

Cinema Technology

Hard · 16 × 16 · 18 words · every direction, backwards too

S	W	N	C	F	O	D	H	D	P	T	F	L	O	T	C
T	E	U	E	E	B	D	S	N	P	I	E	O	D	E	C
O	R	H	N	E	R	L	G	N	L	R	I	P	M	T	B
H	A	S	D	O	R	D	U	M	E	T	E	O	V	O	S
S	L	G	N	N	S	C	S	E	A	L	T	D	O	U	O
G	F	E	N	E	U	T	S	R	S	I	M	M	D	S	U
N	S	F	A	I	O	O	T	E	O	C	M	O	T	N	N
I	N	E	R	C	D	C	S	N	D	I	R	O	O	E	D
K	E	T	K	A	E	A	C	D	C	I	H	E	L	Z	S
C	L	O	P	P	M	A	R	R	N	S	W	G	E	S	T
A	O	W	S	U	P	E	O	G	E	U	N	E	H	N	A
R	P	A	L	T	E	P	R	N	R	A	O	U	A	D	G
T	N	R	U	D	H	S	A	A	E	O	T	R	I	C	E
R	I	R	A	O	R	R	O	D	T	T	L	T	R	E	N
W	E	D	N	L	C	U	I	L	E	E	S	O	T	U	N
T	S	E	I	O	B	W	N	R	C	O	A	T	C	D	S

- ☐ WIDESCREEN
- ☐ ASPECT RATIO
- ☐ FRAME RATE
- ☐ SOUND STAGE
- ☐ BLUE SCREEN
- ☐ MOTION CAPTURE

- ☐ SURROUND SOUND
- ☐ FILM STOCK
- ☐ SHUTTER
- ☐ ZOOM LENS
- ☐ TRACKING SHOT
- ☐ CRANE SHOT

- ☐ DRONE
- ☐ BOOM MICROPHONE
- ☐ COLOR GRADING
- ☐ WIDE ANGLE
- ☐ CLOSE UP
- ☐ LENS FLARE

Cinema Technology: answer key

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