

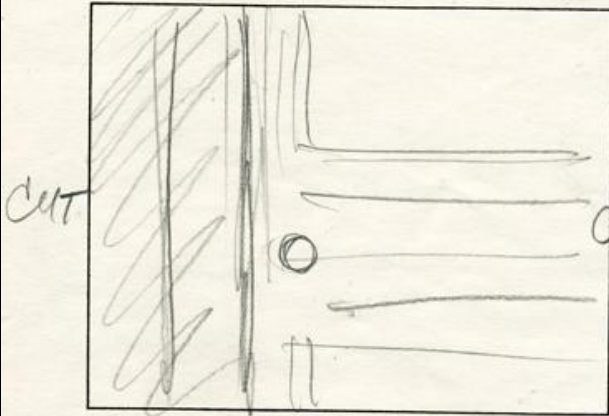
# Storyboards

are graphic organizers, such as a series of illustrations or images, displayed in sequence for the purpose of pre-visualizing a motion graphic or interactive media sequence.

# Storyboards

- A storyboard is a visual script designed to make it easier for the director to "see" the shots and angles before executing and the order you want the shots to be put in once filmed.
- It is used for movies, commercials and animation.

THIS SCENE HAS NO (BG) ONLY COLOR THAT COULD CHANGE AS THE SC PROGRESSES (46)



DOOR CLOSING



LISA SITTING ON A HASSOCK PULLS THE SHOES OUT OF THE BAG



DROPS THE BAG AND PUTS THE SHOES IN HER LAP



END OF PULL BACK SHE IS PUTTING ON ONE SHOE



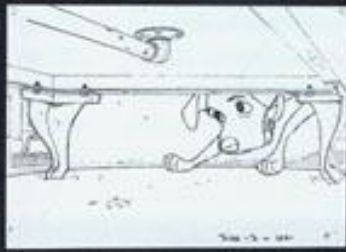
ADMIRES IT



PONGO: PERDY!  
PERDITA: THAT WITCH! THAT  
DEVIL WOMAN.



PERDITA: SHE WANTS OUR  
PUPPIES. THAT'S ALL SHE'S AFTER.



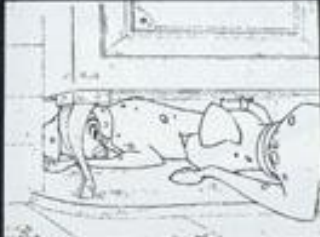
PONGO: OH, DON'T WORRY,  
PERDY. THEY'RE OUT THERE.



PONGO: NOTHING'S GOING TO  
HAPPEN TO OUR PUPPIES.



PERDITA: BUT WHAT DOES SHE  
WANT WITH THEM? SHE CAN'T  
POSSIBLY LOVE THEM.



PERDITA: OH, PONGO!



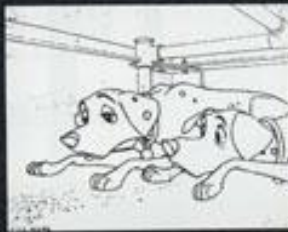
PERDITA: I WAS SO HAPPY AT  
FIRST, BUT NOW I...



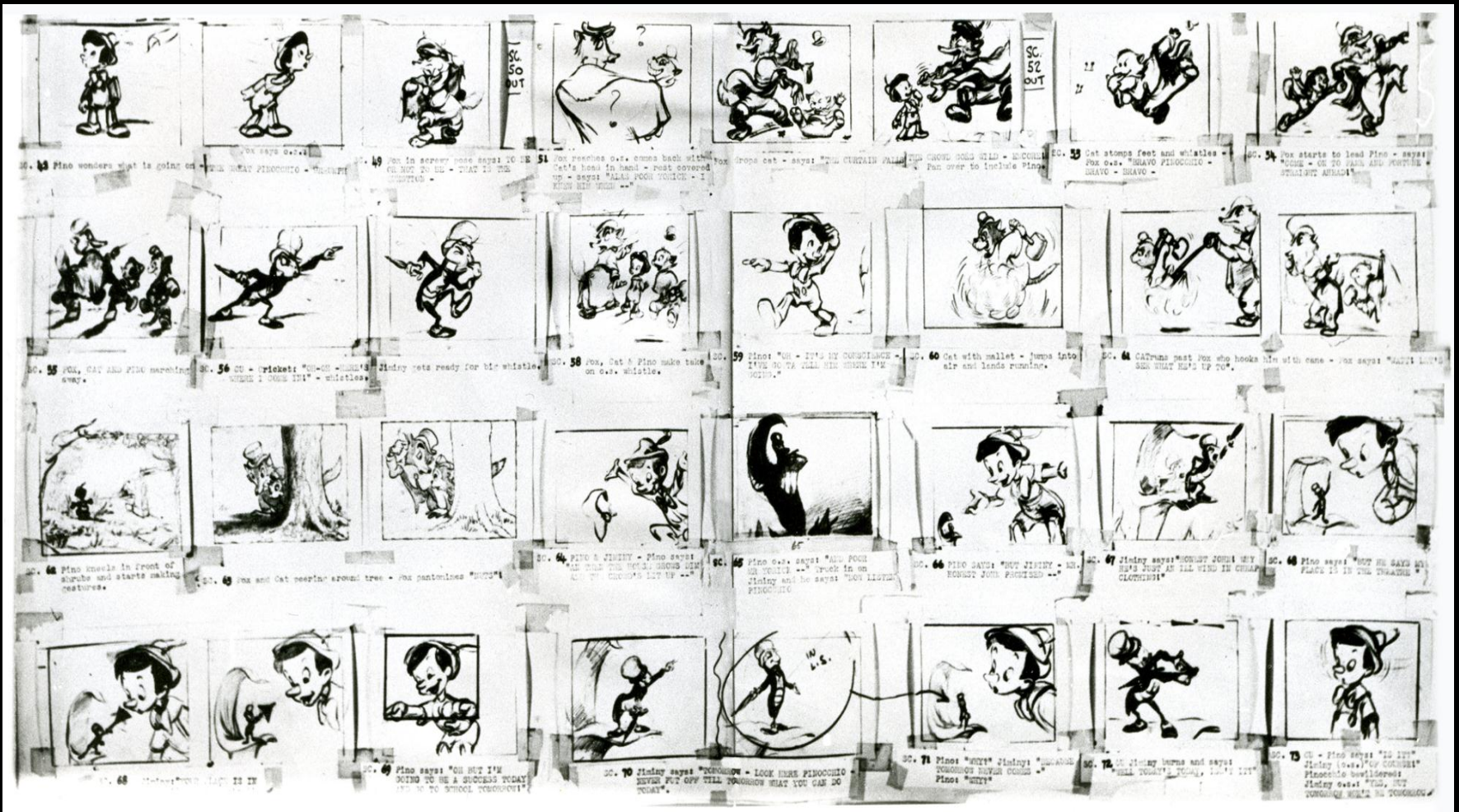
PERDITA: (SING) BUT OH, I...  
I WISH WE WEREN'T.



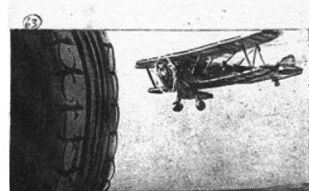
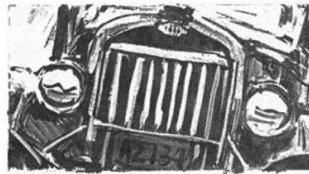
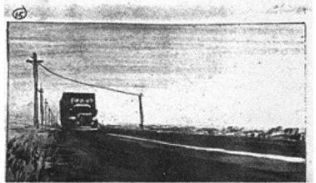
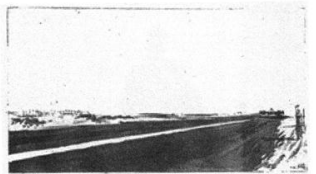
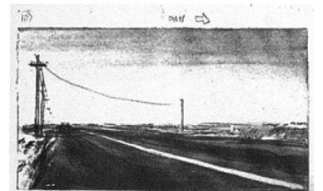
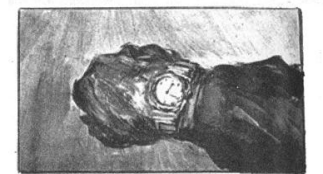
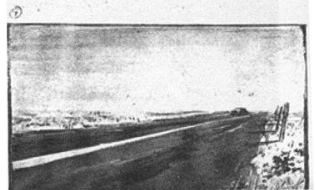
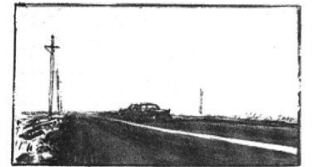
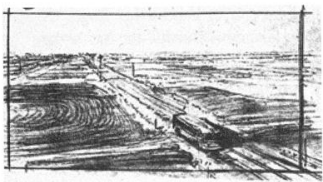
PERDITA: ... HAVING ANY



101 Dalmatians – Storyboard example



Pinocchio – storyboard example



Alfred Hitchcock's  
*North by Northwest*

- developed at the Walt Disney studio in the early 1930s



One of the first live action films to be completely storyboarded was Gone with the Wind.

# Visual thinking and planning on floor or wall

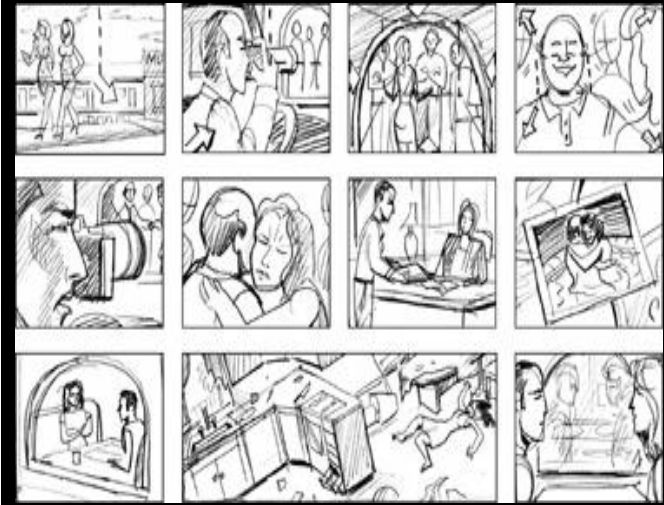
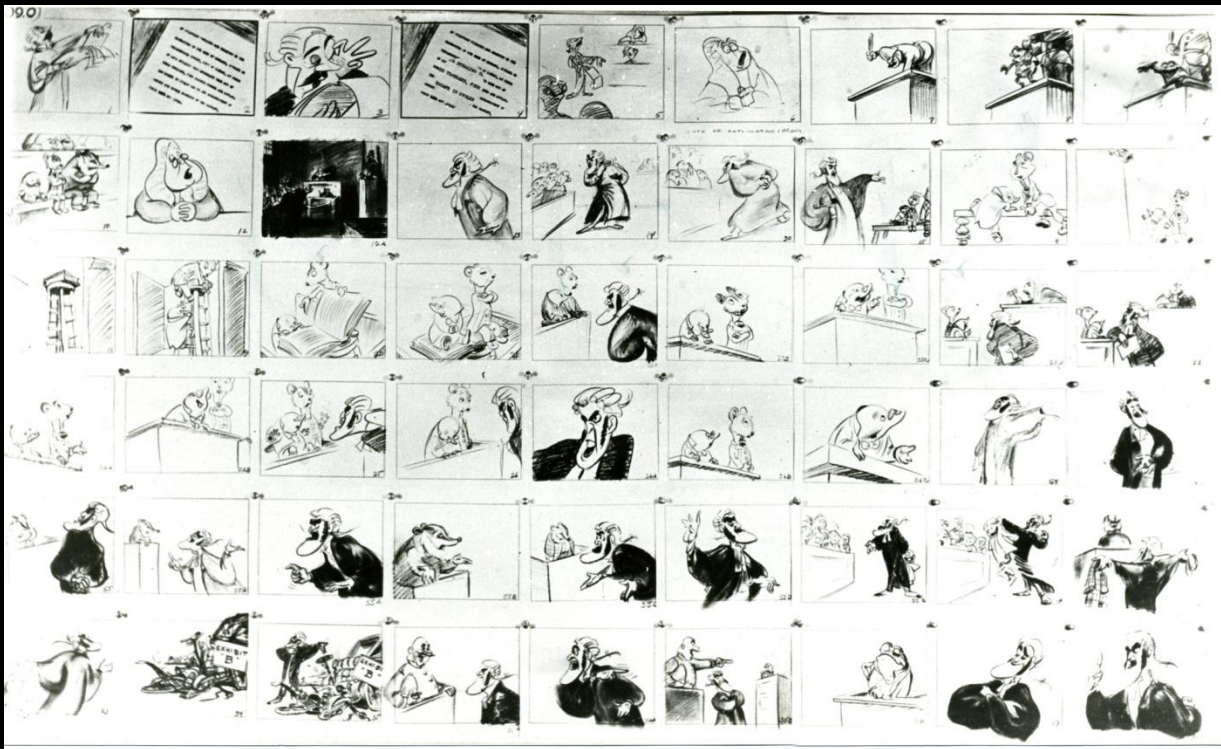
-group brainstorming

-rearranging plot structure i.e. flashbacks





# Types of Storyboards

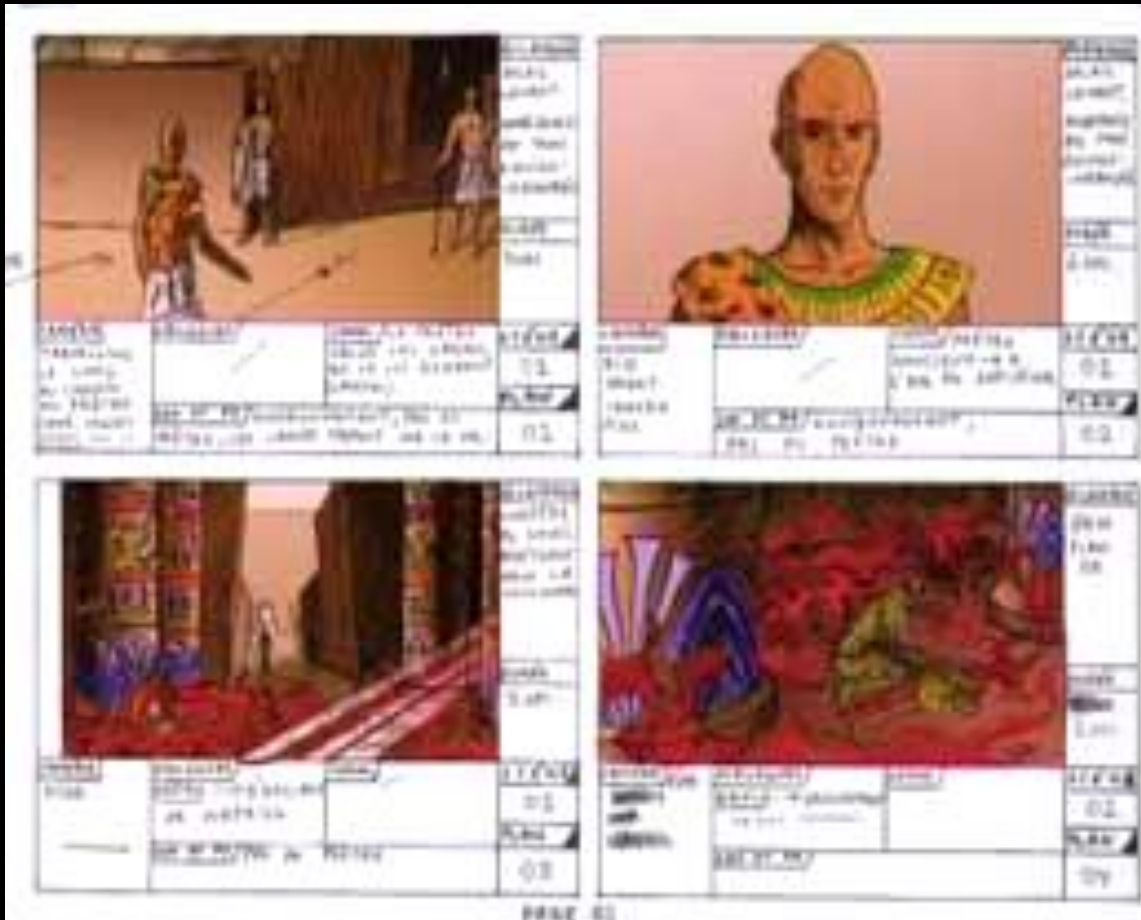


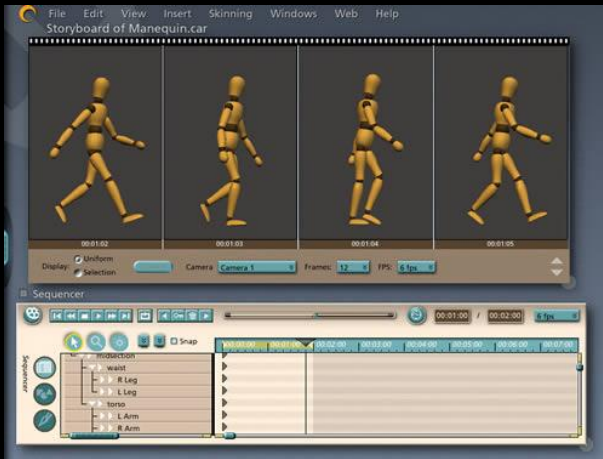
# Thumbnail Storyboard

- rough sketches no bigger than your thumbnail
- basic frames and movements
- often highest form of storyboards created

# Higher quality 2D storyboard images

- professional storyboard artists
- 2D storyboarding programs. -convey mood of the scene.





# 3D Storyboards

- show what the film camera will see
- created using graphic film computer programs

# Storyboard Artist

- Storyboard artists weave together a story narrative in independent, visual frames that help animators and film-makers understand the essential plot and action sequence in their project.
- They work in feature film, cartoons, web animation, computer gaming, educational, corporate training, and marketing industries to help bring story concepts into a sensible, organized composition.

# Storyboard Artist

- Storyboard artists work from the script, illustrating action scene-by-scene in rough 2D sketches and thumbnails.



- Today's storyboard artists may even be called on to create detailed 3D storyboards using digital puppets animated by storyboarding software.

# Types of Shots



**TIGHTLY FRAMED SHOTS – Confined**

**LOOSELY FRAMED SHOTS – Freedom**



# Establishing shot (ES)

- taken from a great distance
- establishes setting



# Wide Shot (WS)

aka Long Shot

- shows a scene from a distance (including characters)
- Stresses the environment or setting of a scene





## Medium shot (MS)

- frames actor(s), normally from the waist up.
- focus attention on one or two actors (parts necessary to demonstrate actions or circumstances)



# Over-the-shoulder shot (OS)

- two characters interacting face-to-face.
- focuses audience's attention on one actor

## Variation - over the shoulder

- as if you are directly in the action



# Close-up (CU)

- close range, inches away from actor's face, a prop, or object.
- focus on facial expression
- give significance to subject
- direct audience to an important element of film.



## Extreme Close Up (ECU)

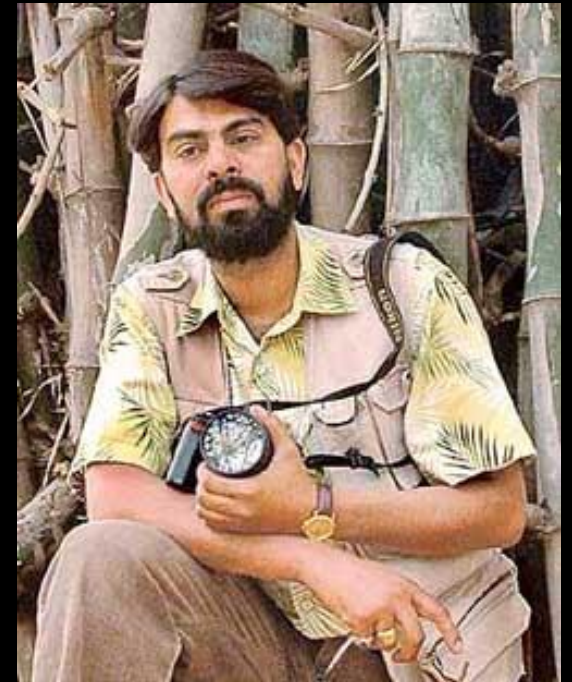
- appeals to one of the audiences five senses
- achieves an emotional and personal response.



# Shot Perspectives

## EYE LEVEL SHOTS –

- Audiences sees the event as if in the scene.
- Clearest view of an object.
- Treating characters as equals; achieves empathy.





# BIRD'S EYE VIEW

-From directly overhead

-Idea of fate.



# HIGH ANGLED SHOTS

- Camera is tilted downward.
- Person seems harmless and insignificant
- being controlled from outside source, fate



# LOW ANGLED SHOTS

- Camera tilted upward
- inspires awe
- Environment usually minimized; sky or ceiling is background
- Heightens the importance of a subject



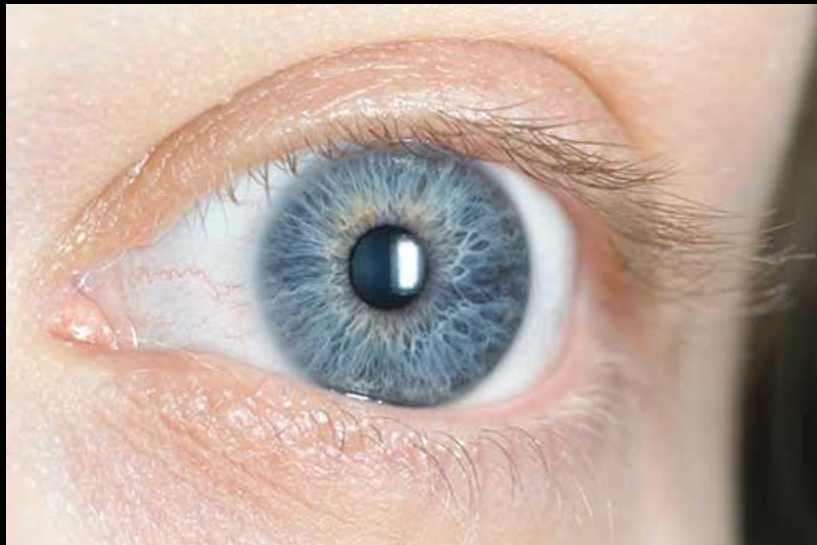
# OBLIQUE ANGLE –

-Lateral tilt of the camera.

-Suggests tensions, transitions, impending movement

Image that slants to the right  
– Acting forceful

Image that slants to the left  
– Weak, static

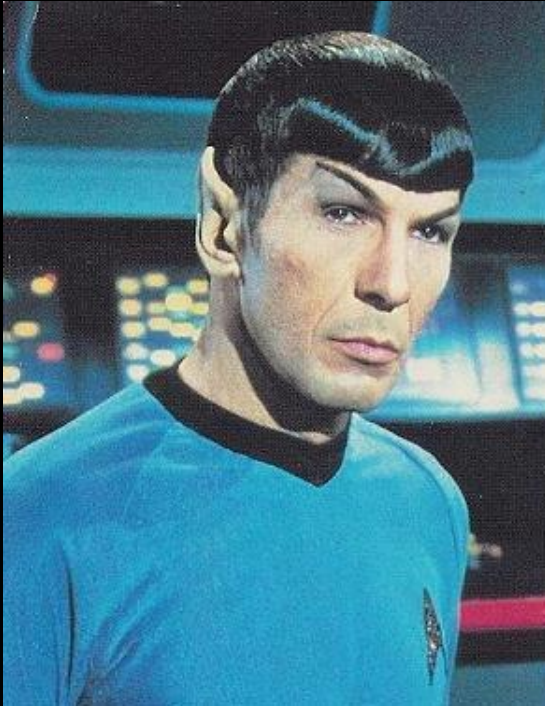


# Character Perspective Shots



## FULL FRONTAL

- Most intimate, vulnerabilities exposed
- Relationship between actor and audience



QUARTER TURN – high degree of intimacy but with less emotional involvement



**PROFILE – More remote**  
**-Character lost in their own thoughts.**







THREE QUARTER TURN  
– More anonymous.  
Rejecting audiences





## BACK TO CAMERA

- Characters alienation from the world.
- Sense of concealment, mystery.

**What to consider  
when creating your  
own storyboard.....**

- How much, and what, should be included in this shot?
- What is the message and significance of this shot?
- Where should the camera position be angled?

WHEATON VIDEO 1  
16 x 9 STORYBOARDS

TITLE: A Tour to An Alien Planet  
SCENES: \_\_\_\_\_



10 *Tilt Down from bird's eye to Eye-level angle. Zoom in & Tracking together to the boy. BGM: Weird Music*



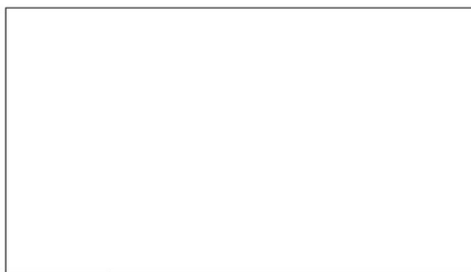
11 *Pan right to LS & tilt up to high angle BGM: Dramatic Music SFX: Big Bang*



12 *High angle with MLS Tracking with the boy BGM: Tense Music*



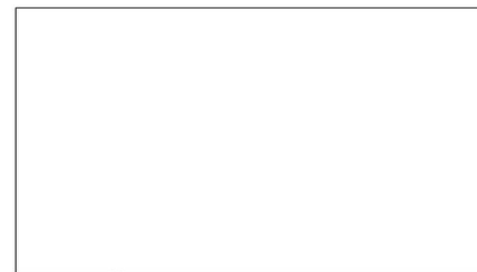
13 *CU. Tracking boy's head. Zoom out to MLS with eye-level SFX: Room Ambience*



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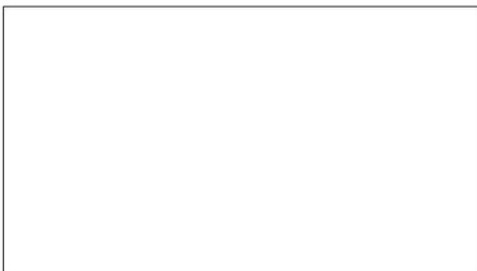
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**The following are Awesome Storyboards  
from 15 Super Famous Feature Films**

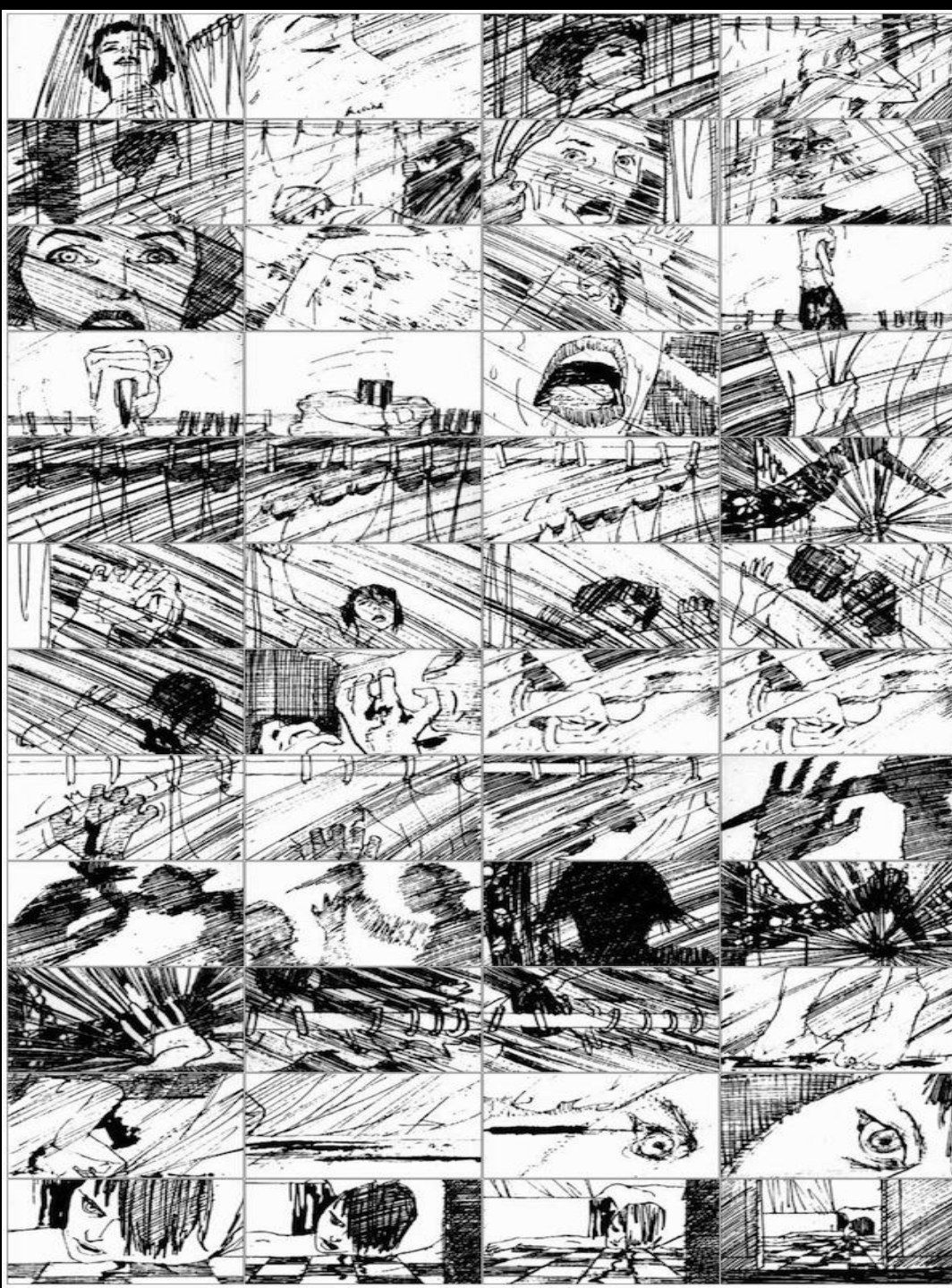
**Try to guess the film based on the  
storyboards shown...**

**Good luck film buffs!!!**

# Famous Feature Films



**Gone with the  
Wind (1939)**  
Director: Victor Fleming  
Storyboard Artist: William  
Cameron Menzies



# Famous Feature Films

*Psycho* (1960)  
Director: Alfred Hitchcock  
Storyboard Artist: Saul Bass





# Famous Feature Films

*Spartacus* (1960)

Director: Stanley  
Kubrick

Storyboard Artist: Saul  
Bass

## THE H-BOMB HEIST: a storyboard sequence



In anticipation of a million-dollar payoff, Spectre agent Angelo has just...



hijacked a N.A.T.O. Vulcan aircraft with H-bombs. He spots underwater landing...



strip, crashes plane in sea off Nassau. Windshield is momentarily obscured as...



Angelo's plane bounces twice from the impact of the bizarre landing. But...



all clears up as the plane settles on the surface of the sea. Coolly...



Angelo, who has already killed the N.A.T.O. crew, pulls a lever. The...



wheels come down.



Then Angelo, the merciless monster, opens the bomb hatch.



Suddenly the water pours in and floods the plane...



including the cockpit, immersing the dead bodies of the Vulcan crew.



The Vulcan begins to sink below the briny surface (gadi) and...



settles forever on a hard-coral floor forty feet below. But above...



the Disco waits on the surface, then glides into position over the plane...



as Disco's underwater hatch opens. Here comes bad news for Liberty and Justice.



The wicked Largo, Spectre Agent, in breathing apparatus, emerges from hatch.



Angelo operates the canopy-explosion mechanism in the shanghaied aircraft...



and the canopy is blown off the submerged Vulcan. Boom! Splash! Then...



Angelo turns to unfasten his safety harness so he can get out and be paid...



while Largo (don't trust him) swims toward the plane with powerful strokes.



As Angelo, completing his evil coup, tries to extricate himself, oid...



Largo reaches the plane. Is he there to help his trusted cohort? Well...



he reaches down to Angelo in a congratulatory gesture, then draws...



a knife and cuts Angelo's intake tube, watching his drown. Triumphant...



Largo motions his crew to come and get the bombs. Good-bye, Angelo.

# Famous Feature Films

*Thunderball* (1965)

Director: Terence Young

Storyboard Artist: Unknown



# Famous Feature Films

*The Sound of Music*  
(1965)

Director: Robert Wise

Storyboard Artist:

Maurice Zuberano

# Famous Feature Films

*Jaws* (1975)

Director: Steven Spielberg  
Storyboard Artist: Joe Alves



203 a / SHARK TURNS ON SIDE / ROPE  
IN MOUTH - MOUTH CLOSES ON ROPE  
(R. TO L. SHARK) (R. TO L. PLATF. SHARK)



203 b SHARK MOVES INTO CLOSE  
SHOT OF MOUTH (R. TO L. SHARK)



246A SHARK IN CABIN - BRODY  
SHOVES AIR TANK IN SHARK'S  
MOUTH

# Famous Feature Films

*Taxi Driver* (1976)  
Director/Storyboard  
Artist: Martin Scorsese



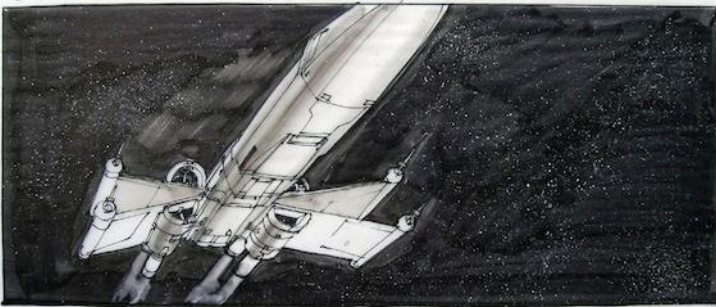
# Famous Feature Films

BOARD 368 P- BG: LOW ALF. D.S. HORIZ.



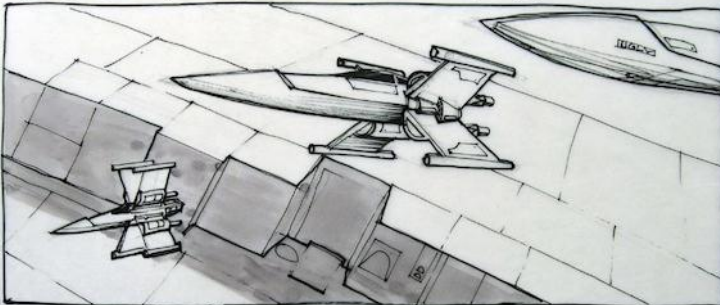
WICKET AND HAN - CANTEN GOING BY OUT WINDOW

BOARD 260 P- BG: STARS



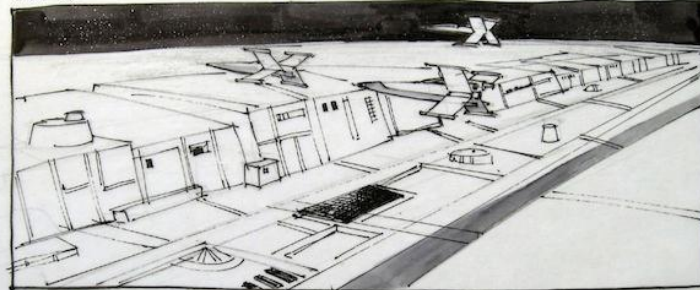
LUKE'S X-WING GOING OVERHEAD - STAR BG

BOARD 256 P- BG: HIGH ALF. DS. HORIZ.



LUKE PEELS OFF - 2 X-SHIPS ON SIDE

BOARD 243



FAN SHOT ACROSS DEATH STAR OF 3 X-WINGS

DOWN GANTRY

*Star Wars* (1977)

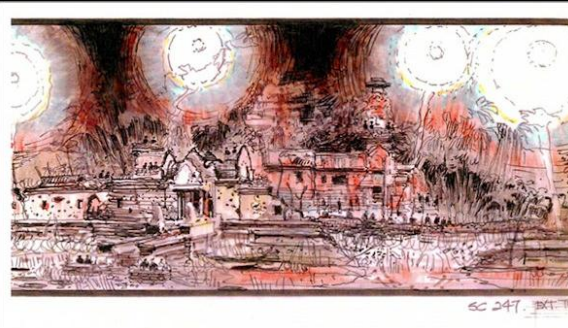
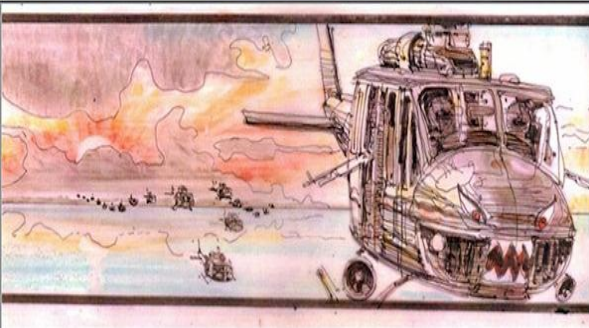
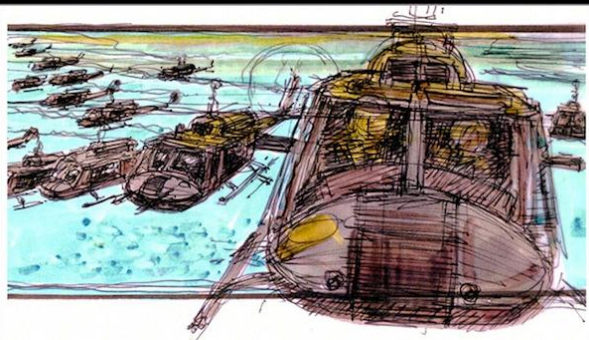
Director: George Lucas

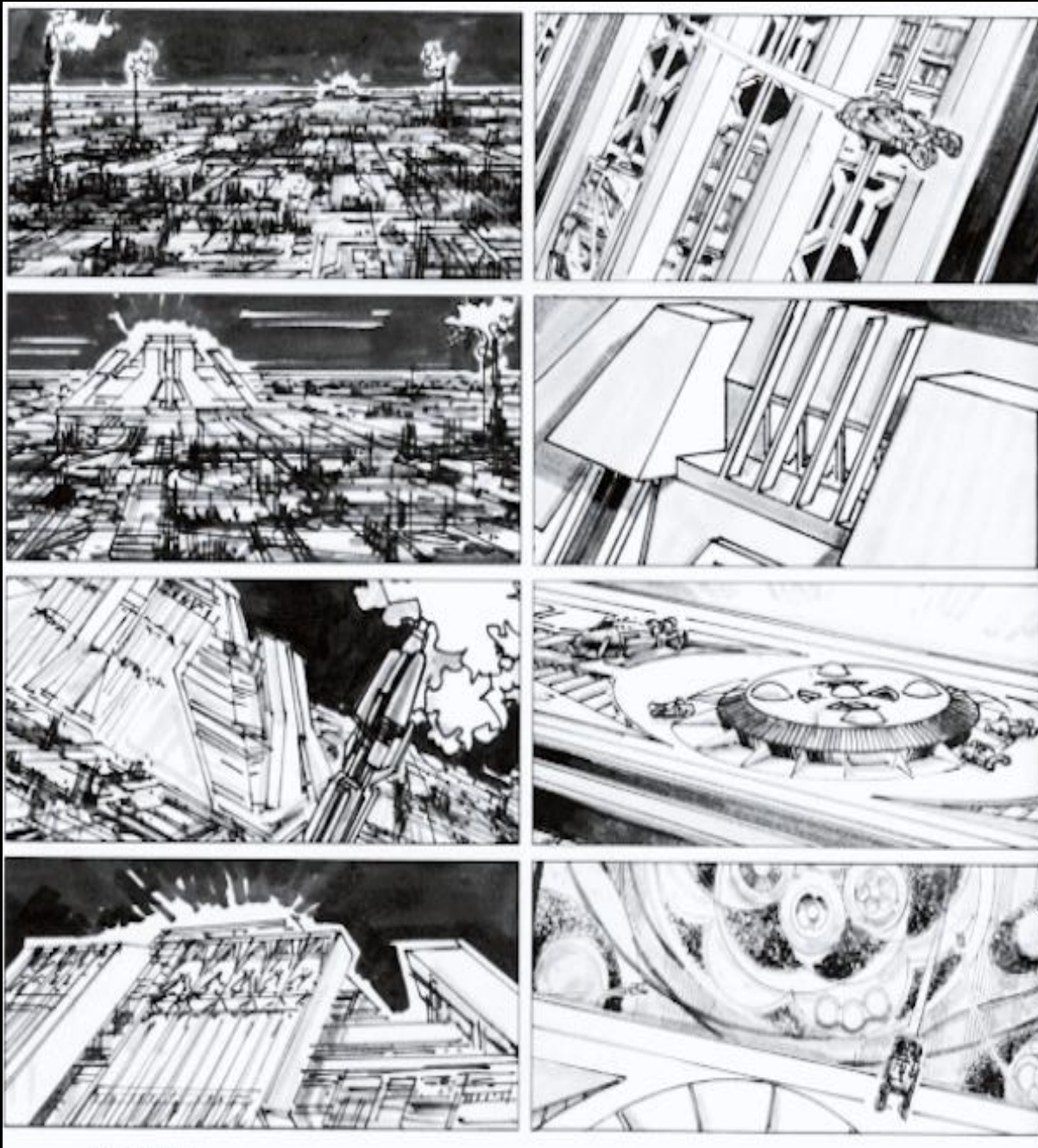
Storyboard Artist: Joe Johnston

# Famous Feature Films

*Apocalypse Now* (1979)

Director: Frances Ford Coppola  
Storyboard Artist: Dean Tavoularis





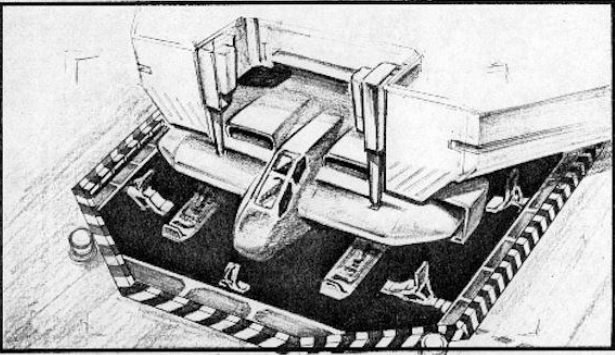
# Famous Feature Films

*Blade Runner* (1982)  
Director: Ridley Scott  
Storyboard Artist: Tom  
Cranham



FX 35

14/10



INTERIOR CARGO LOCK

Down angle as hydraulics begin to lower drop ship. Doors below open simultaneously. Drop ship descends onto support pins. (Notes: Floor separates as Drop Ship is lowered by hydraulic arms, "GRIND" appear from below—ceiling toward drop ship. Ship landing gear starts to retract.)

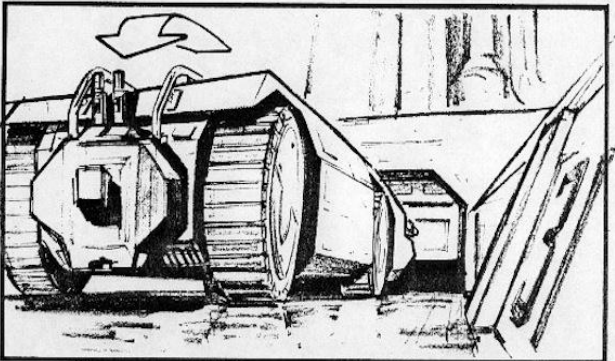
FX 118



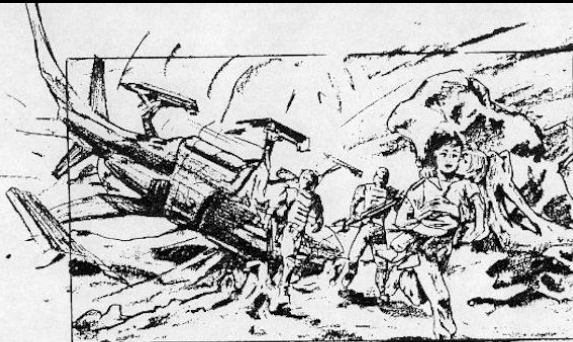
INTERIOR COCKPIT - DROP SHIP

Ship accelerates thru station and out.

NEW FX 59 ①



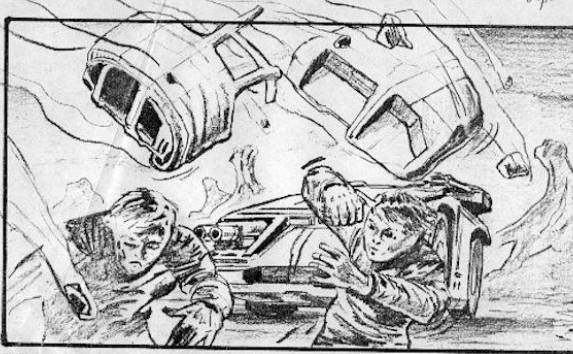
AFC steps as cannon turret moves back down vehicle — Gate 31 slowly rises —



FX 73

EXTERIOR LANDSCAPE - DROP SHIP - A.P. STATION

Wide shot as ship skids ground and makes initial contact and explodes.



FX 75

EXTERIOR/LANDSCAPE - A.P. STATION - DROP SHIP

Local view of structural member of Drop ship striking A.P.C.

# Famous Feature Films

*Aliens* (1986)

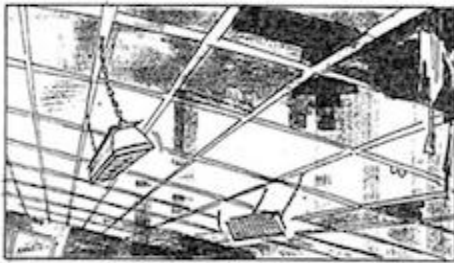
Director: James Cameron

Storyboard Artists: Roger Dear, Maciek

Piotrowski, Denis Ric

# Famous Feature Films

*Jurassic Park* (1993)  
Director: Steven  
Spielberg  
Storyboard Artist: David  
Lowery



THE CEILING BOUNCES - THE LIGHTS SHAKE & SWAYE.



GRANT SMACKS HIS FOOT OUT TOWARD  
CAMERA AND...



OH LEE! GRANTING TOWARD CAMERA  
SUDDENLY...



SMACKS HIS FOOT INTO THE SIDE OF THE  
DUMPER'S HORN...



THE DUMPER CRASHES THROUGH THE CEILING  
AND...



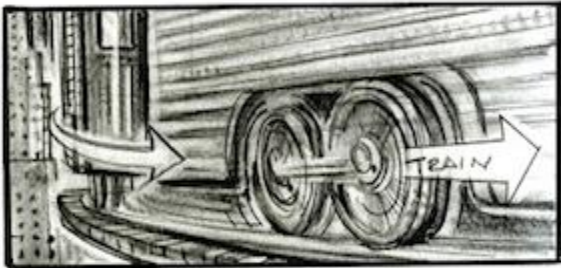
DOWN THEY WERE IN CHASING THE DUMPER.  
FINDS... AND...

WITH THE FLOOR. LEE LOOKS HER GRIP AWAY



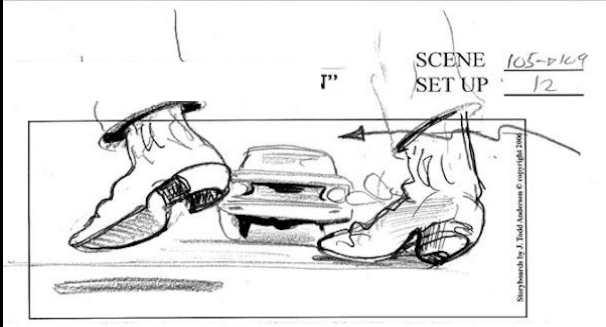
TRIES TO ENTER, GRANT...



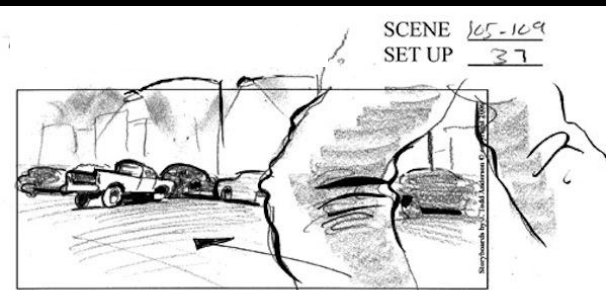


# Famous Feature Films

*Spiderman 2* (2004)  
Director: Sam Raimi  
Storyboard Artist: Chris  
Buchinsky



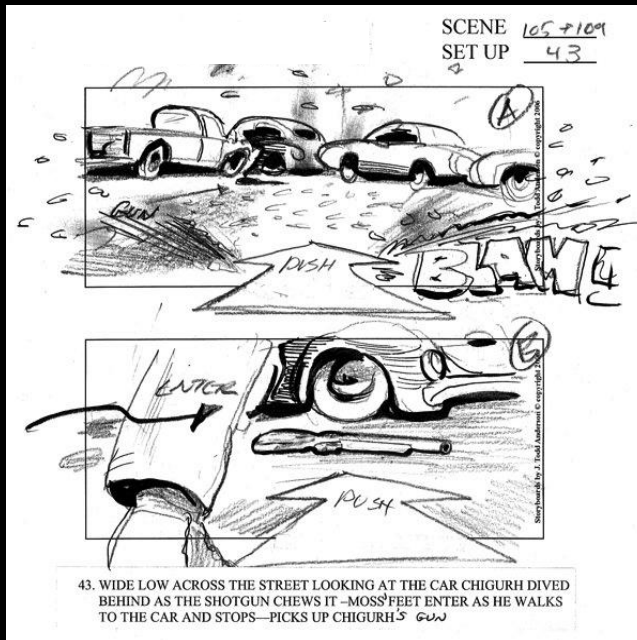
12. LOW ANGLE WIDE -THE TRUCK IN THE BG AS MOSS FEET ENTER AND HE RECEDES TOWARD THE TRUCK, BLEEDING ONTO THE STREET



37. WIDE ON ACCIDENT SITE CHIGURH ENTERS



38. PULLING CHIGURH TO CAR  
PULL



43. WIDE LOW ACROSS THE STREET LOOKING AT THE CAR CHIGURH DIVED BEHIND AS THE SHOTGUN CHEWS IT -MOSS FEET ENTER AS HE WALKS TO THE CAR AND STOPS -PICKS UP CHIGURH'S GUN

# Famous Feature Films

*No Country for Old Men* (2007)  
 Director: Joel and Ethan Coen  
 Storyboard Artist: J. Todd Anderson

# Famous Feature Films

*Inception* (2010)  
Director: Christopher  
Nolan  
Storyboard Artist:  
Gabriel Hardman

