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## Desktop Video: Glossary of Terms (W-Z) (8/93)

Revised: 8/25/93  
Security: Everyone

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Article Created: 24 August 1993

TOPIC -----

This article describes desktop video terminology, words "W" through "Z".

DISCUSSION -----

### Waveform

- (1) The shape of a wave (a graph of a wave's amplitude over time).
- (2) Slang for waveform monitor.

### Waveform monitor

An oscilloscope used to display the video waveform.

### Wavelength

The horizontal extent of one complete cycle of a wave.

### Window dubs

The trick to off-lining is to always have access to the timecode for all of the source material. If the source medium is of professional quality, like Betacam SP, then viewing the material is expensive and complex. But it is also unnecessary: the material can be transferred to a more accessible medium, like 3/4-inch or VHS tape, with the timecode "burned in" on the picture, usually near the bottom. This is called a window dub. Each video frame is marked permanently with the exact timecode number. The advantage this offers is the ability to see the timecode on a VCR without a timecode reader. This assures frame accuracy during off-lining. Window-dubs are the video equivalent of workprints in film.

### Wipe

A visual transition between images during which the edge of one image moves across the screen revealing the next image.

### Wow and flutter

Small fluctuations in tape speed. Wow is a gradually occurring change; flutter is a rapidly occurring change. A widely used specification in analog audio and videotape recorders.

XLR connector

A connector with three conductors used in professional audio applications, typically with a balanced signal. Compare RCA connector and BNC connector.

Y, C1, C2

A generalized set of CAV signals: Y is the luminance signal, C1 is the 1st color difference signal and C2 is the 2nd color difference signal.

Y, I, Q

The set of CAV signals specified for the NTSC system: Y is the luminance signal, I is the 1st color difference signal and Q is the 2nd color difference signal.

Y, Pb, Pr

A version of component video (Y, R-Y, B-Y) specified for the SMPTE analog component standard .

Y, R-Y, B-Y

The general set of CAV signals used in the PAL system as well as for some encoder and most decoder applications in NTSC systems; Y is the luminance signal, R-Y is the 1st color difference signal and B-Y is the 2nd color difference signal.

Y, U, V

The luminance and color difference components for PAL systems; simply the Y, B-Y, R-Y components with new names. The derivation from RGB is identical.

Y/C Delay

Lag of timing between the luminance (Y) and chrominance (C) signals.

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Tech Info Library Article Number:13071