

Glossary

Set Dressing	DSC - Part of the process wher the scenarios, props and elements get to be placed according to the distribution of the space. This happens before and during the filming process.
Slow in Slow out	Creates a starting and stopping effect when doing the animation. Slower at the beginning and end of an action
Special Effects	VFX: Special effects are techniques and technologies that create illusions or enhance visual elements in a movie, these effects can be either practical or digital, and are used to add visual interest, realism, or fantasy to a film.
Squash and Shrink	Here the idea of speed and weight is added to the animation. The object does not change volume by stretching or squashing. It is applied to simple objects.
Stage	STG: The stages of production a film needs to pass through before being completed. There are three main ones: Pre-Production, Production and Post Production
Staging	it is used to take the viewer to a specific point in the animation, which will be their focus. It can be through a shadow, a light or perspective at a specific point for the viewer's vision:
Stop Motion Animation	A filmmaking technique where objects are physically manipulated in small increments between individually photographed frames to create the illusion of movement when the frames are played in sequence.
Storyboard	SBD - A sequence of drawings or images that outline the visual progression of a stop motion animation, serving as a blueprint for the final film.
Straight ahead	Each frame animated directly after another to create the illusion of fluidity.
Structure	STR: The structuring or planning of the plot of the story and how it will be delivered to the audience. To outline and define the narrative. Such that there is a beginning, a middle and an end to the story.
Survey	A step for Post-Production on which the lightning of a shot is shown through test footage. Using a white and a silver physical ball, to have a reference from where the light is coming.
Test	TST - review of the shot with camera and ilumination on set. This step includes movement of camera and movement of the puppet.
Texture	TXR - Detailing for sets and puppets, so they can be more realistic or according to the aesthetic agreed with client.
Timing	Adding an incidental sound early when an object performs an action creates better attunement to the ear
VFX	The process on which imaginery is created or manipulated outside the context of the footage shot in filmmaking and video production
Visual Effects	VFX - visual effects used to enhance or manipulate footage.
Voices	VCE: The voices of the actors recorded for the production of a flim

Nomenclature

Name	Abbreviation	Group
Animatic	ANT	SHOTS
Audio	ADO	SHOTS
Audio Mix	AMX	SHOTS
Blocking	BKG	SHOTS
Cleaning	CLG	SHOTS
Compositing	CMP	SHOTS
Credits	CDT	SHOTS
Export Comp	EXC	SHOTS
Export Comp	EXT	SHOTS
Face Chart	FACT	SHOTS
Hero	HRO	SHOTS
Lightning and Camera	LAC	SHOTS
Lightning Diagram	LGD	SHOTS
Live Action Video	LAV	SHOTS
Mock Up	MUP	SHOTS
Music	MSC	SHOTS
Particles	PRTS	SHOTS
Rehearsal	RHL	SHOTS
Render	RND	SHOTS
Set Extension	SEN	SHOTS
Sound Effects	SFX	SHOTS
Special Effects	VFX	SHOTS
Survey	SVY	SHOTS
Test	TST	SHOTS
Voices	VCS	SHOTS

