

# Glossary

<b>Face Chart</b>	FCT - visual guides used by animators to maintain consistency in the facial expressions of characters throughout a stop motion animation project.
<b>Facial Library</b>	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 exchangeable when the animator needs a new expression of the character
<b>Facial Replacement</b>	A technique where multiple interchangeable faces are used to depict different expressions or movements of a character.
<b>Foleys</b>	FLY - refers to the reproduction of everyday sound effects (such as footsteps, door creaks, or rustling clothing) added in post-production.
<b>Follow trough</b>	Follow Trough: Unlinked pieces must continue moving even after the object has stopped moving
<b>Fonts</b>	FNT - are sets of typographic characters with a consistent style and design.
<b>FPS</b>	Short for Frames per second: it is the speed at which frames pass to achieve the illusion of movement.
<b>Frame</b>	A single still image in a sequence of images, each representing a moment in time.
<b>Frame Rate</b>	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.
<b>Graphics</b>	GPH - refer to visual elements, such as illustrations, icons, charts, and diagrams, used to convey information, enhance storytelling, or create aesthetic appeal
<b>Hair</b>	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.
<b>Hero</b>	HRO - recording of the final shot.
<b>Keyframe</b>	Frames in a sequence that mark important actions. There is movement in between them, we use them for the blocking.
<b>Lighting</b>	The arrangement of lights to illuminate the set and create desired visual effects in stop motion animation.
<b>Lightning and Camera</b>	LAC - For this asset we review of the shot with camera and lightning on set.
<b>Lightning Diagram</b>	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.
<b>Live Action Video</b>	LAV - Short for Live Action Video. This is used by the animators to get a reference on the movement of the puppet.
<b>Logos</b>	LOG - graphical symbols or marks used to represent businesses, organizations, brands, or products
<b>Matte Painting</b>	MTP - used in filmmaking and animation to create realistic or fantastical backgrounds and environments



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• <b>Mock up</b>	• MUP - Is a scale or full size model of a desing with other materials like cardboard, used for demonstration of camera movement, to review what works and . It allows to plan scenes.
• <b>Model</b>	• MDL - Process where the characters are model by a professional sculptor to capture the right vibe for each one.
• <b>Model Sheets</b>	• (Turn Around) This is where the character, props and sets are developed, a model is made with all the positions in several views (front, back, profile) sort of a 360-degree view . This is for the client to review only the proportions of the characters,sets.
• <b>Mold and Cast</b>	• MAC - Taking the previous model of the character, we make a mold and start the casting process (making replicas of the original)
• <b>Music</b>	• MSC: The score or soundtrack of a film that helps creating an atmosphere and emotion during a scene.
• <b>Overlapping</b>	• When the parts of an object move in different ranges to generate the illusion of speed
• <b>Painting</b>	• PTG - Part of the process where the stets get to be painted, detailed and textured.
• <b>Pose to pose</b>	• Draw the key frames of the animation and then fill in the remaining spaces.
• <b>Posing</b>	• The process of creating key poses for important movements taking place within a particular sequence.
• <b>Production Brief</b>	• PBF - A document that provides an overview of the key aspects of a production, outlining the project's objectives, requirements, and parameters
• <b>Props</b>	• PRP - objects that can be or not animated, they tend to have a physical approach with the puppet.
• <b>Puppet</b>	• A figurine or model used in stop motion animation, often constructed with movable joints for posing and animation.
• <b>Reference</b>	• RNC - This is used as a tool to get to know the vibe of the product.
• <b>Rehearsal</b>	• RHL - Rehearsal to decide final touches.
• <b>Render</b>	• After all the editing and visual effects work is finished, the animation is ready to be rendered. Rendering involves processing the digital files to generate the final images or frames of the animation.
• <b>Rigging</b>	• The process of attaching supports or mechanisms to puppets or props to facilitate movement during animation.
• <b>Script</b>	• SPT - Written document that outlines the dialogue, actions, and other elements of a story. It serves as a blueprint for the production process, providing guidance to the director, actors, and crew on how to bring the story to life on screen.
• <b>Secondary action</b>	• Little extra animations that help emphasize a movement. They are usually used at the beginning and end of an action.
• <b>Set</b>	• SET - The physical environment in which stop motion animation takes place, including backgrounds, props, and other elements necessary for creating the scene.