**Bit rate:**  The number of bits transferred per second.

**Capture:**  To record audio, video, or still images as data in a file.

**Clip:**  Small segment of a larger video file.

**Compression:** A process for removing redundant data from a digital media file or stream to reduce its size or the bandwidth used.

**Content:** Audio, video, images, text, or any other information that is contained in a digital media file or stream.

**Cross-fade:**  A method of smoothly moving from one video clip or photo to another.

**Frame:**  One of many sequential images that make up video.

**Import:** The process of bringing a resource - video clip, audio clip, sill image - into the editing software.

**Split:**  To divide an audio or video clip into two clips.

**Timeline:** The area of the user interface that shows the timing and arrangement of files or clips that make up a project.

**Trim** : To hide parts of a file or clip without deleting them from the original source. Files and clips can be trimmed by adjusting the start or end trim points.

**Windows Media file** :

A file containing audio, video, or script data that is stored in Windows Media Format. Depending on their content and purpose, Windows Media files use a variety of file name extensions, such as: .wma, .wme, . wms, .wmv, .wmx, .wmz, or .wvx.