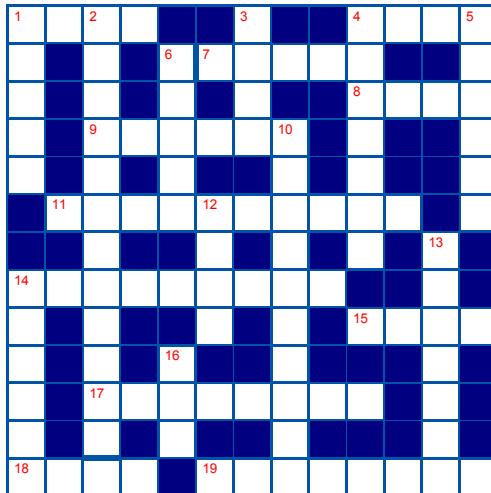


## Audio\_Visual\_xbook3\_019

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### Across

- 1 Subnet \_\_\_\_: The method used for splitting IP networks into a series of subgroups or subnets. (4)
- 4 Second 'D' in 'DDC', i.e. a bi-directional communications standard developed by VESA (Video Electronics Standards Association) that defines a universal data transmission standard for the connectivity between display devices and computers. (4)
- 7 Literary fantasy involving the imagined impact of science on society. (3-2)
- 8 A graphics standard with a resolution of 1280 x 1024 (1,310,720 pixels), with an aspect ratio of 5:4. (4)
- 9 A computer or network device that uses information supplied by a server. (6)
- 11 The early part of the back porch portion of the video signal. The area between the horizontal sync pulse

and the color burst. (10)

- 14 A type of random noise that contains an equal amount of energy per octave. (4,5)
- 15 C' in 'NIC', a peripheral card, that interfaces a computer to a network. (4)
- 17 X' in 'QXGA', a graphics standard with 2048 x 1536 pixels. (8)
- 18 Tagged Image File Format, a popular Mac format for image files. (4)
- 19 A device that isolates and protects a network from outside intrusion. (8)

### Down

- 1 Matrix \_\_\_\_: Similar to a matrix switcher, but with additional signal processing features, such as equalization, compression, and level/gain controls on the inputs and outputs. (5)
- 2 Frame \_\_\_\_: It stores each incoming frame of video and releases it as the next frame comes in.

(12)

- 3 In video, to move an electron beam across the raster in a camera or monitor. To feed visual information into a computer by means of an optical device called a scanner. (4)
- 4 First 'D' in 'DDC', i.e. a bi-directional communications standard developed by VESA (Video Electronics Standards Association) that defines a universal data transmission standard for the connectivity between display devices and computers. (7)
- 5 A continuously varying action or movement that takes time to change from one position to another. (6)
- 6 Peak \_\_\_\_: The whitest portion of a picture signal. (5)
- 10 An electronic device designed to convert one signal type to another, and vice-versa. (10)
- 12 A term used with cameras and video displays related to the ability to change the view anywhere between near and far. (4)
- 13 \_\_\_\_ memory - The process of increasing the apparent size of a computer's random-access memory (RAM) by using a section of the hard disk storage as an extension of RAM. (7)
- 14 A collection of network data sent at once from one network node to another. (6)
- 16 Standard temperature and pressure. (3)