Stop Motion Glossary
Understanding the Language of Animation

Glossary

Term	Definition
Animatic	ANC - Synchronization of the storyboard images with the audio. As we work in stop motion, this is only a tool to represent timing, duration and visual narrative. This is just a representation, it not like the final product would look as we work in 3D.
Anticipation	It is used to prepare the viewer for an action, emphasizing the beginning of the action and exaggerating it in anticipation. To pay attention.
Appeal	Animated objects and characters must be attractive to the eye and have a pleasing appearance, although not always pleasant. A good design can change everything.
Arcs	Nothing moves in a straight line, arcs operate along a curved path that adds the illusion of life to an object. Otherwise they feel rigid and mechanical.
Armature and Rigs	AAR - A skeletal framework inside a puppet that provides support and enables precise movement.
Audio	ADO: Sound in a movie includes music, dialogue, sound effects, ambient noise, and/or background noise and soundtracks.
Blocking	BKG - refers to the planning and arrangement of puppets movements and positions on the set or stage. This is a rough animation using just keyframes.
Blueprint	BPT - Refers to the initial plans or designs for the sets, props or characters. It might include sketches, technical drawings or detailed plans that guide the construction process
Character	CHR - Entities within a story that engage in actions, dialogue, and relationships, driving the plot forward and conveying
Cleaning	CLG - process of removing elements such as rigs, imperfections, errors, or unwanted elements from visual or audio assets.
Client Input	CIT - Elements like graphics, characters, sets, etc. That client give us to use on the product.
Color Script	CST - A quick, working document that establishes which color combinations relate to specific emotional touch-points of the story.
Compositing	CMP - the process of combining multiple visual elements, such as images, videos, and computer-generated graphics, to create a final composite image or scene
Concept	CPT - Concept refers to the central idea or theme that serves as the foundation for the project's development and execution. It encapsulates the essence of what the project aims to communicate or achieve and guides the creative direction throughout the production process.
Construction	CST - Building of the physical scenarios.
Detail	Refers to the small, intricate elemnets that are added to characters, props and sets, to enhance their appereance and realism. This could include texture, surface details and fine features.
Exageration	Constantly exaggerating the movement of an object is perfect for emphasizing the intent, emotion, and attraction of a scene. Create a better narrative.
Export	EXT - Exporting is the process of saving or converting digital files from one format to another, often for the purpose of sharing, distribution, or further processing
Export Comp	EXC - This likely refers to exporting a composition or composite image in graphics or video editing software