

Glossary

• Mock up	• 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.
• Model	• MDL - Process where the characters are model by a professional sculptor to capture the right vibe for each one.
• Model Sheets	• (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.
• Mold and Cast	• MAC - Taking the previous model of the character, we make a mold and start the casting process (making replicas of the original)
• Music	• MSC: The score or soundtrack of a film that helps creating an atmosphere and emotion during a scene.
• Overlapping	• When the parts of an object move in different ranges to generate the illusion of speed
• Painting	• PTG - Part of the process where the stets get to be painted, detailed and textured.
• Pose to pose	• Draw the key frames of the animation and then fill in the remaining spaces.
• Posing	• The process of creating key poses for important movements taking place within a particular sequence.
• Production Brief	• PBF - A document that provides an overview of the key aspects of a production, outlining the project's objectives, requirements, and parameters
• Props	• PRP - objects that can be or not animated, they tend to have a physical approach with the puppet.
• Puppet	• A figurine or model used in stop motion animation, often constructed with movable joints for posing and animation.
• Reference	• RNC - This is used as a tool to get to know the vibe of the product.
• Rehearsal	• RHL - Rehearsal to decide final touches.
• Render	• 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.
• Rigging	• The process of attaching supports or mechanisms to puppets or props to facilitate movement during animation.
• Script	• 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.
• Secondary action	• Little extra animations that help emphasize a movement. They are usually used at the beginning and end of an action.
• Set	• SET - The physical environment in which stop motion animation takes place, including backgrounds, props, and other elements necessary for creating the scene.

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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