



SET TERMINOLOGY

Call Time – The actual time you should arrive to check-in with the A.D. staff in extras holding.

Out Time – After you have returned wardrobe and/or props and you have been released by the A.D. staff, who has signed off and given you a copy of your pay voucher.

Wrap – Is the cue from the Director that filming for the day is complete.

Extras Coordinator – Sometimes in addition to the A.D. staff, this position is responsible for coordinating the movements of the extras between extras holding and the set.

Extras Holding – The designated area to which the extras report and stay while waiting to go on set.

Set – Usually a constructed environment or an existing location used for filming.

Rolling – The cue for camera and sound to start rolling. Everyone must be quiet on the set and be prepared for the next cue of "Action" or "Background."

Background – This is the cue when the extras should start their movements.

Action – This is the cue the Director calls out when the scene should start and the principal actors should begin their movements and/or dialogue.

Blocking – Planning the position and movement an actor takes in a scene.

Continuity – The term for matching shots, actions or locations of actors, extras or props.

Mark – Denotes a place where you need to stand/be at a particular point in the scene. Sometimes this is "marked" with a piece of tape on the floor.

Cut – A cue for the scene to stop, you most likely will be instructed to go "Back to One."

Back to One or Re-set – This is the cue to return to your starting position, and you will need to repeat the same action as before.

Pick Up – Starting a scene from a place other than your first position.

Principal Role – A contract role - usually a speaking role.

Featured Extra – An extra, who is given a prominent shot in the scene, and does not speak.

Stand-In – A performer used as a substitute for a principal actor for the purpose of setting lights and rehearsing camera moves; also known as "second team."

Photo Double - A non-speaking performer, who resembles the principal actor, in looks and movement, and is used for distance, over the shoulder, and other shots that don't show the whole face.

Bump – A monetary increase for bringing or providing something extra, such as: a car, uniform, animal.

2nd Unit – A smaller crew, who film many of the additional shots not involving the principal actors or critical action. This unit will often film insert shots of locations, scenery, crowd shots, etc.