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

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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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