Storyboarding

A BASIC INTRO
Storyboarding is...

- Visual Storytelling
- Translating
  - You’re visualizing a script/writing
  - You’re visualizing the director’s vision
- Goals as a Story Artist:
  - Clarity!
  - Moving and reaching your audience
Storyboarding is...

- Acting
- Cinematography
- Layout/Staging
- Character Design
- Environment Design
- Writing
- ... and much more!
Storyboarding is...

- An **iterative** process
- Drawings are **DISPOSABLE**
- About communicating ideas as **QUICKLY & CLEARLY** as possible
Why Is Storyboarding Important?

- Provides foundation/sets up groundwork
- Reveals challenges
  - EFX, rigging, modeling, etc.
- Informs what’s needed from rest of production
- Saves money
**Ideal**

**Story Pipeline:**

"Story Reboarding"

1. **Launch**
   - Script
   - Art Packet
   - Ask Q's
   - Assess Scene Flexibility
   - Deadlines & Expectations

2. **1st Pass Boards**
   - Roughs/Thumbs
   - Point is to get something done
   - You’re going to get it wrong (so don’t worry)

3. **Pitch/Notes**
   - Dir.'s, Prod., H.O.S.,
     Story Team, Prod. Asst.
   - (Note taker)

4. **# Pass Boards**
   - Address Notes
   - Tighten/Clean-up

5. **Notes**
   - Dir.'s Watch Reel

6. **Editorial**
   - Pitch to Editors (for timing)
   - Turn in Panels

7. **Fixes**
   - Same as 4

(Info from Steven MacLeod)

*Take your own notes and use RA's to confirm!*
Getting Started

- **Typical flow**
  - Thumbnails > roughs > clean up

- **Setting Up**
  - Once you have your script/beat sheet, identify the emotional beats you have to hit (usually coincide with the 7 steps)
  - These beats will become your “tent poles” or foundation from which the rest of your story will build out from
  - Ideally, you should be able to tell the story with these few boards
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    - Anything you add will be read as significant – so if it’s not relevant to the scene in some way, don’t add it in
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**REMEMBER CLARITY!**
- If we can’t tell what something is, take it out
- Utilize tone to separate background, middle ground, and foreground elements
- If needed, use spots of color to differentiate characters or highlight important objects
- Indicate where we are in space (indicate ceiling, ground floor, horizon line, something)
  - We want to avoid floating characters
Thanks!