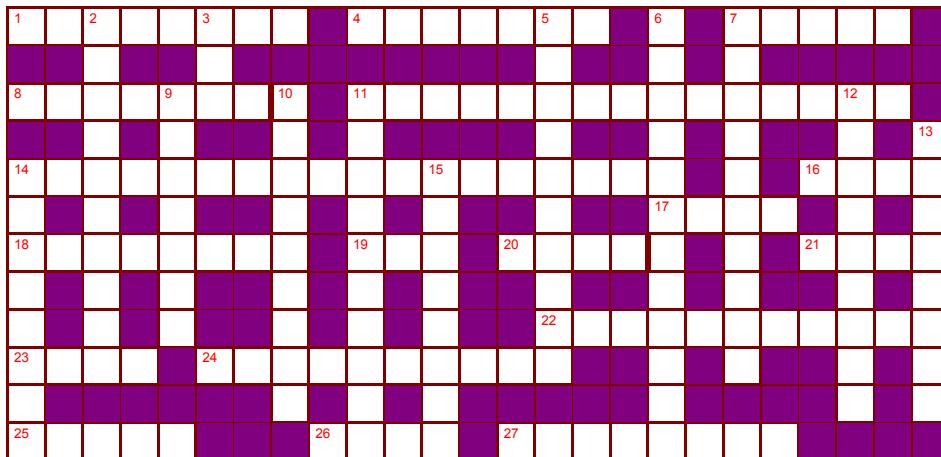


## Audio\_Visual\_xbook3\_043\_25x12

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### Across

1 A gradual transition from one scene to the next; the next scene is gradually superimposed as the former scene fades out. (8)

4 \_\_\_\_ colours: Any set of colours from which other colours can be derived. In video, the \_\_\_\_ colours are red, green, and blue. (7)

7 A unit of frequency; describing the number of cycles per second. (5)

8 An electrical device that sends or receives radio or television signals. (7)

11 The difference between the lightest (whitest) and darkest (blackest) areas in an image. (10,5)

14 A mirror, intended for A/V applications, whose front surface is coated with a reflective material to prevent double images (ghosting). (5,7,6)

16 Designating sound transmission or recording or reproduction over a single channel. (4)

17 An on-screen symbol that visually represents a

program file, date file or some other computer entity. (4)

18 'N' in 'NTSC', the TV standard in North America. (8)

19 'K' in 'ICWK'. (3)

20 \_\_\_\_ Rate: The ability of audio equipment to reproduce fast changes in amplitude. (4)

21 The occurrence of a change for the worse. (4)

22 \_\_\_\_ colour process: Process used in colour printing. Mixing cyan, magenta, yellow, and black (CMYK) produces millions of desired colours. (11)

23 Particles that are electrically charged (positive or negative). (4)

24 Radius of the arc formed by bending a cable. The general rule is that the bend radius must be no less than 10 times the outside diameter of the cable jacket. (4,6)

25 Any unwanted signal that adversely affects the quality of the picture or sound. (5)

26 Scatter or intersperse like dots or studs. (4)

27 'E' in 'EDTV', a new digital TV product category added between HDTV and SDTV. (8)

### Down

2 'S' in 'HSB'. (10)

3 A group of computers and associated devices that share a common communications line and typically share the resources of a single processor or server within a building. (3)

5 A measure of reflected energy in decibels at a specific frequency and cable length. (6,4)

6 \_\_\_\_ amplifier - A device that distributes and amplifies multiple outputs from a single source input. (12)

7 \_\_\_\_ resolution - The number of vertical lines that can be perceived in a video device. (10)

9 'N' for 'SNMP'. (7)

10 The displayed image (or interfering noise on the image) rolling constantly on the screen. (9)

11 The video waveform without the video elements. (5,5)

12 In electronic specifications, a measure of how well a signal is protected from interference from other signals. (9)

13 A lens with a variable focal length. (4,4)

14 \_\_\_\_ keys: Keys that are programmed to perform specific tasks, such as macro-operations. (8)

15 'X' in 'UXGA'. (8)