Introduction to Storyboarding

Communications Technology
Storyboarding is....

- a visual script
- step-by-step production guideline
- roadmap of the project
- series of images that simply/briefly illustrate the film's key scenes and events.
Storyboarding is NOT

• A storyboard is NOT a frame by frame breakdown
• It is a scene by scene breakdown.
Purpose of a Storyboard

- to work out and discuss ideas.
- visualize film’s look
- description of film sequenced
- step by step guide to making and shooting the film.
Basic Steps to a Storyboard

• **Analysis**
  breaking down the story into components

• **Evaluation**
  judging and choosing what shots, angles and frame sizes to use for the project

• **Synthesis**
  putting the project together
Basic Steps to a Storyboard

1. Place your shots and scenes in an order that tells a story.

2. Plan your story so that the images and the script can be clearly understood.

3. Plan your film in the most interesting and appealing way.
Basic Steps to a Storyboard

4. Plan what happens in each shot & how fast or how slow it happens.

5. Eliminate unnecessary or repetitive shots and add missing shots.

6. Smooth, clear, logical flow from shot to shot and scene to scene.
Visual & Written

- Single out the essential details needed to communicate the information in that particular scene.
- Two ways
  - Visual
  - Written

Draw the frame in 4:3 aspect ratio, not square

Number each new shot with a scene number and a letter

Use additional drawings or notes if necessary, for a complex shot.

Make frames smaller than this, to allow more shots per page.

Example dialogue:

*Image: You can't, I control you. You can only watch yourself.*
*Bob: Wake up. Wake up. Wake up!*

*Bob hits and pinches himself and jumps around.*

*Image: You're not asleep. You're watching TV.*
*Bob: Do I look like I'm watching TV? Am I relaxed and enjoying myself? I'm not watching TV. I'm watching you who looks like me, and you are making me fucking crazy! Go away.*
*Image: I can't.*
*Bob: Look, I stayed up late last night. I'm tired and all I want to do is watch one show, just one ... I can't believe I'm talking to a fucking television.*
*Image: So why did you stay up so late last night? Bob: I know how to fix you. You think you're so smart. You run on power, I control you.*

He walks over to the outlet and unplugs the television. The image disappears and so does the man. He unplugs it and goes back in and the image appears smiling. He unplugs it again, picks it up and carries it out of the room with a determined look on his face.

5. Ext. Kingston Streets

He goes out the door of his house and down the street. The camera follows him as if curious about where he's going. Several P.O.V. shots of Bob walking down the street and people staring at him carrying the television.

6. Int. Granada Repair Shop - Late Morning

He walks into Granada's electronics store and carries his TV back to the repair desk. Cut back and forth between SC and DD during conversation.
Techniques

- Draw frame 4:3 ratio
- Number each shot
- Use additional drawings if necessary, for a complex shot
- Make frame small to show shots per page
Storyboard Mood

• a low angle = dominant or superior
• an angle looking down = weak and inferior
Interaction

- Place character at a different angle from the other character to make the scene more interesting and three dimensional
Depth of Frame - Movement

- often on storyboards, the movement of the characters is limited to left-right.
- add a third dimension, have your characters moving towards and away from the characters at times.
Camera Movement

- indicate underneath pictures
  *pan, zooming, trucking, dollying*
- vary the frame size
  long shot establishes location mood
Motion in Storyboards

- Camera Moves
- Actor Moves
- Character Moves
Motion in Storyboards

Zoom IN
Terminology

• ES
• Establishing Shot – establishes a location
• ECU
• Extreme Close UP – Head Shot
• MCU
• Medium Close UP – Shoulders-Head
• LS
• Long Shot – Head-Toe
• MLS
• Medium Long Shot – Knees - Up
• CU
• Close UP – Middle of Chest
SC. 1
EXTERIOR OFFICE BUILDING DAY

CAMERA...

PULL THROUGH SCENE WITH CHIEF, PAST REPORTERS...
1-4D.

CAMERA...

...PANIC... OFFICE WORKERS MOVE PAST US... FOLLOWS CHIEF
1-4E.

CAMERA...

...INTO SHOT AS CHIEF TALKS WITH OFFICER.
1-4F.

SC. 1
EXTERIOR OFFICE BUILDING DAY

OFFICER TELLS CHIEF TO LOOK UPWARD
1-4G.

SC. 2
UP ANGLE ON VICTIM ON LEDGE AS SMOKE FOURS OUT

2-1.
POSSIBLE WIRE REMOVAL

CHIEF LOOKING UPWARD
2-2.

SC. 2
EXT. ROOFTOP DAY

PUSH TOWARD STAIR COVER...
2-3A.

COVER...

DOOR FLIES OPEN - FOLLOW KEITH...
2-3B.

CONT'D...
Overlay the screen and Jack. Bevis to victim.

Jack: I'm coming to get you!

Cut to: Victim: Can't nobody go!

Cut to: Green screen set

Cut to: Victim: You got a knife? You got a gun?

Downshot on victim, he nods yes.

2-7.

Green screen set

PT 8

Ext. Roof - Day

Viceroy Jack onto victim.

Vicin: Can't nobody go!

2-5.

FOREC house - DAY

Camera moves up over Tony and Jack, through archway.

2-3D

Possibly hide a cut.

CONT'D

...into downshot past Jack, reveal victim on ledge, trucks below.

Jack: Don't let go!

2-3E
SC. 2
EXT. ROOF - DAY

Jack: "Then you think about them and you hang on for them."

(Then Jack exits)

Z-8
SET

EXT. ROOF - DAY

Jack steps back from the ledge

Camera moves back...

Tony: "We're gonna have to call this off."

Z-9A
LOCATION

INT. THREE SHOT

(Covers dialogue)

Z-9B
LOCATION

SC. 2
EXT. ROOF - DAY

(DIALOGUE)

Z-10
LOCATION

SC. 2
P. 10

EXT. ROOF - DAY

(Z-11
LOCATION

(DIALOGUE)

Z-12
LOCATION

INT. THREE SHOT

(Covers dialogue)

Z-13
LOCATION

(DIALOGUE)

Z-14
LOCATION

The sound of something in a bush is the noise which brings the figure to the window to investigate.

02 Cut to CU over left shoulder of girl as she looks out of window.

Silence.

03 Shot 2 zooms a little to the bush where a flash of light like a torch is seen momentarily.

Girl makes a short shocked gasp.

http://www.mercedes.wa.edu.au/Media/howto.html
An example of a digital storyboard by other highschool students

### Digital Storyboard

**Film Title:** The Good, Bad, and Ugly  
**Group Members:** Megan And Jeff

<table>
<thead>
<tr>
<th>Step</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>1.</td>
<td>Establishing shot of the school. Showing where film is about to take place.</td>
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<tr>
<td>2.</td>
<td>Fade into the interviewer standing outside the A.O talking about important issues at Eastwood</td>
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<tr>
<td>3.</td>
<td>The first student interview</td>
</tr>
<tr>
<td>4.</td>
<td>Cross dissolve into interviewer in the lower foyer talking about the garbage</td>
</tr>
<tr>
<td>5.</td>
<td>The second student interview, asking and answer questions</td>
</tr>
<tr>
<td>6.</td>
<td>A shot of the clean halls on a good day, before lunch.</td>
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<tr>
<td>7.</td>
<td>Pan the caf to show how well the students get along here at Eastwood.</td>
</tr>
<tr>
<td>8.</td>
<td>Interviewer walking up the stairs.</td>
</tr>
<tr>
<td>9.</td>
<td>Looking where the responsible people put their waste.</td>
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