

Andy Rutter

Storyboarding

Learn how to visualise your story.

Læringsmål/Learning Objectives

Skills

Upon completion, the student should be able to plan and produce interactive video in relation to its intended purpose, including the development of appropriate documentation

Introduction

Storyboards are more than just **visual representations** of your story:

- used to eliminate any miscommunications
- One of the most important elements
- Identifies fault in production early in the process
- acts as a blueprint for the actions and dialogues
- Used by every one in a team/crew

Topics

Storyboarding:

1. Scripting
2. Storyboarding
3. Making a Storyboarding

1. Scripting

Before you sit down to write your script, jot down the main points that you want to get across in your video:

- Write in point form using pros
- Don't let your video sound like a lecture
- be engaging and easy to understand
- Use your voice like talking to a friend

1. Scripting

Once you've drafted the **script** read it out loud to others and get feedback:

- Don't assume that an informative brochure will be an effective video script
- What looks good on the printed page often sounds dull in a video
- if it doesn't work, start again..

1. Scripting

Once you're satisfied with your **script** read it out loud again to find out the duration:

- Time how long it takes to read
- pause for the imagined visuals
- Make changes along the way
- If it's good, move on to the visuals

Use your ***beat sheet*** to identify the important imagery.

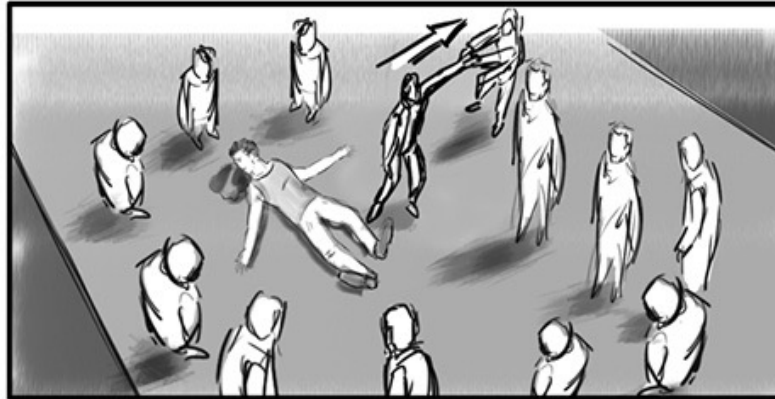
1. Scripting

Scene 8	The Promise of the Premise:
We See	Pursued by the bad guys, our Hero, the princess, the robots and the pilot and his hairy friend, fly away intent on delivering the plans to the resistance arm.
Shot 1	Key Images: Pursued Spaceships flying
We Hear	
VO 1	

2. Storyboarding

The visualisation of your script:

- Sometimes the most important part of your production
- Sometimes not...



2. Storyboarding

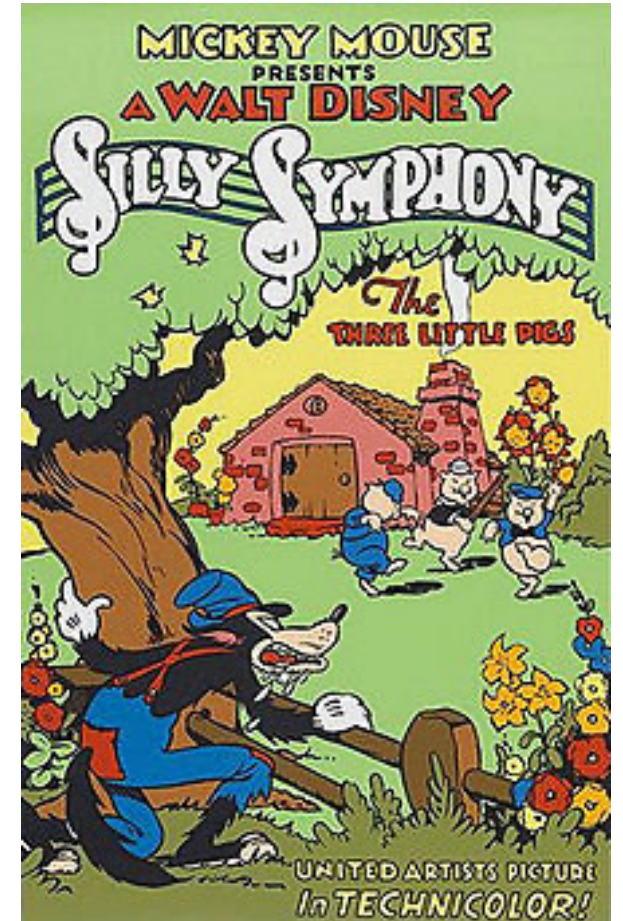
Storyboards are more than just **visual representations** of your story:

- used to eliminate any miscommunications
- One of the most important elements
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- acts as a blueprint for the actions and dialogues

2. Storyboarding

Most all major animation studios, along with the gaming industry, use storyboards in their projects:

In 1933 Walt Disney is credited with creating the modern storyboard for “The Three Little Pigs” which was completely storyboarded.



2. Storyboarding

Storyboarding became popular in 1940s and grew into a standard medium for previsualization:

*One of the first live action films to be completely storyboarded was “**Gone with the Wind**” where every shot was designed in Pre Production.*



2. Storyboarding

It is not just **Film Production Teams** who can benefit from the use of **Storyboarding**:

- **UI and UX Designers** – flow charts
- **Back-End Programmers** – ERD's and functional specs
- **Front-End Designers** – Layout, positioning and placement
- **Game Developers** – Visualise Event Sequences
- **And more...**

2. Storyboarding

Storyboards serve as a set the rules for the whole production:

- from **Pre - Pre Production** to **Post Production** and beyond
- In every department and every production team
- Storyboards are the step by step guide to a production

What are storyboards used for and by whom?

2. Storyboarding

Writers use **Storyboards** for communicating **Continuity** and **Understanding**:

- without the viewer hearing or reading the dialog
- sequences of events are easy to understand
- If not the visual elements can be corrected
- If an audience does not feel the proper emotion
- the audio elements can be revised

2. Storyboarding

Sound Design use storyboarding when creating **Animations**, known as **Animatics**:

- In animated features, the audio is usually recorded first
- the animation is designed to fit the audio
- Their **Animatics** include dialog or narration, sound effects, and music
- They help the actors when recording audio
- They are used to check timing, Framing and/or camera movement

2. Storyboarding

Before



Voice recordings are used on still framed illustrations

Foley artists add the ADR to CGI renderings

Sound technicians mix the audio and add Music to the final edit

After



2. Storyboarding

Everyone uses the **Storyboards**:

- Casting Agents to find actors
- Location Scouts to find locations
- Make up Design to do make up
- Wardrobe Department to design costumes
- Stunts Department to coordinate stunts
- Animators to create animations..
- And so on...

2. Storyboarding

You may be asking yourself:

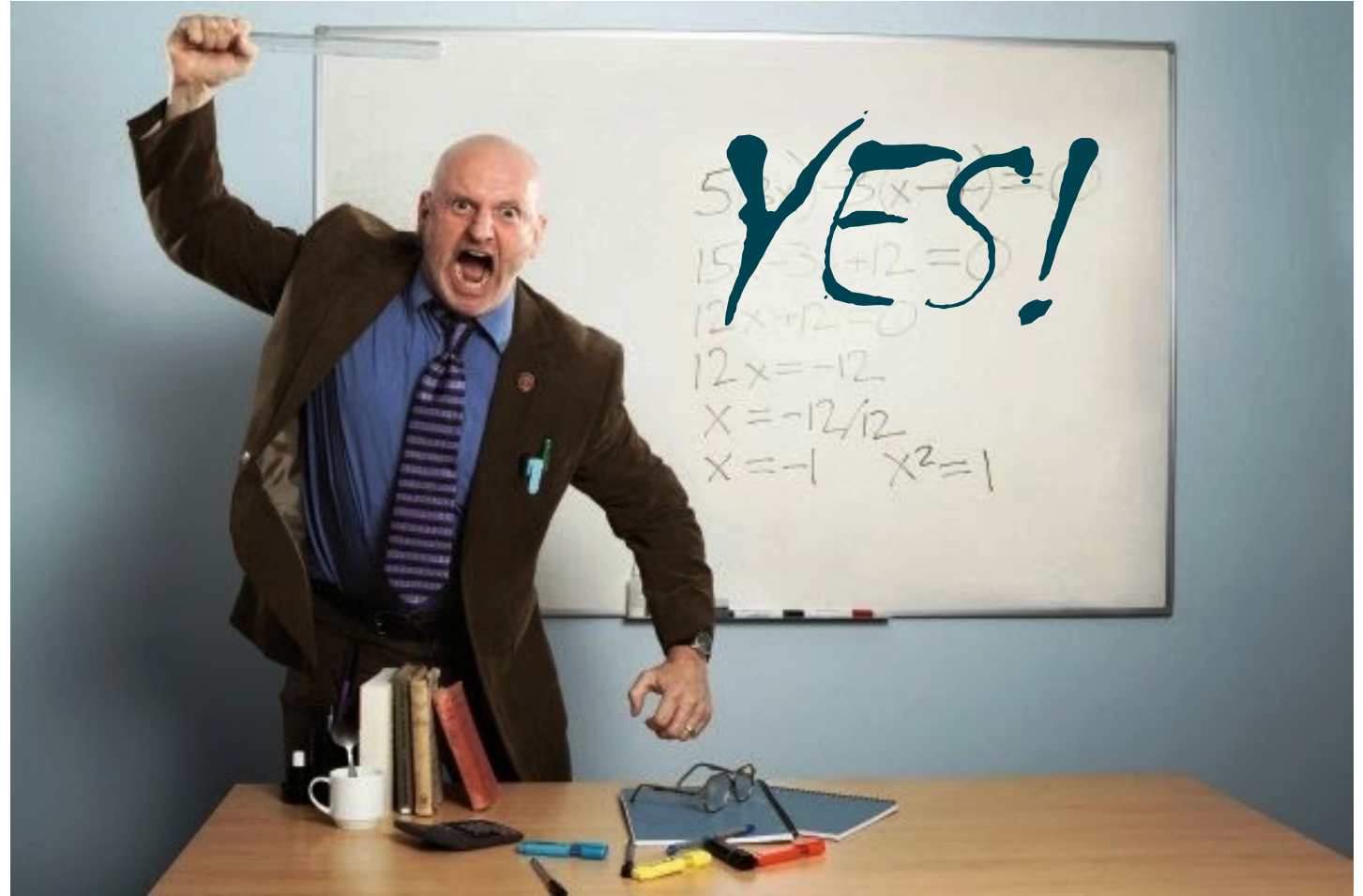
Do we have to make storyboards?

We are just a small group of students making a video for a class project, not a Hollywood Production!



2. Storyboarding

The answer is:



2. Storyboarding

Storyboards are cost effective tools used to reduce time spent on unfocused, undirected actions and discussions:

- Allows everyone to share ideas equally
 - promotes consensus or generating alternatives
 - Perceive possible continuity problems
-
- Allows for communication between departments
 - And Artistic and aesthetic vision remains consistent

Do you understand?

2. Storyboarding

Alright already,

*we get it... **Storyboards are important!***

Now where do we start?



2. Storyboarding

You don't need to be an artist or exceptional illustrator to draw your storyboards:

- Stick men will do fine
- rough drawings that can be stuck to a bulletin board
- Drawings should be between 10 and 12 cm per panel
- Panels can be easily added, and the order can be shuffled



1 Establishing shot of classroom. One student snoring. One sits up in alarm over assignment.



2 Student feels overwhelmed. Voiceover: "I've never done this!" Camera pans slowly to make space.



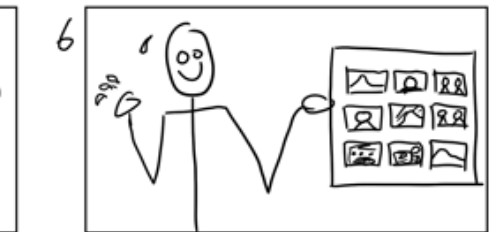
3 Ideas surrounded by blurry thought bubble. Brainstorm may also be video montage surrounded by blurry frame.



4 Moment of clarity. "Aha!" Ding or chimes; lightbulb moment.



5 Working in a dark dorm room. Sounds of clock ticking and pencil scratching on paper.



6 Proudly shows off finished storyboard. Wipes sweat off brow. Victory music. Zoom in on storyboard.



7 Submitting via Coursework. Fade out as if ending.



8 Back to the classroom. Keep as similar as possible to original. "Elaborate on your storyboards!"



9 Back to the drawing board. Looking haggard but determined. Fade out.

2. Storyboarding

Storyboards come in a variety of shapes and sizes:

- There is no right or wrong way to make a **storyboard**
- they are simply drawings made in **frames** or **panels**
- They are meant to be comprehensive visualizations

- They may Show where a person is in the frame
- Or show the movement of the camera
- How detailed your storyboards are is up to you!

2. Storyboarding

They may be detailed illustrations with a few words:



MUFASA!



YOU'RE NOT MUFASA.



MUST I



FOREVER BE REMINDED OF THIS?



HEY, BANZI



I SMELL



REVENGE.



2. Storyboarding

They may include information like the **shot duration**:

 Edit/Length of Shot 10 seconds	Shot No/Type of shot/Camera/ Movement Then switch to a long shot which pans across graveyard and then stopping with Sonny in the frame. This shot will help to reinforce the main characters emotions and show his loneliness now his brother is gone.	Sound – Dialogue/Music/Sound FX The song will start to get more intense and increase in tempo at this point.
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2. Storyboarding

They may include both **Action** and **Dialogue**:

We hear this

DIALOGUE:
VERMA (cont.)
... BUT THE CURSED
FRAGMENT OF CRYSTAL CORE
IS SUPPOSED TO BE
IMMOVABLE... (18)

We see this

ACTION NOTES:
VERMA TURNS TO
SALLY.



2. Storyboarding

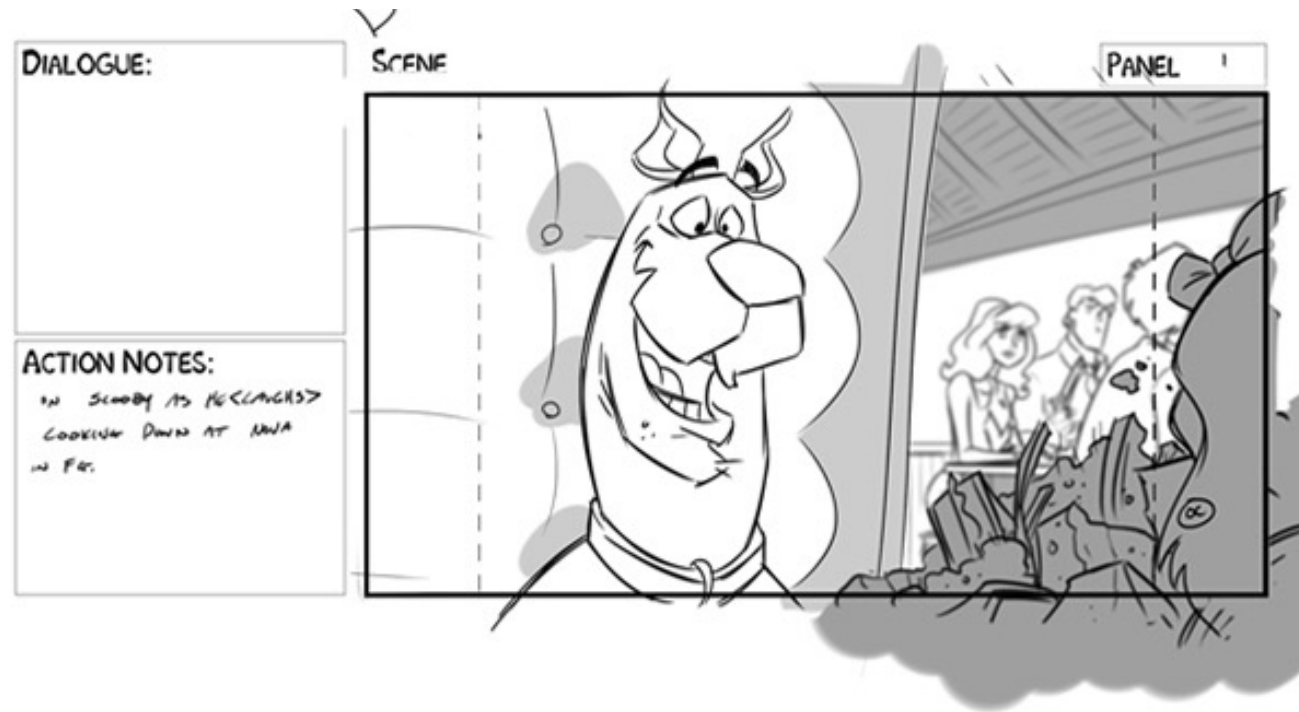
They may include **Audio/Sound cues**:

VO - Voice Over (Narration)

MO - Music Over

SFX - Sound Effect

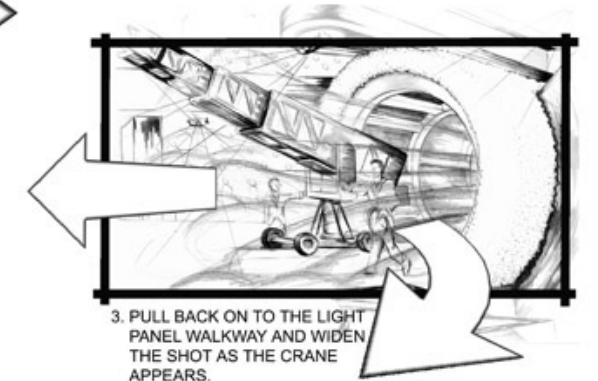
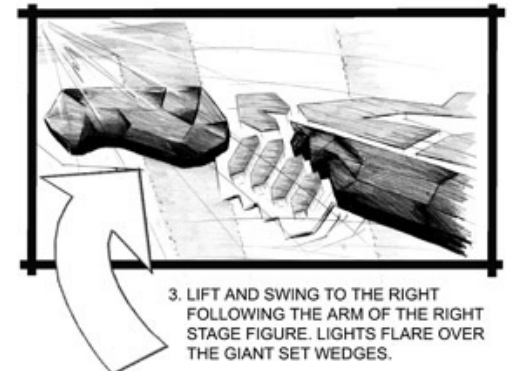
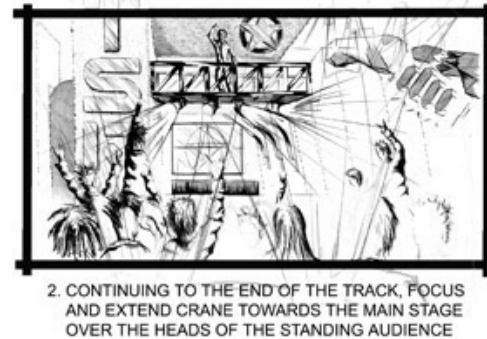
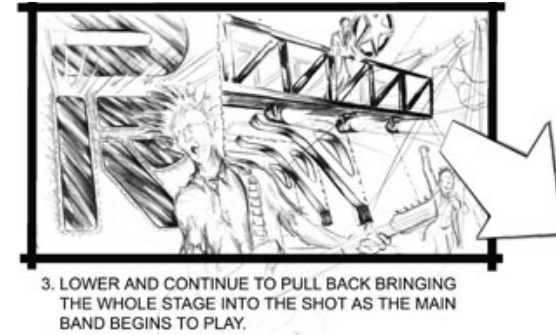
Music Under - Background Music



2. Storyboarding

They may include **Camera Movements**:

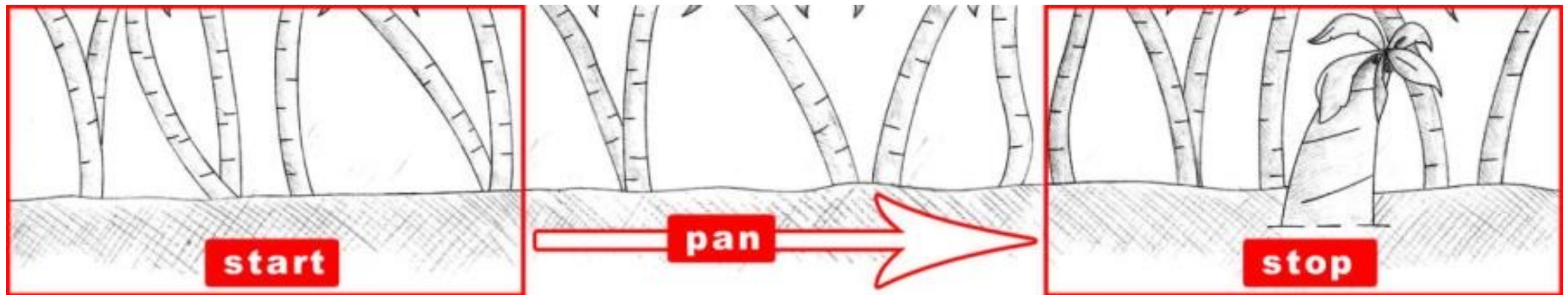
- **Moving shot** - Camera follows the action
- **Zoom** - aka pull, telephoto to wide angle, slow or fast
- **Pan** - left or right
- **Tilt** - up or down



2. Storyboarding

Panning frame is rotating the camera on a tripod to slowly reveal a wide section:

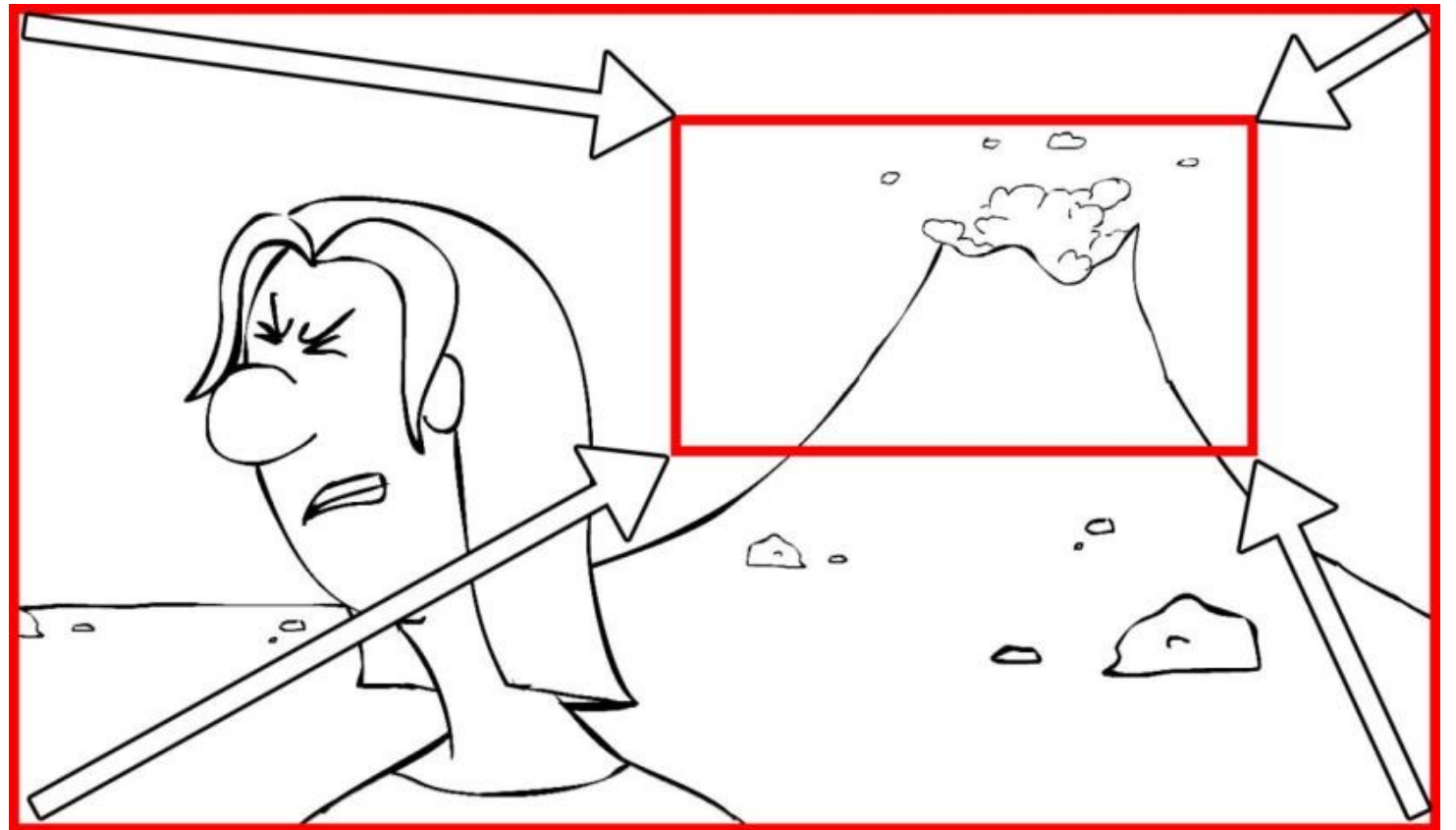
- To show this create a wide drawing and use a floating frame
- Connect the frames with arrows
- To indicate the direction and mark “start” and “stop” on the appropriate frames



2. Storyboarding

If you plan to have a **Dolly** moving the camera into the shot, show this on the storyboard:

- a floating frame
- start and stop placement
- thick white arrows indicate camera movement
- thin black arrows indicate objects or actors movement



2. Storyboarding

They may include **Camera Angles**:

Long shot, Medium shot, Close up.

SHEET 1

ES – Establishing shot

WS – Wide Shot

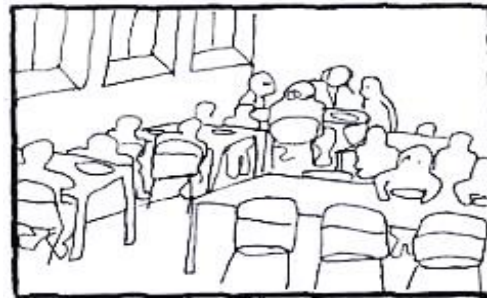
MS –Medium Shot

MCU – Medium close up

CU – Close up

XCU – Extreme Close up

$\frac{3}{4}$ Shot, 2 Shot, 3 shot etc..



SHOT

LS

THE DINNER HALL.
The children and teachers
have started to eat their
soup for lunch.



SHOT

CU

THE DINNER HALL.
Anton sits silently looking
at the empty table in
front of him.



SHOT

MS

THE DINNER HALL.
Elin sees that he is
hungry and carries over her
soup for him to eat.



SHOT

MS

THE DINNER HALL.
Mrs Holm notices what Elin
has done and gets up from
the teachers' table.



SHOT

CU

THE DINNER HALL.
Mrs Holm gives back Elin's
soup and says that she must
sit there until it is eaten.



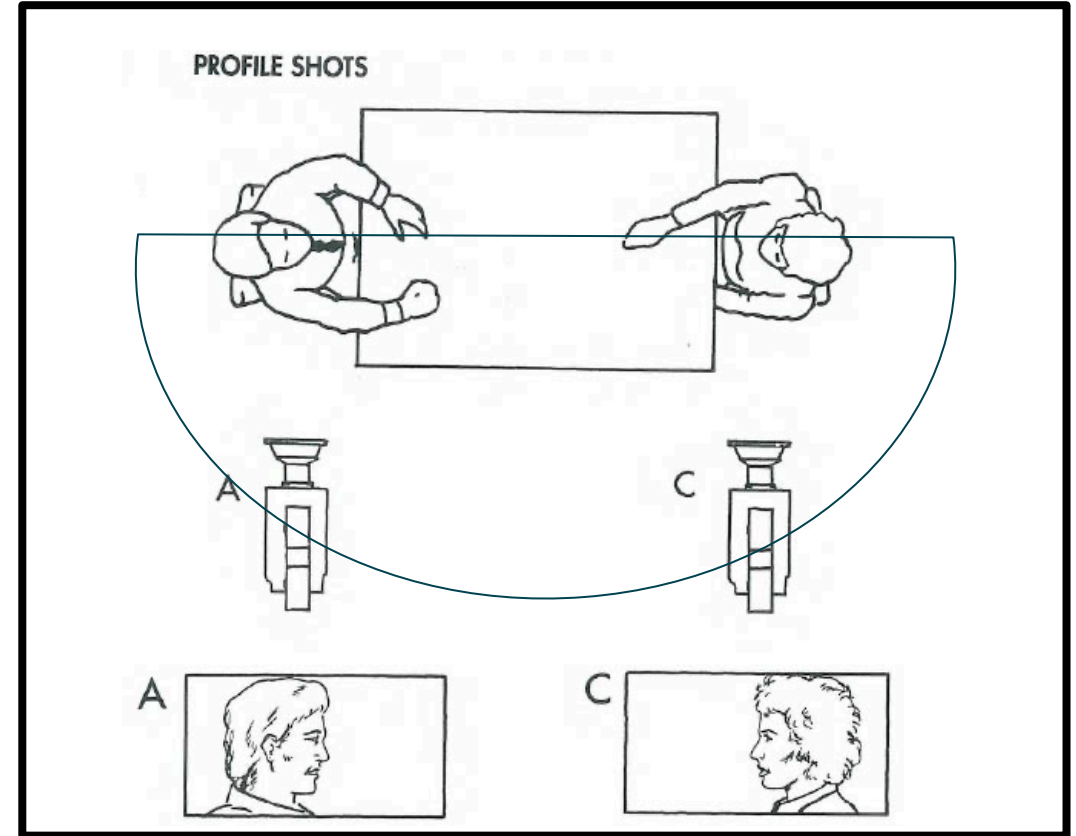
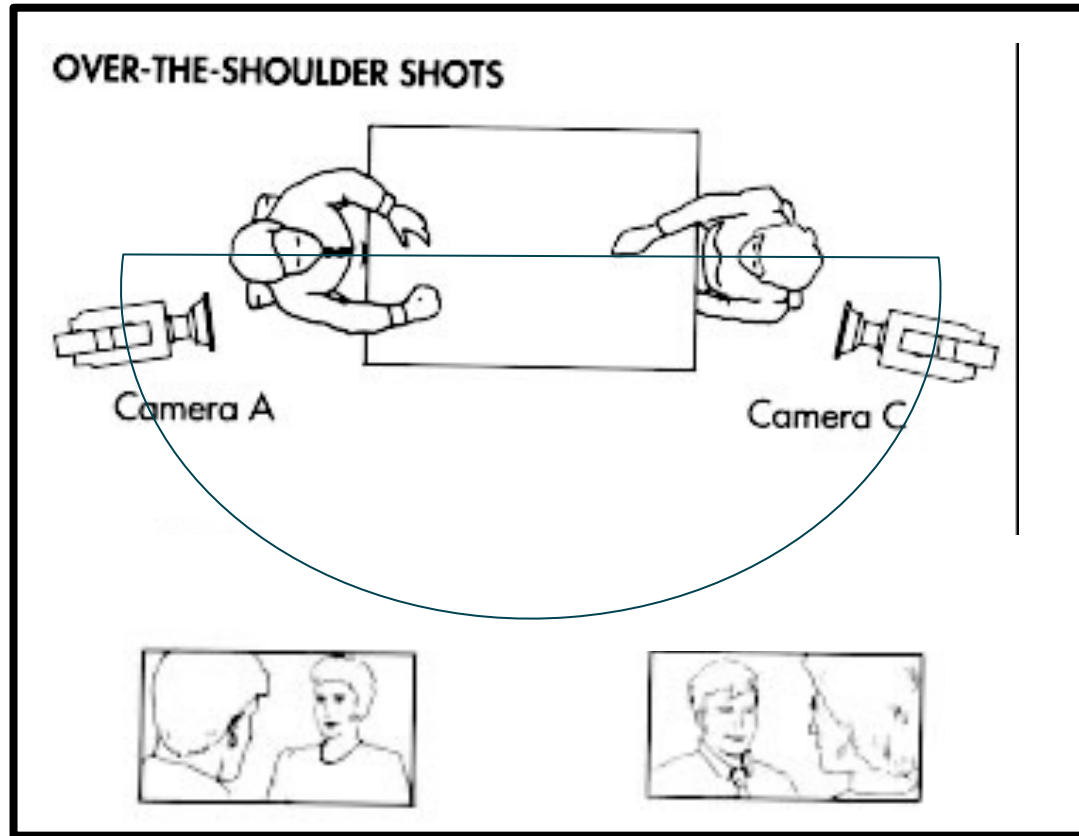
SHOT

CU

THE DINNER HALL.
Elin does not speak or
move. She stares proudly
ahead.

2. Storyboarding

Some storyboards illustrate the **180° rule** in the panels:



2. Storyboarding

The list of camera changes for **Camera Angles** are:

- Angle on = Subject for focus
- Another angle = Same subject, more than one shot
- Various angles = A variety of shots
- Reverse angle = Reverse focus of shots
- Over the shoulder = Camera positioned behind and on the other side of the subject
- Point of view = Scene as viewed from the perspective of a character

2. Storyboarding

Some may include **Setting/Stage cues**:

- INT = Interior
- EXT = Exterior
- Place
- Time of day

Escape

INT. MINE/CAVE ENTRANCE NIGHT



As beast almost covers frame, Luke swings saw
monster backs up as Luke exits.

2. Storyboarding

Some may include cues for the **Editor** in **Post Production**:

MOTIVATE YOUR CUTS

A character looking...

A noise off screen...

maybe an efx

will provide motivation
for a cut.



2. Storyboarding

Some of the **Cuts and Transitions** you may include are:

- CG = Character Generation (overlying text on the screen)
- Title Text = superimposed over scene
- Cut to = Switch to
- Dissolve to = One shot fades into the next
- Insert = Insert shot, action, music
- Fade in = Usually fade from black
- Fade out = Usually fade to black

2. Storyboarding

Adding transitions to your storyboard will help your audiences and editors recognize scene changes:

- Location changes for may be hard to understand
- Simply illustrate it in the final frame prior to the cut
- Some transitions may indicate the **passage of time** or **flash backs** or **dreams** etc...
- write a description on the panel: ***clock wipe*** or ***fade to black***

Guided Practice

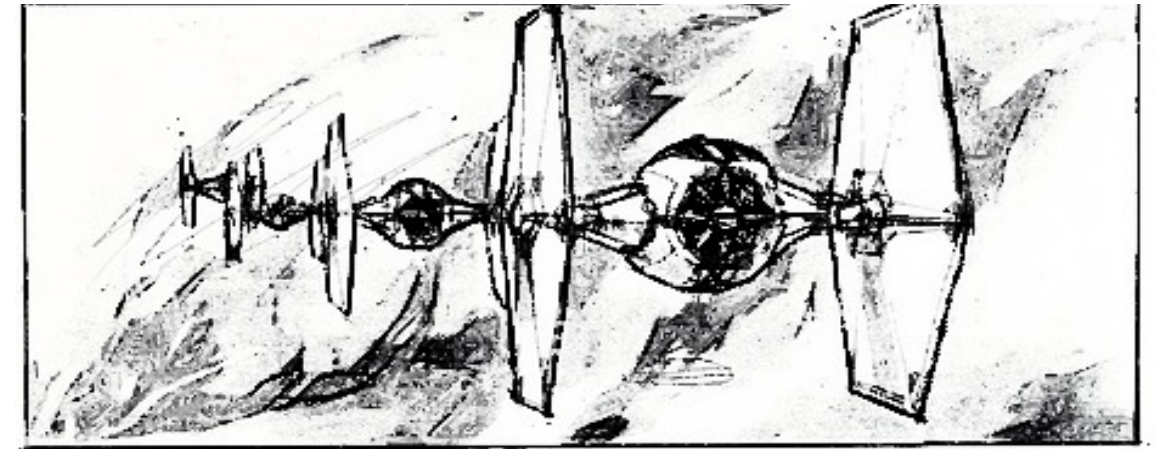
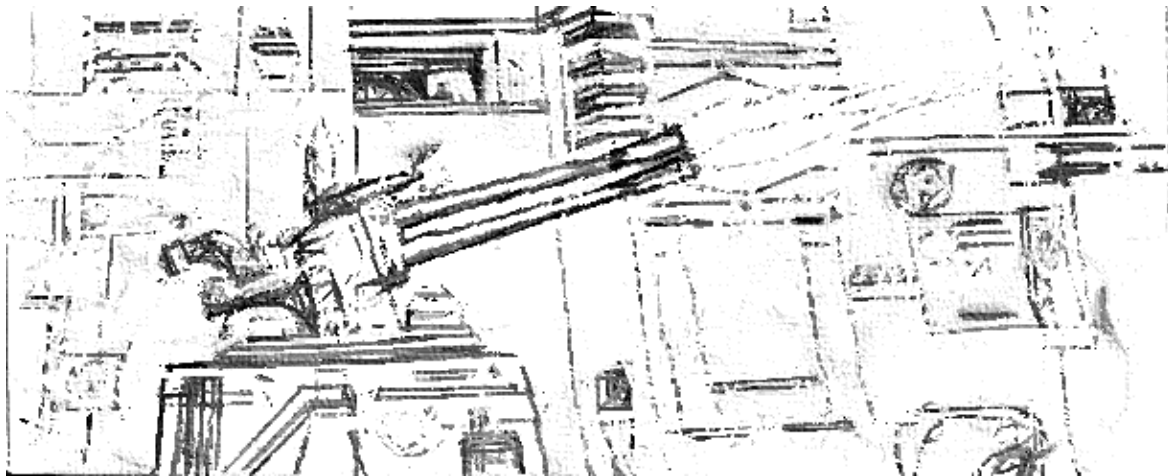
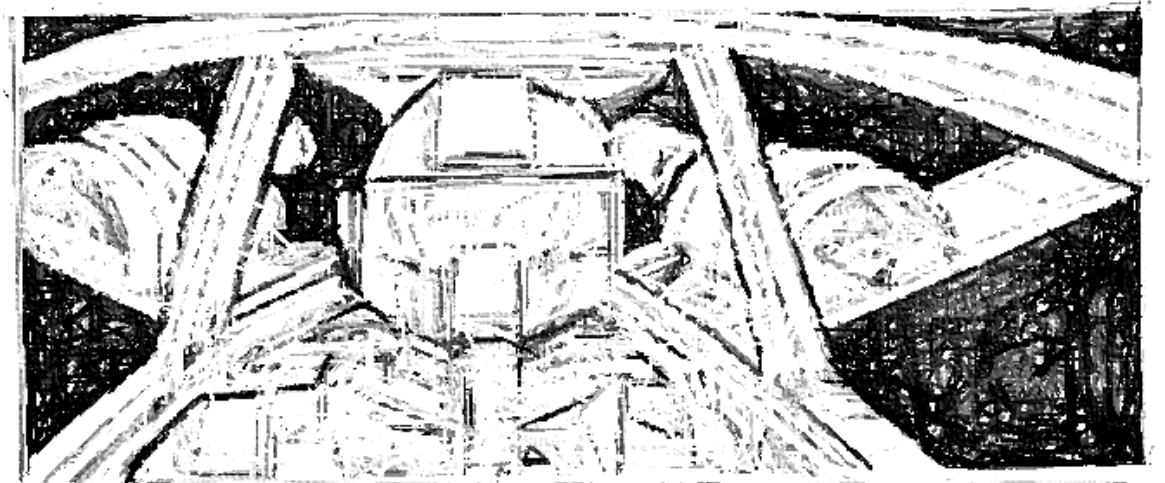
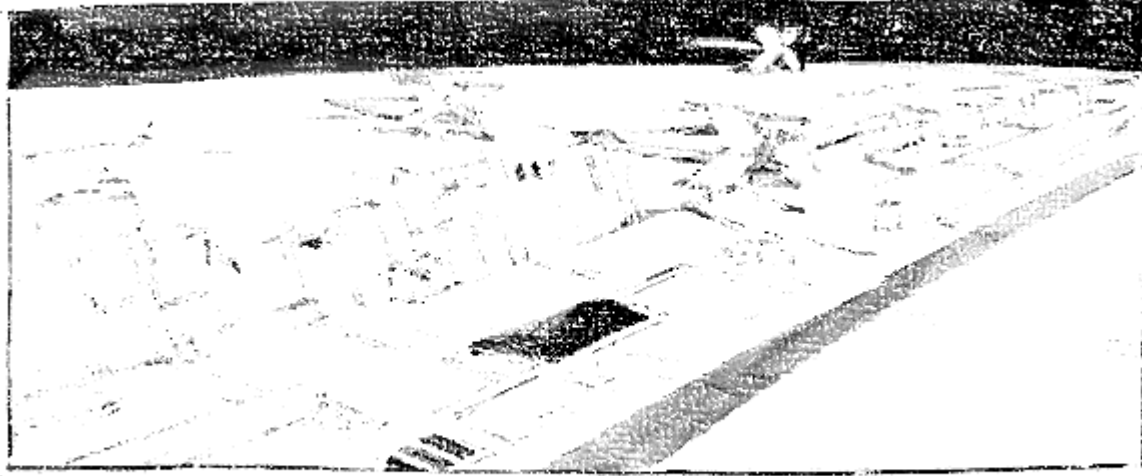
Read through your beat sheets and identify any potential **Storyboard *pane* or *panel*** opportunities:

1. Put **blocks** around the sections that **convey a sequence**
2. Make a list of all the **potential images** that might be used to **convey that sequence**
3. After, **Circle** any individual **words** that **describe an image**

Guided Practice

Scene 11	All is Lost:
We See	The Rebels suffer heavy losses, and soon our hero is one of the few remaining fighters. Defeat of our Hero seems eminent as all attempts to destroy the weapon are failed.
Shot 1	Key Images: x-wing and Tie fighter ships, laser canons, death star surface
We Hear	

Guided Practice



3. Making a Storyboarding

Storyboards can be incredibly **detailed** or just the **main themes**:

- A 90-minute feature film may have 20 panels per script page
 - Whereas a 30-second marketing video may have 20 panels in all
 - It all depends on the **script**
-
- **Let's start at the beginning...**

3. Making a Storyboarding

We can do this in **3 steps**:

1. Story Arch

1. Key Events
2. Settings info
3. Act #
4. Scene #



2. Audio

1. Key Dialog
2. Sounds
3. Music



3. Visuals

1. Key Images
2. Angles
3. Movements
4. Transitions

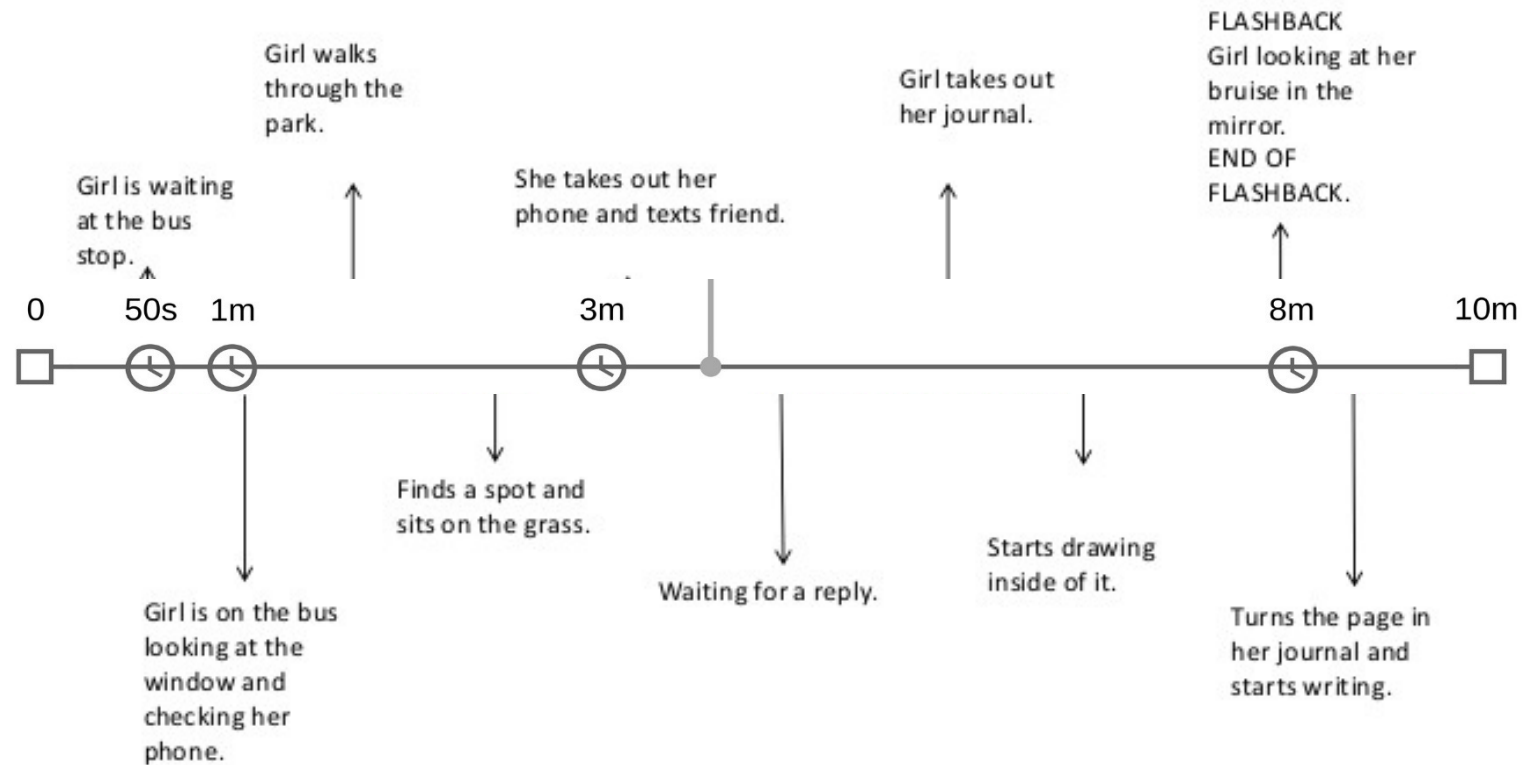
3. Making a Storyboarding

Step 1 - Start by Mapping out your **timeline** for the entire video:

- Use your **Treatment** and **Beat Sheet**
- Make a short list of essential plot points
- On a piece of paper, sketch a **timeline** for your video
- This will help you determine the durations of each shot/ scene/ act/ video

3. Making a Storyboarding

Identify the **beats** that must be in the video



3. Making a Storyboarding

After making a Timeline, describe those **Beats** under the panels on your storyboard:



The storyboard template consists of three identical rectangular panels arranged horizontally. A red arrow points from the left towards the first panel. Below each panel are three horizontal lines for writing. The first panel has the text 'We See:' written in red above the first line, and 'This is your descriptive sample text with action,' written in black above the second line. The second and third panels have the text 'This is your descriptive sample text with action,' written in black above their respective second lines.

We See:

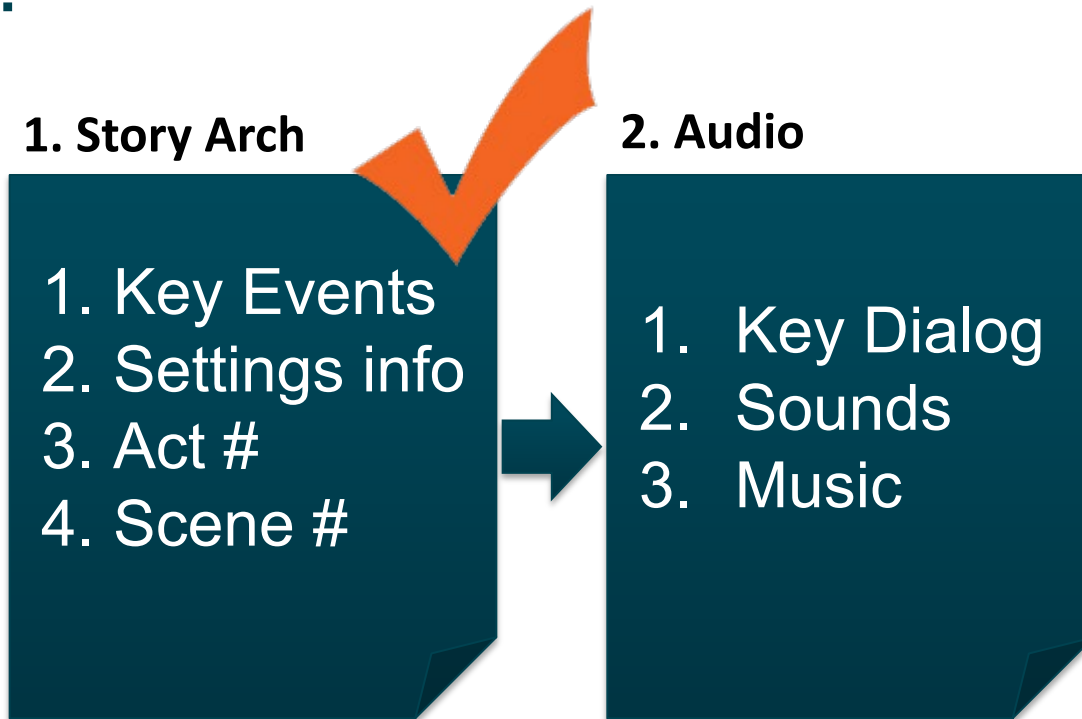
This is your descriptive sample text with action,

This is your descriptive sample text with action,

This is your descriptive sample text with action,

3. Making a Storyboarding

Step 2 - Once you've plotted your **timeline** onto your **Storyboard**, you can move on to adding **Audio**:



3. Making a Storyboarding

Step 2 - Extract lines from your script, and identify sounds and music:

- Put them directly under each frame (Panel)
- address your audiences' expectations
- focus on your goals for mood an emotion
- Make some side notes as to what's happening
- Don't worry if you are undecided

3. Making a Storyboarding

Describe the corresponding sounds under the **panels** on your **Storyboard**:

A large empty rectangular box for drawing a storyboard panel.

We Hear:

This is your descriptive sample text with action,

direction and scene number.

A large empty rectangular box for drawing a storyboard panel.

This is your descriptive sample text with action,

direction and scene number.

A large empty rectangular box for drawing a storyboard panel.

This is your descriptive sample text with action,

direction and scene number.

3. Making a Storyboarding

Step 3: Once you've added the **key events** and **Audio** to your **Panels**, start drawing **The Visuals**:



3. Making a Storyboarding

Step 3: It doesn't have to be drawn to perfection:

- Just enough detail for an outsider to understand the story
- Make Frames the same **aspect ratio** as the video:

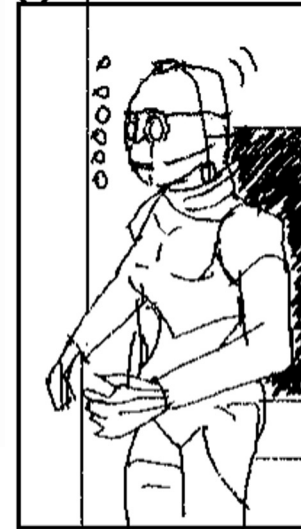


2.4
SO WE HAVE MORE TO OFFER AS PEOPLE ...



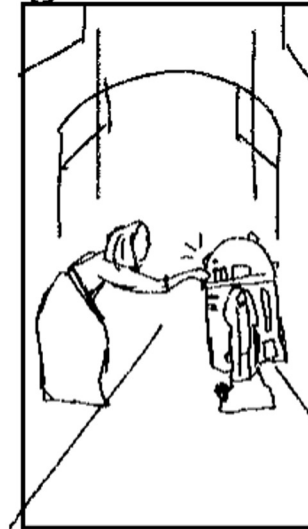
2.4
AND WE GET A BIT CLOSER TO BEING THE
BEST.

① C3PO enters



C3PO turns around,
looking frantically
for Artoo

② Leia records msg



camera peering down
hallway, dark

③ Leia flees



medium shot, Leia
looks back & runs

3. Making a Storyboarding

Focus on including the **important aspects** identified in your *beat sheet*:

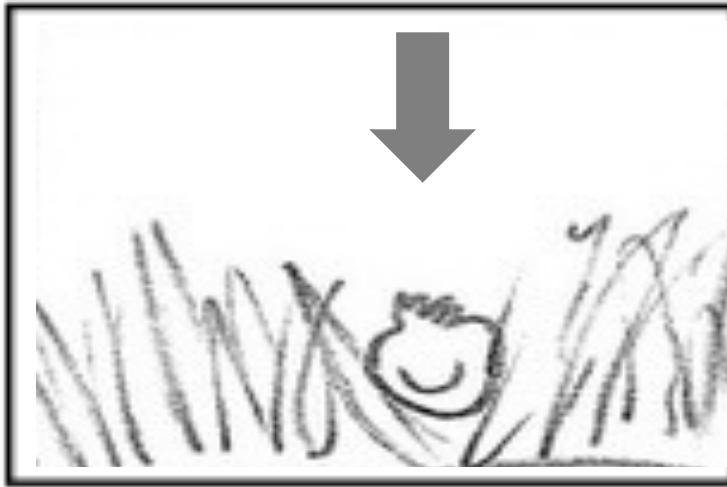
- the setting, location and time of day
- Important dialogue, sounds and music
- people in the shot and where they are positioned
- placing of important props or background elements
- Position of cameras, angles, shots and movements

3. Making a Storyboarding



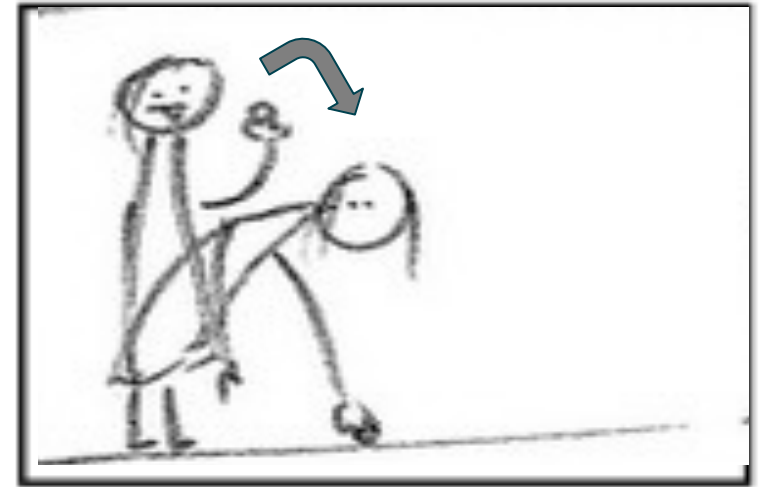
This is your descriptive sample text with action,
direction and scene number.

Scene 00



This is your descriptive sample text with action,
direction and scene number.

Scene 00



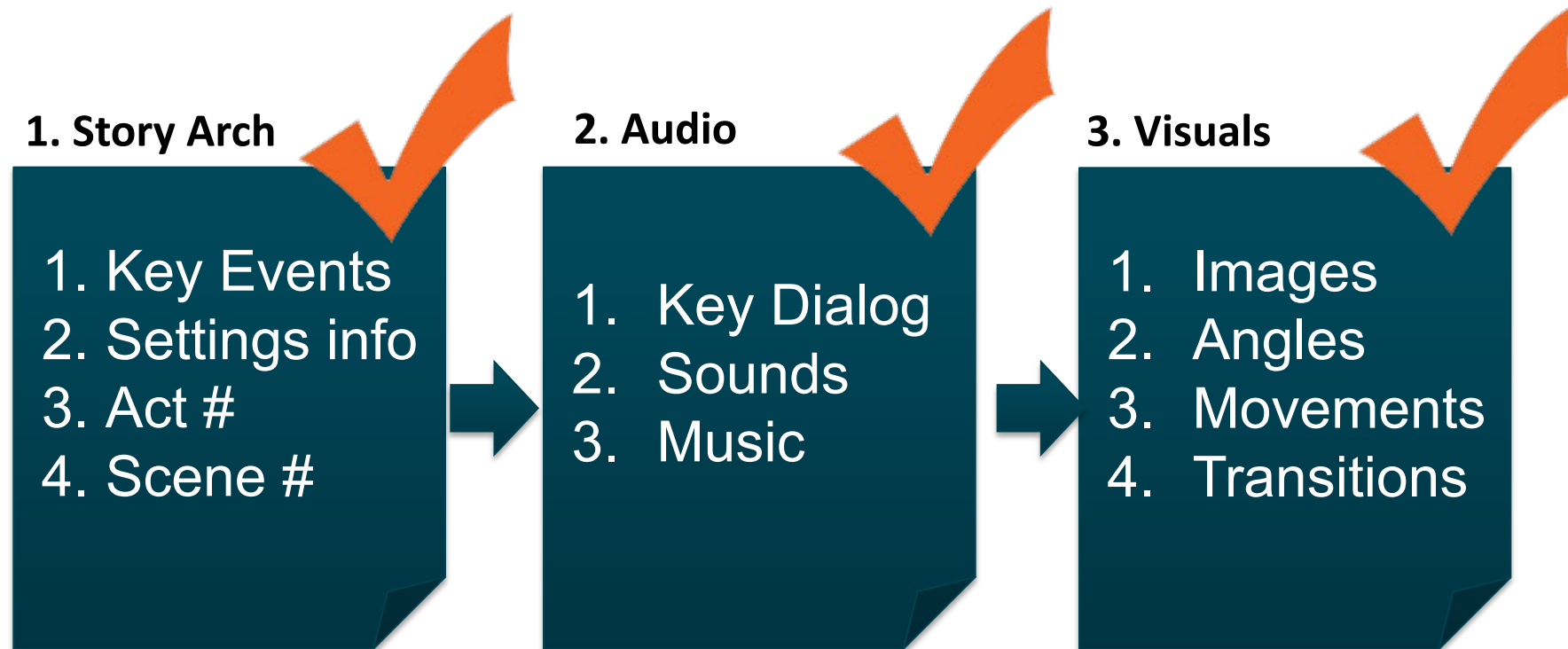
This is your descriptive sample text with action,
direction and scene number.

Scene 00

Act 1 / scene 2

3. Making a Storyboarding

Once you've added the **Key Events**, **Audio** and **Camera cues** to your **Panels**, review them:



3. Making a Storyboarding

Once you've reviewed your storyboard:

- ...and made any necessary changes
- edit your descriptions and script if needed
- Give it to a friend, colleague or family member
- ensure that they understand what's happening
- If they don't...

It's literally "back to the drawing board!"

3. Making a Storyboarding

But I don't know how to draw...

Not a problem!

- Use stick figures
- Or shapes that represent items
- Or words in the place of items
- draw elements large or small to indicate distances
- include enough information needed to communicate your vision

3. Making a Storyboarding

But I can't draw stick figures or write words...

Still not a problem, Cheat!

- Use lego people for sets and actors
- Take some photos with your smartphone
- Use sketchifying apps
- Take screen shots from another video
- Design in Photoshop or Illustrator

3. Making a Storyboarding

But I'm afraid of pencils and allergic to paper...

Still not a problem, Go Digital!

- Use any one of these software tools designed specifically for storyboarding
- [Toon Boom](#) [Boardo](#) [StudioBinder](#) [Boords](#) [Moovly](#) [Storyboard Quick](#)
- [Storyboard Artist Studio](#) [Storyboard Pro](#)
- [Storyboard Fountain](#)
- etc

3. Making a Storyboarding

Moviestorm

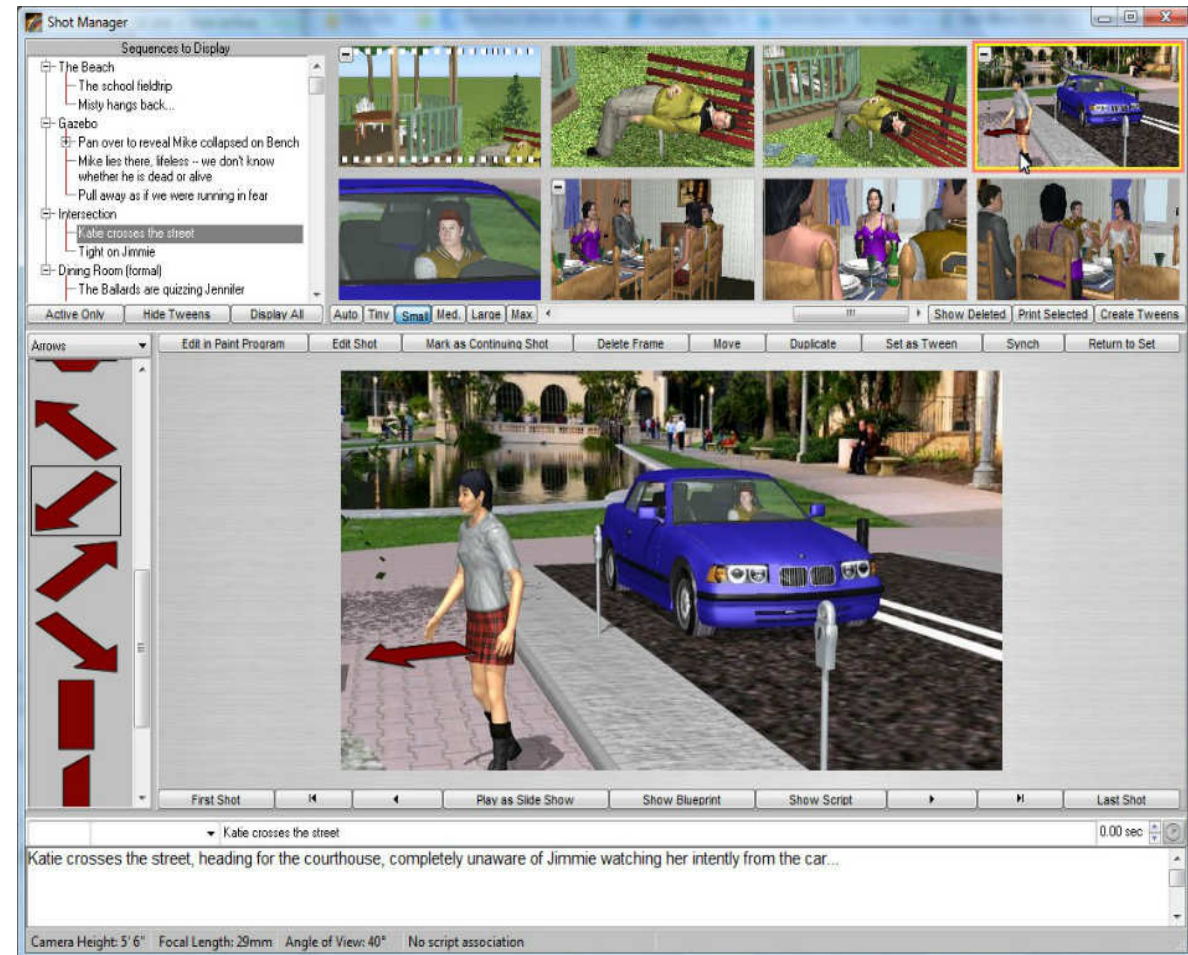
- Promoted as “a filmmaking tool for everyone
- you don’t need to be an artist
- You can create everything from storyboards
- to full pre visualization
- Pay service



3. Making a Storyboarding

FrameForge

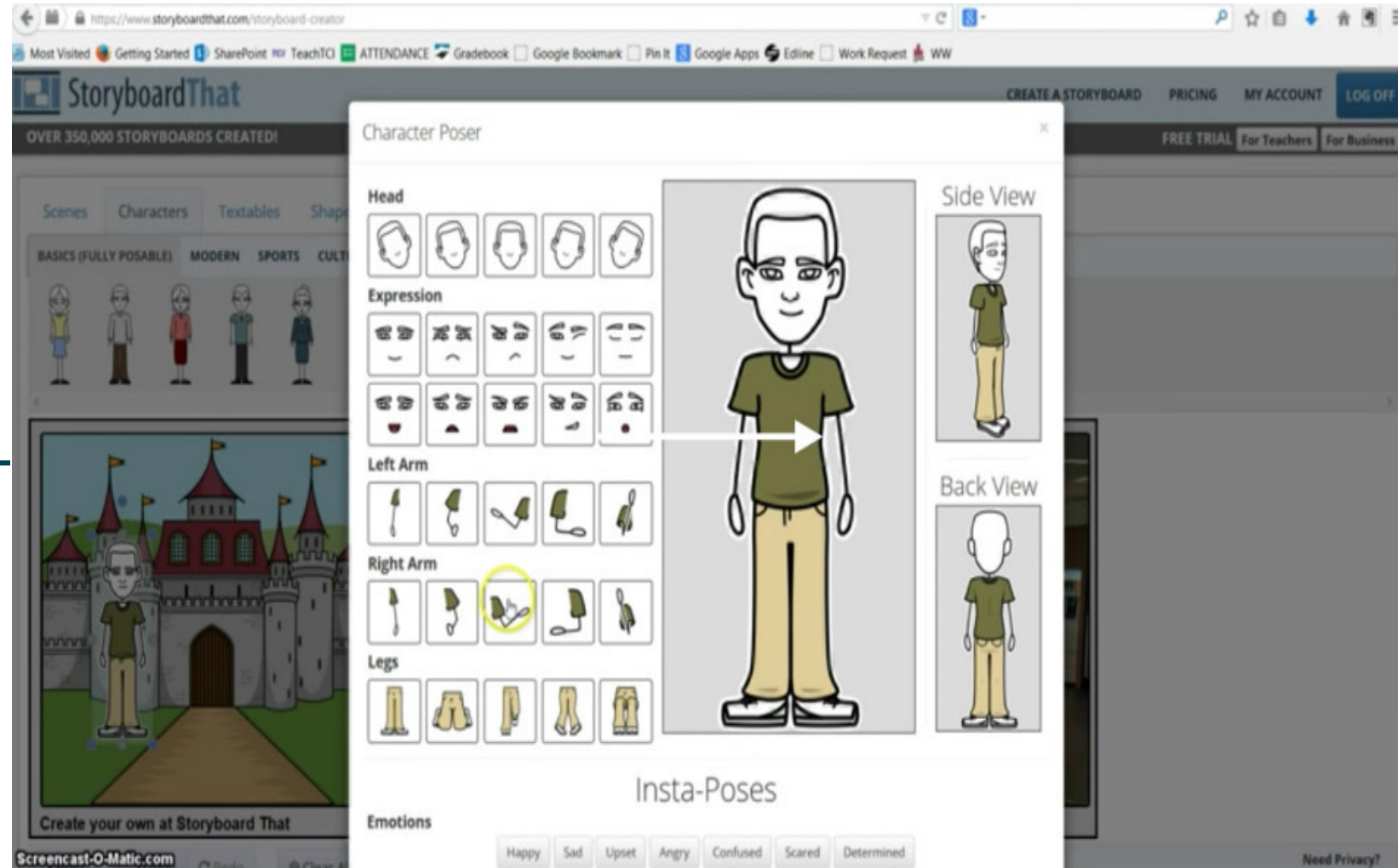
- offers various bundles
- each with increasing complexity
- optically accurate virtual cameras
- allows users to define exact equipment specs
- for dollies & cranes
- precise lighting, calculations for sun positioning
- Pay service



3. Making a Storyboarding

Storyboard That

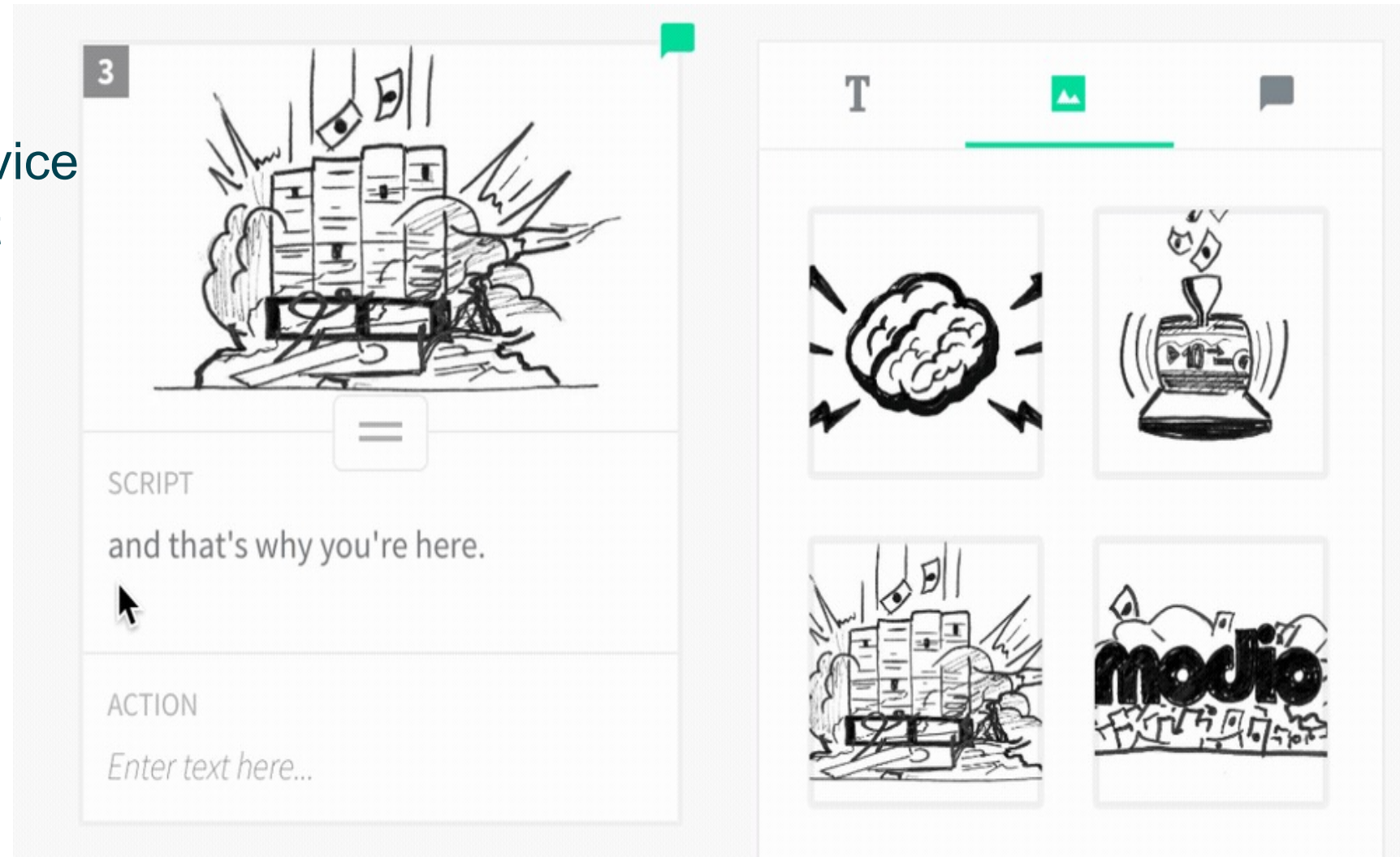
- not specifically made for video
- using a web interface
- You create characters
- doesn't require any hand-sketching
- Free service



3. Making a Storyboarding

Theplot

- Free Drag & Drop service
- Drawing and or import images
- Web 3.0
- Script Toolbar links to scenes



Independant Practice

In your groups, make a story board from a beat sheet:

- Goto: <http://www.savethecat.com/beat-sheets-alpha>
- Find a Beatsheet from the list
- Make the storyboards
- Have Fun!

Summary

Storyboarding:

1. **Scripting** – establishing your story on paper, defining the important parts
2. **Storyboarding** – Deciding what the visuals are required
3. **Making a Storyboarding** – The 3-step process of identifying:
 - 1) Key Events
 - 2) Key Audio
 - and 3) Camera Actions and transitions

Independant Practice

On you own, take 5 minutes to review what has been learnt to day:

- In your working portfolios
- Write down in your own words
- what you understand about today's key topics

Resources

Literature:

- Storyboarding_101.pdf on Canvas
- The Art of the Storyboard ch 4.pdf

Web Sources:

- <http://nofilmschool.com/2013/09/storyboarding-tips-dreamworks>
- <http://www.dummies.com/art-center/performing-arts/filmmaking/storyboarding-your-film>

Video:

- [Intro to Storyboarding](#)
- [Storyboarding!:](#)
- [Storyboarding For People Who Can't Draw](#)