

8.2.3 Audio Product Block. The array defined by the 10 audio inner code blocks or by the corresponding 64 audio outer code blocks, is known as an audio product block. There is one audio product block in an audio sector.

8.3 Video and Audio Data Redistribution

8.3.1 Interleaving. The systematic reordering of data so that originally adjacent bytes of video or words of four bits of audio are separated, thus reducing the effect of burst errors on the error correcting capability. The separation in bytes and words of four bits respectively is known as the interleave distance.

8.3.2 Shuffling. The systematic reordering of video or audio data words to increase the probability that uncorrectable samples are surrounded by error-free data words, for the application of error concealment.

9. Other Electrical Definitions

9.1 Channel Coding. The process by which binary information obtained from the digital logic circuits, used in the processing of video and audio data, is converted to a waveform suitable for recording onto a magnetic medium.

9.2 Randomization. The reduction of correlation in a serial bit sequence so that it statistically approximates a random sequence.

9.3 Scrambling. Alternate term for randomization.

9.4 Mapping. The recoding of data, by computation or look-up table, so that there is a defined one-to-one relationship between each original code word and the derived code word.

10. Mechanical Terms

10.1 Basic Dimension. A basic dimension is a fundamental dimension to which no tolerance is applicable.

10.2 Derived Dimension. A derived dimension is obtained from other fundamental dimensions by computation and is given for informational purposes only.

10.3 Reference Dimension. A dimension usually without tolerance, used for informational purposes. It may be a dimension resulting from other values.

11. Editing Definitions

11.1 Edit Gap. The space between adjacent sectors, to which edit transitions must be confined, between the end of the trailing sector postamble and the leading sector preamble.

11.2 Cue Track. The longitudinal track reserved for the recording of audio frequency signals which are to be used for editing reference purposes.

Cinematography — Splices for use on 70 mm, 65 mm, 35 mm and 16 mm motion-picture films — Dimensions and locations

1 Scope and field of application

1.1 This International Standard specifies the dimensions and locations of transverse cemented or welded overlap splices and butt splices on 70 mm, 65 mm, 35 mm and 16 mm motion-picture films and prints with magnetic or photographic sound records.

1.2 The following types are specified:

Type 2 — Projection type, overlap splice intended for prints with non-anamorphic type picture.

Type 3 — Projection type, overlap splice intended for prints with anamorphic type picture.

Type 4 — Projection type, overlap splice made with transparent adhesive tape and intended for prints.

Type 5 — Projection type specialized uses, butt splice made with transparent tape and intended for prints.

Type 1 — Laboratory type, overlap splice intended for negatives and intermediate films, perforated short pitch.