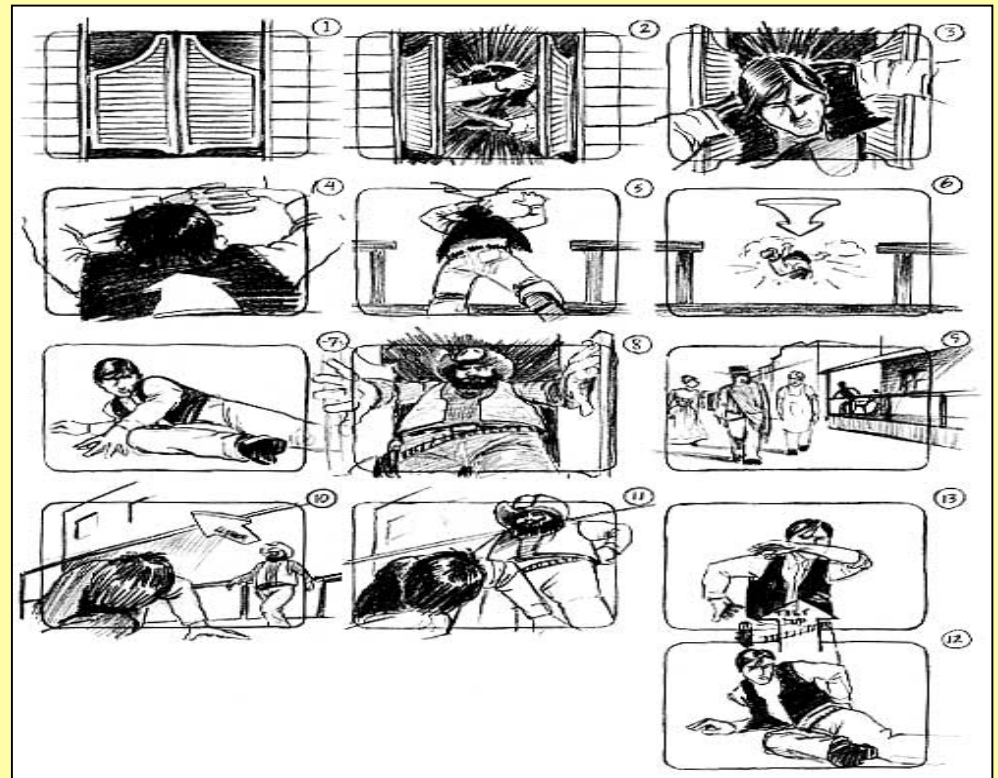




Storyboards and Project Planning

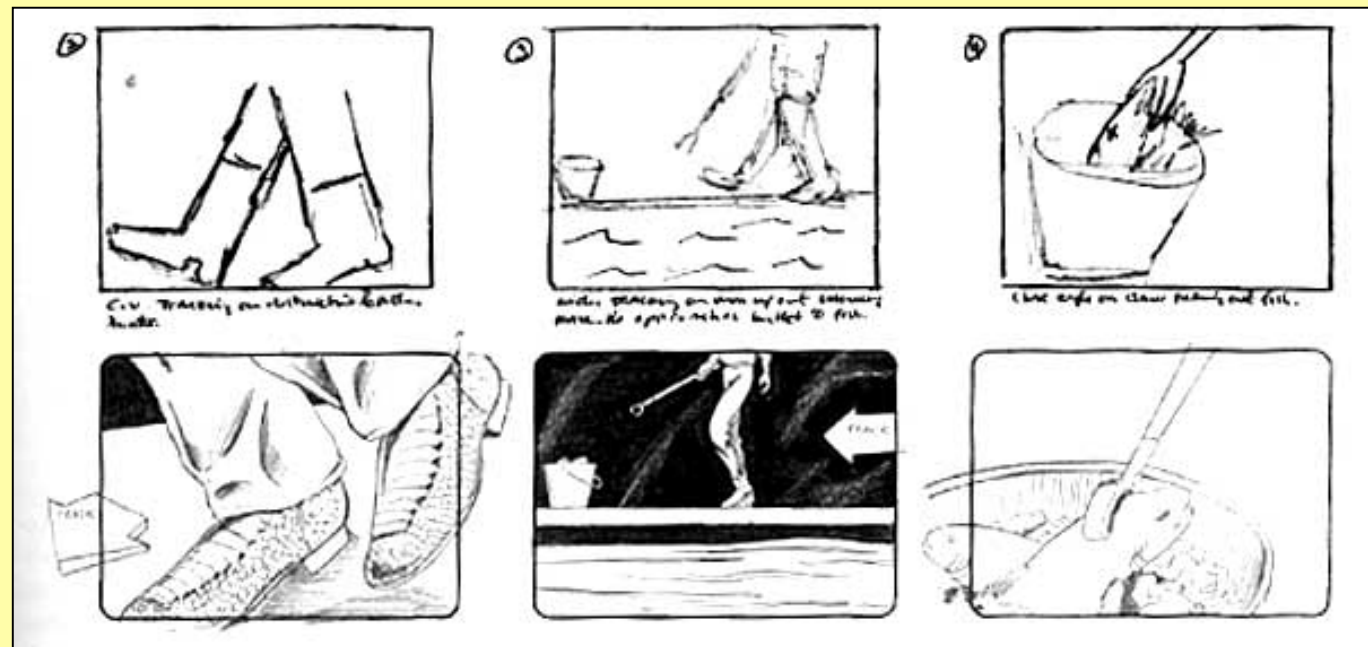
Mass Media





Storyboard

- A storyboard visually tells the story of an animation panel by panel, kind of like a comic book





Storyboard

- It's a graphic organizer such as a series of illustrations or images displayed in sequence for the purpose of previsualizing a motion graphic or interactive media sequence, including website interactivity
- Developed at the Walt Disney studio during the early 1930s



Storyboard

- Acts as a preview and as a visual script for ...
 - Camera angles
 - Lighting
 - Movement
 - Sound effects
 - Actor arrangement
 - Prop arrangement
 - Narrative development and continuity
 - Background & Location for the shot.
- Helps to establish how visually interesting your story is. Do you have a variety of re-frames?



Storyboard Language

- Include Camera Shot with abbreviations learned along with notes a videographer would need.
- Example:
 - “EXLS of football stadium crowd. Pan Left to Right. Fade at end.



Storyboard Language

- JUMP CUT
 - A rapid, jerky transition from one frame to the next, either disrupting the flow of time or movement within a scene or making an abrupt transition from one scene to another



Storyboard Language

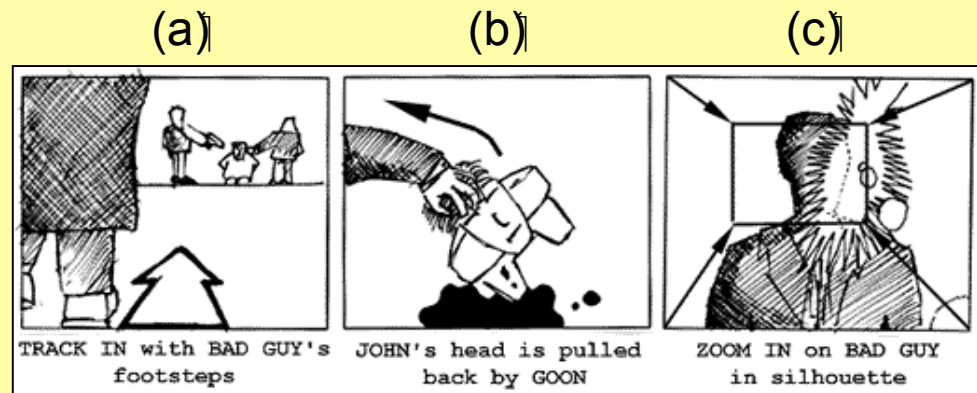
- POV (point of view shot)
 - A shot which is understood to be seen from the point of view of a character within the scene
- REACTION SHOT
 - 1. A shot of someone looking off screen
 - 2. A reaction shot can also be a shot of someone in a conversation where they are not given a line of dialogue but are just listening to the other person speak



Arrows

• Examples

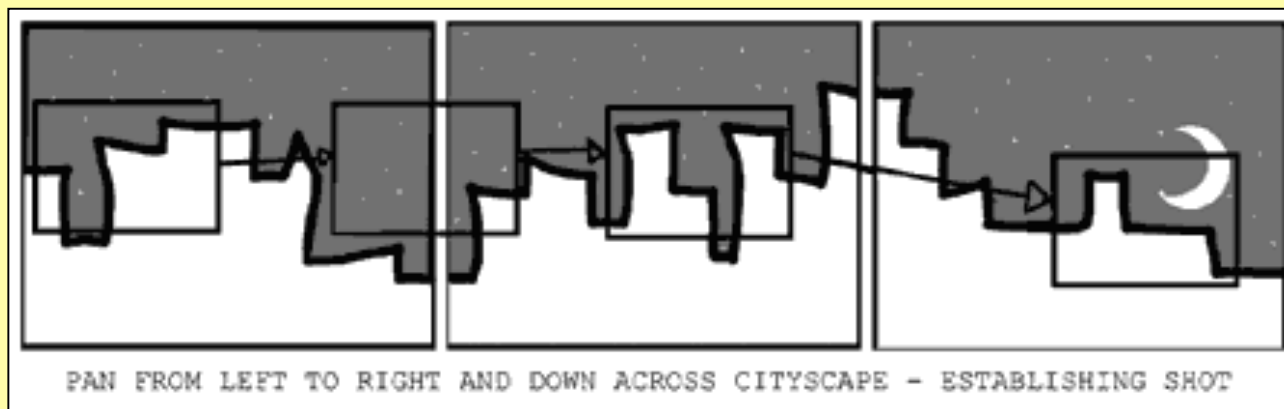
- Draw an arrow pointing into shot to show the camera's movement
- Use an arrow to show the movement of the head being turned
- Draw arrows pointing to the center, & draw in a new smaller frame to show the end of a zoom





Floating Frame

- To show a camera panning
 - Illustrate one shot using more than one storyboard frame showing the key stages of the shot's movement across a number of frames, or
 - Draw out the entire scene (e.g.. the horizon of a city) and place a frame on it with an arrow indicating the direction of movement





Transitions

- Write these in the gaps between the frames
 - Dissolve to
 - Etc.

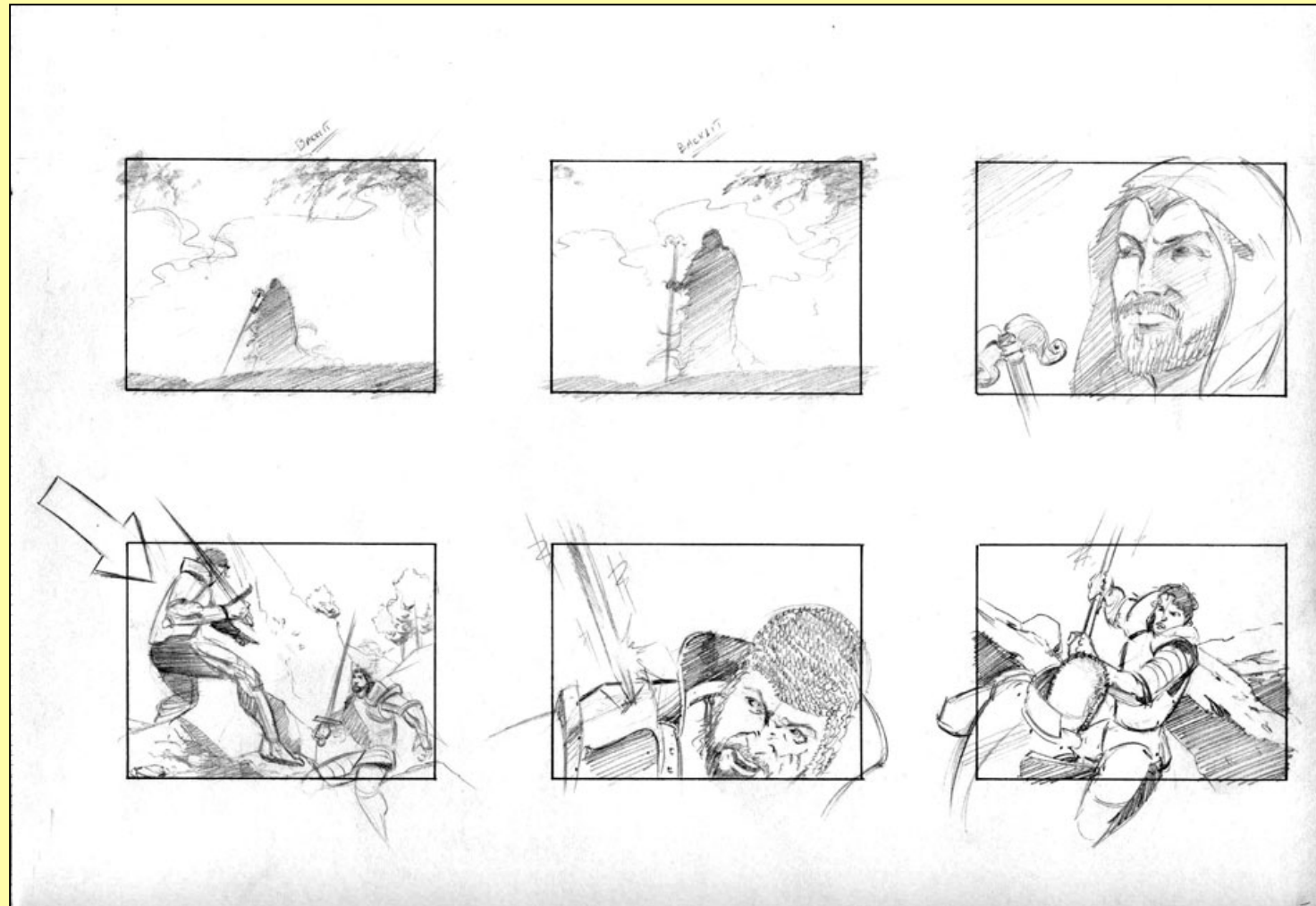


Storyboard Examples





Storyboard Examples





Storyboard Examples





Storyboard Examples

