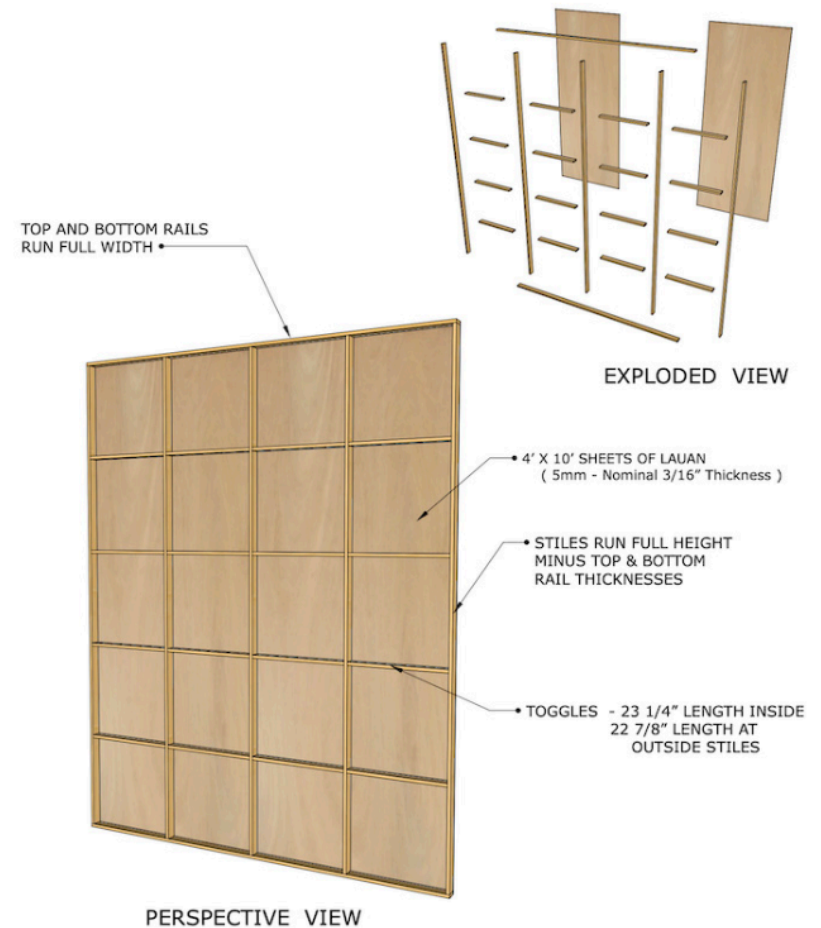


Example of theoretical set plan showing the various wall symbols.

Scenery / Flat Construction



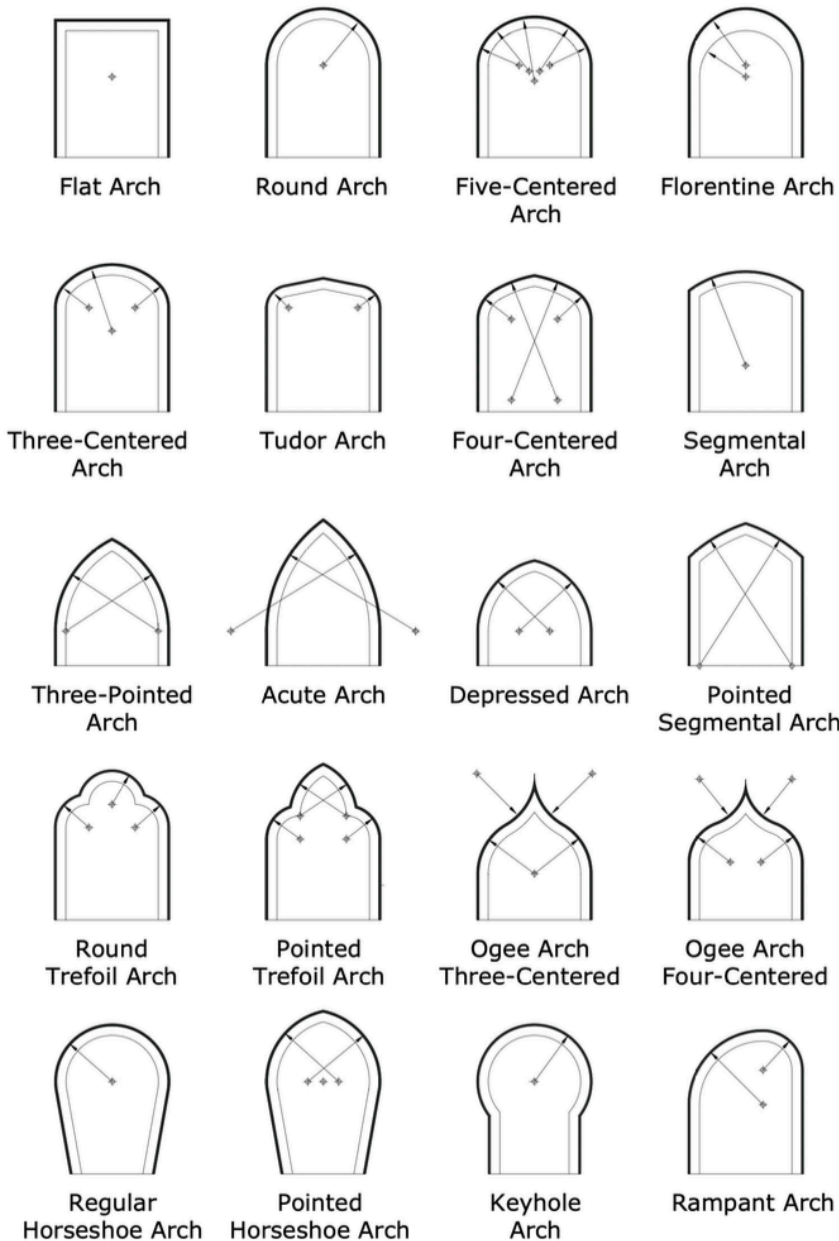
Anatomy Of A Flat



Standard "Swing Nailed" Flat Construction

Arch Types

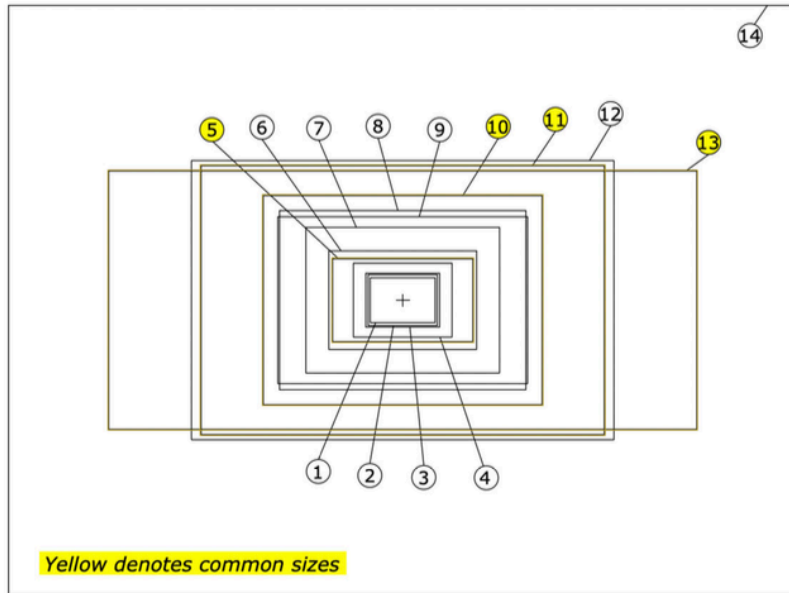
Scale Model Sizes



Proportion / Ratio	Imperial Scale	Metric Scale	1" Equals	Scale Foot	Scale Meter	Common Model Types
1:700			58'-4"	.017"	1.43mm	large size plastic ship models
1:500	1/32"	X	41'-8"	.024"	2.0mm	common scale for Euro architectural models
1:285			23'-9"	.042"	3.51mm	"6mm figure" scale; smallest scale for micro armor
1:250		X	20'-10"	.048"	4.0mm	some plastic model ships
1:220			18'-4"	.055"	4.55mm	"Z" gauge trains
1:200		X	16'-8"	.060"	5.0mm	"9mm figure" scale; common scale for European arch. competitions
1:192	1/16"		16'-0"	.062"	5.2mm	architectural model cars / people
1:160			13'-4"	.075"	6.25mm	"N" gauge trains; micro armor; 10mm & 12mm figures
1:148			12'-4"	.080"	6.75mm	British "N" gauge trains
1:122			10'-2"	.098"	8.20mm	"15mm figure" scale
1:120			10'-0"	.10"	8.33mm	"TT" train gauge
1:100	X	X	8'-4"	.010"	10.mm	Common European architectural scale for presentation models
1:96	1/8"		8'-0"	.125"	10.4mm	architectural model cars and people
1:91.44			7'-7 1/2"	.131"	10.94mm	"20mm figure" scale
1:87.1			7'-3"	.137"	11.48mm	"HO" train scale
1:76.2			6'-4"	.157"	13.12mm	British "00" train gauge
1:72			6'-0"	.166"	13.88mm	most used small scale for military vehicles and figures for gaming

Common Camera Sensor Sizes

Aspect Ratios At A Glance



Yellow denotes common sizes

FRAME / SENSOR OUTLINES

- | | |
|----------------------------------------|-------------------------------------------|
| ① Super 8mm (film) 5.79 x 4.01 | ⑧ APS -C (digital) 22.3 x 14.9 |
| ② 1/2.3 Inch (digital) 6.17 x 4.55 | ⑨ Academy 35mm (film) 22 x 16 |
| ③ 1/3 Inch (digital) 6.6 x 4.8 | ⑩ Super 35mm (film/digital) 24.89 x 18.67 |
| ④ 2/3 Inch (digital) 8.8 x 6.6 | ⑪ 35mm Full Frame (film/digital) 36 x 24 |
| ⑤ Super 16 (film) 12.52 x 7.41 | ⑫ Vista Vision (film) 37.72 x 24.92 |
| ⑥ 1 Inch (digital) 13.2 x 8.8 | ⑬ 65mm (film/digital) 52.51 x 23.07 |
| ⑦ Micro FourThirds (digital) 17.3 x 13 | ⑭ 70mm IMAX (film) 70.40 x 52.61 |

- | | | |
|---------|-------------|----------------------------------------|
| 1.19:1 | 13:11 | Original Movietone ratio |
| 1.25:1 | 5:4 | Common large and medium photography |
| 1.3:1 | 4:3 | Common for point-and-shoot cameras |
| 1.33:1 | 4:3 or 12:9 | Original silent film ratio |
| 1.37:1 | 48:35 | Standard 16mm and 35mm frame ratio |
| 1.375:1 | 11:8 | Academy ratio |
| 1.43:1 | 10:7 | Native IMAX frame ratio |
| 1.5:1 | 3:2 | Still 35mm photography ratio |
| 1.55:1 | 14:9 | Compromise ratio btw. 4:3 and 16:9 (1) |
| 1.6:1 | 16:10 | Native Super 16mm frame ratio |
| 1.6:1 | 16:10 | Common computer monitor ratio (2) |
| 1.66:1 | 5:3 | European widescreen ratio |
| 1.75:1 | 7:4 | Early 35mm widescreen ratio. (3) |
| 1.78:1 | 16:9 | HD video aspect ratio |
| 1.85:1 | 13:7 | American widescreen ratio |
| 2:1 | 18:9 | Original Superscope ratio (4) |
| 2.2:1 | 11:5 | Native 70mm film ratio (5) |
| 2.35:1 | 47:20 | Anamorphic ratio prior to 1970 |
| 2.37:1 | 64:27 | Ratio of UltraWide monitors |
| 2.39:1 | 43:18 | Anamorphic ratio since 1970 |
| 2.40:1 | 12:5 | 2.39 rounded up (6) |
| 2.55:1 | 51:20 | Original ratio of CinemaScope |
| 2.59:1 | 70:27 | Original full-height ratio of Cinerama |
| 2.6:1 | 8:3 | Super 16 with 2x anamorphic lenses |
| 2.76:1 | 69:25 | Ratio for Ultra Panavision 70 (7) |
| 3:1 | 6:2 | Common panoramic still camera ratio |
| 3.5:1 | 32:9 | Super UltraWide display monitors |
| 4:1 | | Ratio of Polyvision |

1. Used in UK, Ireland, France, and Spain
2. MacBook Air ratio since 2022
3. Used by Warner Bros. and MG in the 1950s
4. Currently popularized by the Red Digital Cinema Camera Company, also used in many current smart phone screens.
5. Original developed for Todd-AO in the 1950s
6. Ratio of Blu-ray Disc releases of 2.39 films
7. 65mm film shot with 1.25x anamorphic lenses

Softwood - Nominal vs. Actual Sizes

Nominal	Actual	Metric
1" x 2"	3/4" x 1 1/2"	19 x 38 mm
1" x 3" (1)	3/4" x 2 1/2"	19 x 64 mm
1" x 4"	3/4" x 3 1/2"	19 x 89 mm
1" x 5"	3/4" x 4 1/2"	19 x 114 mm
1" x 6"	3/4" x 5 1/2"	19 x 140 mm
1" x 8"	3/4" x 7 1/4"	19 x 184 mm
1" x 10"	3/4" x 9 1/4"	19 x 235 mm
1" x 12"	3/4" x 11 1/4"	19 x 286 mm
1 1/4" x 1 1/4" (2)	1" x 1"	25 x 25 mm
1 1/4" x 4"	1" x 3 1/2"	25 x 89 mm
1 1/4" x 6"	1" x 5 1/2"	25 x 140 mm
1 1/4" x 8"	1" x 7 1/4"	25 x 184 mm
1 1/4" x 10"	1" x 9 1/4"	25 x 235 mm
1 1/4" x 12"	1" x 11 1/4"	25 x 286 mm
1 1/2" x 3"	1 1/4" x 2 1/2"	32 x 54 mm
1 1/2" x 4"	1 1/4" x 3 1/2"	32 x 89 mm
1 1/2" x 6"	1 1/4" x 5 1/2"	32 x 140 mm
1 1/2" x 8"	1 1/4" x 7 1/4"	32 x 184 mm
1 1/2" x 10"	1 1/4" x 9 1/4"	32 x 235 mm
1 1/2" x 12"	1 1/4" x 11 1/4"	32 x 286 mm
2" x 2"	1 1/2" x 1 1/2"	38 x 38 mm
2" x 3"	1 1/2" x 2 1/2"	38 x 64 mm
2" x 4"	1 1/2" x 3 1/2"	38 x 89 mm
2" x 6"	1 1/2" x 5 1/2"	38 x 140 mm
2" x 8"	1 1/2" x 7 1/4"	38 x 184 mm
2" x 10"	1 1/2" x 9 1/4"	38 x 235 mm
2" x 12"	1 1/2" x 11 1/4"	38 x 286 mm
3" x 3"	2 1/2" x 2 1/2"	64 x 64 mm
3" x 6"	2 1/2" x 5 1/2"	64 x 140 mm
4" x 4"	3 1/2" x 3 1/2"	38 x 38 mm
4" x 6"	3 1/2" x 5 1/2"	38 x 140 mm
4" x 12"	3 1/2" x 11 1/4"	38 x 286 mm
4" x 16"	3 1/2" x 15 1/2"	38 x 394 mm
6" x 6"	5 1/2" x 5 1/2"	140 x 140 mm
8" x 8"	7 1/4" x 7 1/4"	184 x 184 mm
10" x 10"	9 1/4" x 9 1/4"	235 x 235 mm
12" x 12"	11 1/4" x 11 1/4"	286 x 286 mm

Softwoods or conifers like spruce, fir, pine, and redwood are the most-used type of wood for building construction and set construction. Wood 5" or over on the shorter dimension is classified as Timber.

- (1) Common size for stage flat frame construction
- (2) The size of corner nailing strips for flat construction

Hardwood - Nominal vs. Actual Sizes

Hardwood is not sold in the same dimensional sizes as softwood. Hardwood is sold by the board foot, which is 1"x12"x12" or 144 cubic inches. Boards are usually not finished on the edges for sale but are planed on one or two of the faces, notes as being S1S or S2S.

Hardwoods or deciduous species like maple, oak, cherry, and mahogany are mostly used for furniture and cabinet work where the actual wood will be exposed. Hardwood ply, which is plywood with a thin veneer of a specific type of hardwood applied to the faces, is often used in place of solid wood where possible.

Scenic artists are also trained in 'graining' techniques which is a method of painting solid hardboard or a softwood to look like stained hardwood grain.

The board thicknesses are referred to in quarters rather than fractions, Thus a 1" thick board would be referred to as a '4 quarter' board.

Rough Size	Nominal	Actual	
	(In quarter inches)	S1S	S2S
		(Surfaced 1 side) (Surfaced 2 sides)	
1"	4/4	7/8" (22 mm)	13/16" (21 mm)
1 1/4"	5/4	1 1/8" (29 mm)	1 1/16" (27 mm)
1 1/2"	6/4	1 3/8" (35 mm)	1 5/16" (33 mm)
2"	8/4	1 13/16" (46 mm)	1 3/4" (44 mm)
3"	12/4	2 13/16" (71 mm)	2 3/4" (70 mm)
4"	16/4	3 13/16" (97 mm)	3 3/4" (95 mm)

Hardwood Grades

FAS - First and Second

- Best grade - required for a natural or stained finish
- At least 6 inches wide and 8 to 16 feet long
- 83% clear wood on the worst face, no knots or blemishes

Select - No. 1 Common

- Minimum 3 inches wide and 4 - 16 feet long
- 66.6% clear wood on the worst face

Select - No. 2 Common

Select - No. 3 Common