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

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Face Chart	FCT - visual guides used by animators to maintain consistency in the facial expressions of characters throughout a stop motion animation project.
Facial Library	FLY - There are two types. One is digital, where we can see all the expresions of the character. The other one is physical, we make several faces so it can be exchangable when the animator needs a new expression of the character
Facial Replacement	A technique where multiple interchangeable faces are used to depict different expressions or movements of a character.
Foleys	FLY - refers to the reproduction of everyday sound effects (such as footsteps, door creaks, or rustling clothing) added in post-production.
Follow trough	Follow Trough: Unlinked pieces must continue moving even after the object has stopped moving
Fonts	FNT - are sets of typographic characters with a consistent style and design.
FPS	Short for Frames per second: it is the speed at which frames pass to achieve the illusion of movement.
Frame	A single still image in a sequence of images, each representing a moment in time.
Frame Rate	The speed at which frames are displayed per second (fps) in a video or film. Common frame rates for stop motion animation include 12, 24, or 30 frames per second. In a project, there is the possibility to mix the frame rate, although it is needed to have one like a base for the majority of the project.
Graphics	GPH - refer to visual elements, such as illustrations, icons, charts, and diagrams, used to convey information, enhance storytelling, or create aesthetic appeal
Hair	HAR - Part of the process where tiny fibers of wool or another material (depending of the need of the project) is punched into the scalp of the characters head.
Hero	HRO - recording of the final shot.
Keyframe	Frames in a sequence that mark important actions. There is movement in between them, we use them for the blocking.
Lighting	The arrangement of lights to illuminate the set and create desired visual effects in stop motion animation.
Lightning and Camera	LAC - For this asset we review of the shot with camera and lightning on set.
Lightning Diagram	LGD: They are the pre-visualization of how the lighting of a scene will be working on set. The position of the lamps and other devices. Layed out on a drawing.
Live Action Video	LAV - Short for Live Action Video. This is used by the animators to get a reference on the movement of the puppet.
Logos	LOG - graphical symbols or marks used to represent businesses, organizations, brands, or products
Matte Painting	MTP - used in filmmaking and animation to create realistic or fantastical backgrounds and environments