

# ***Storyboarding***

## ***Added Value in Pre-Production***

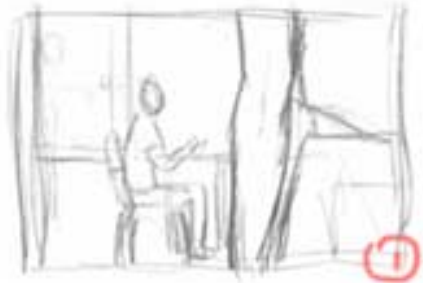
**Mark van Langeveld**  
**9 February 2010**

# ***Storyboards—Definition***

- **Series of Images or Illustrations** (like comics strips)
  - Still Visual Layouts of events
  - Often have text description--tied to script
  - Often have graphics that represent movement and camera details
- **Value Proposition--Graphic Organizers**
  - A Process of Pre-Visual Thinking of Scenes
  - A Structure for creative development
    - » One step closer from abstract ideas to a concrete products
    - » Keeps Groups on Same Page
  - Allows problem solving before beginning production

# Storyboards—Definition

- Usage Example:



# ***Storyboards—Origins***

- **First used for Animation by Disney—1930**
  - **Precursor of Animatics**
- **Adapted to Live Action Films in 1940s**
- **Evolved for use in Software Products in the 1980's**

# ***Storyboard Uses—Really any Pre-Visualization***

- **Some Linear uses—More Traditional**

- Animations
- Films
- Music Videos
- Commercials
- F/X shots

- **Some Interactive Uses—New Adaptations**

- Games
- Instructional Design
- Web Content

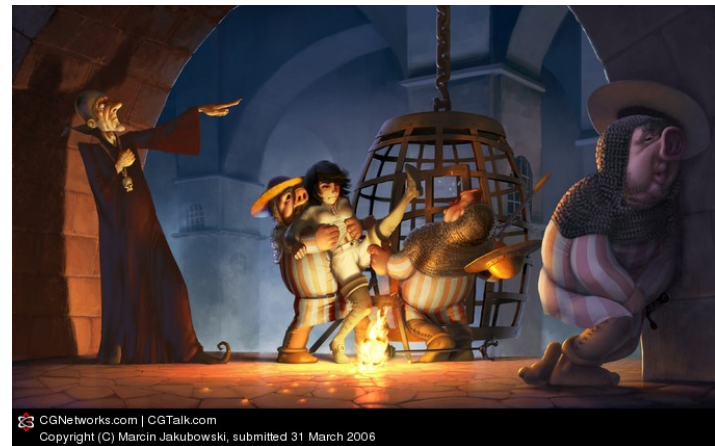
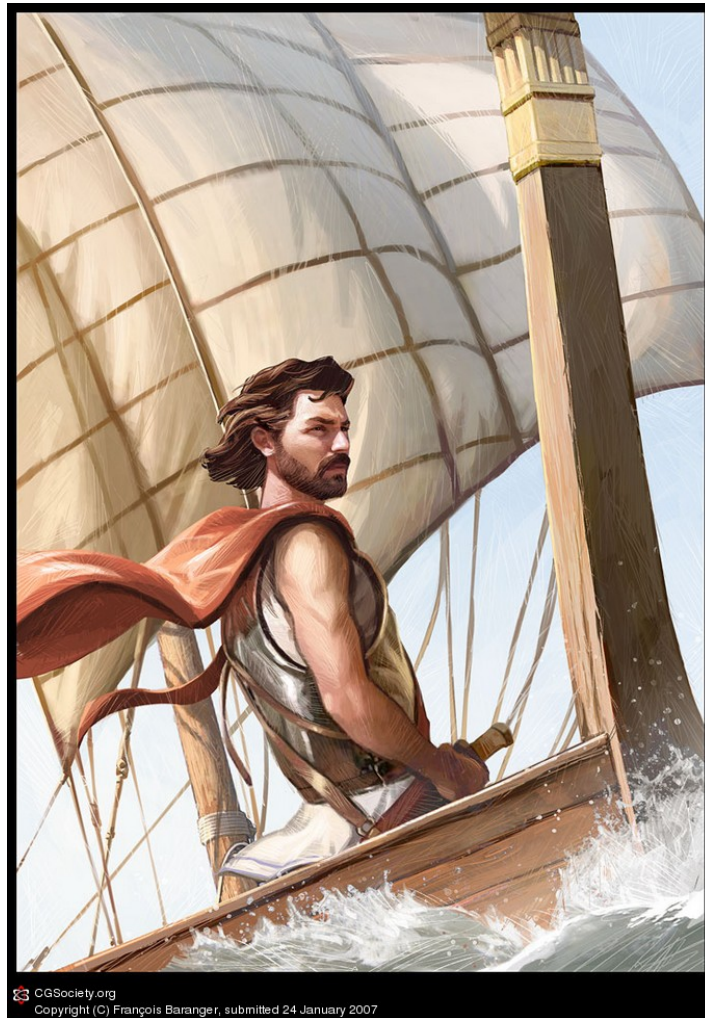
# *Simplified Pre-Production Pipeline (Process)*

- **Pipeline:**
  - **Script**
  - **Concept Art (look and feel docs)**
  - **Scratch Sound/Audio Track**
  - **Storyboards**
  - **Animatics**
- **Iterative and Overlapping Processes**

# *Scripts*

- **Skipping over Scripts**

# Concept Art Examples-- Look and Feel





# Concept Art Examples



# Storyboard Example

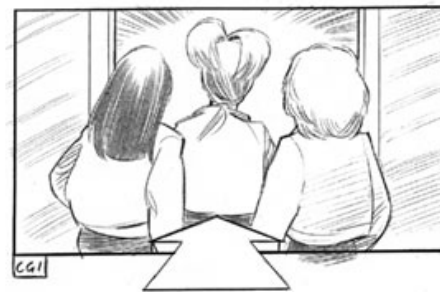
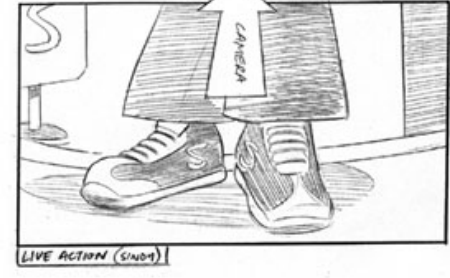
- Many Types and Styles and this is one Example:



# More Storyboard Examples



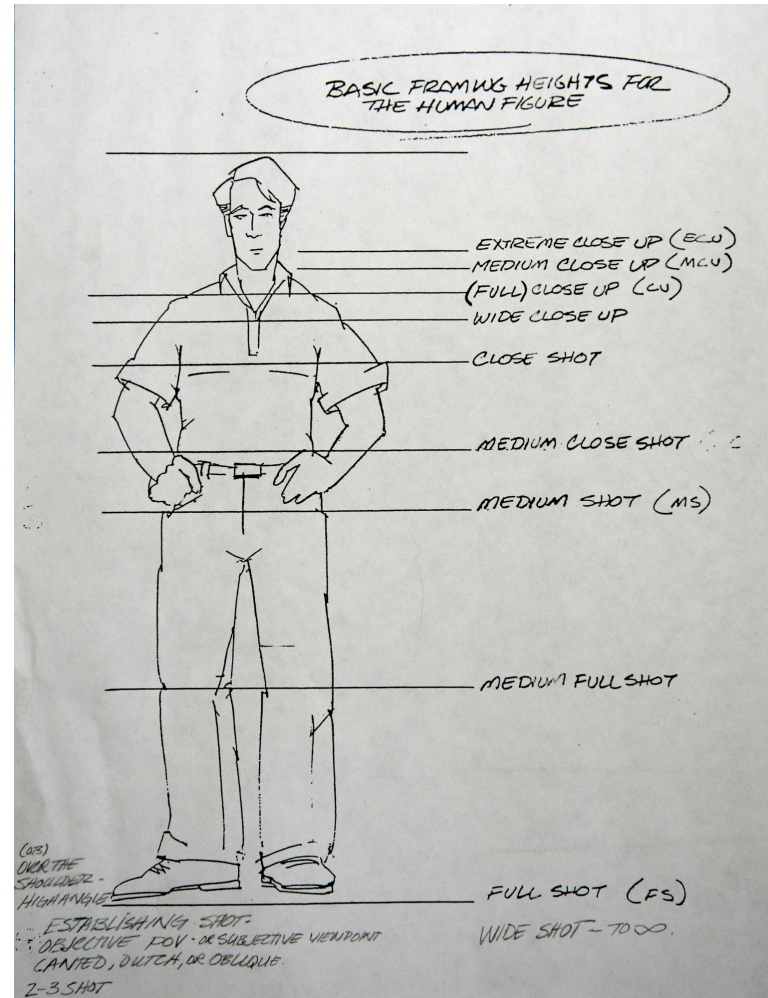
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# ***Animatics—Often Begin with Soundtracks and Storyboards***

- **Soundtrack (scratch track)**
- **Starts with stills from storyboard timed to the Soundtrack**
- **Timing issues worked-out before time consuming production begins**
- **Framework for audio and visual groups to combine work by replacing segments of animatic with next level of production work**
- **Examples--YouTube “animatics”**

# Storyboards—The Camera Concept



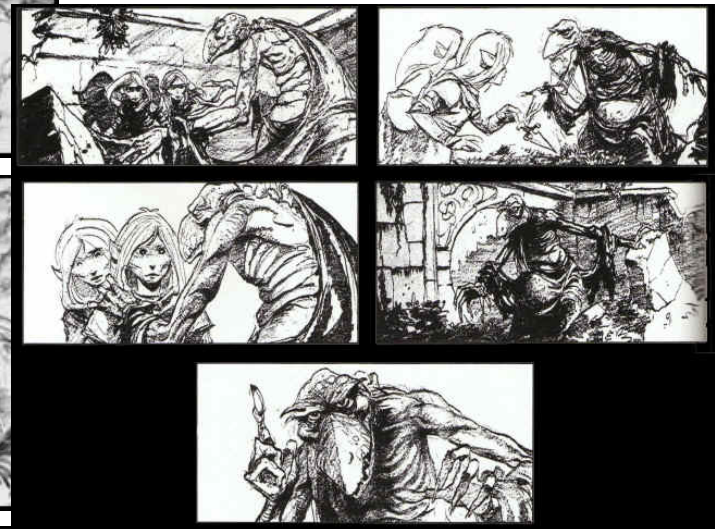
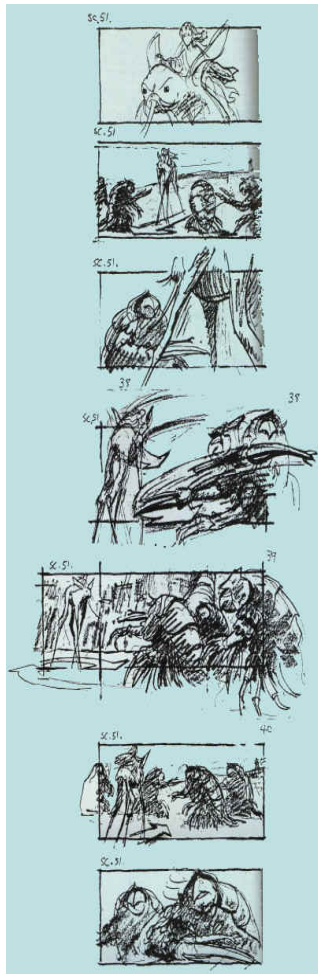
# ***Storyboards—Techniques and Styles***

- **Analog Vs Digital**
- **Illustration**
  - **Rough (quick sketch) Vs Tight (refined)**
  - **Markers**
  - **Pencils**
  - **Computers (Photoshop, Painter, etc)**
- **Photo Montages**
  - **By hand and/or in PhotoShop**
  - **Using magazines, web image searches, quick renderings of 3D, your own photos and even screen prints from HL2**
  - **Garry's Mod**

# ***Storyboards—Techniques and Styles***

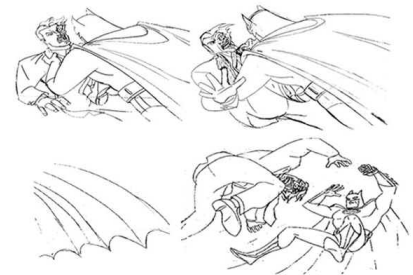
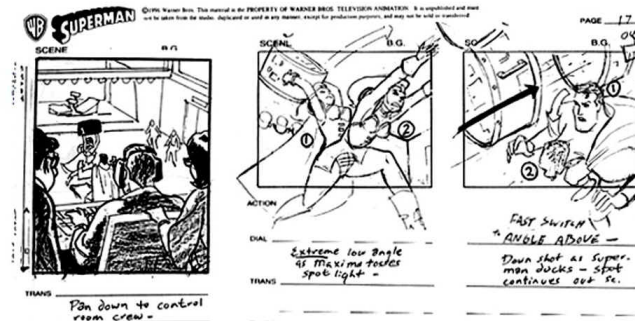
- **Mixed-media/tools and techniques**
  - Markers, Pencils, Paint etc.
  - Tracing (over any images that work)
  - Copy Machines
  - Prints
  - Literal “cut and paste”
  - Computer--PhotoShop, painter, illustrator etc.
  - Iterations and mixing
- **Graphic information**
  - Arrows for camera or actor movement
  - Text to explain details or even parts of script
  - Colors for emphasize

# Storyboards—Steps of Refinement





# Storyboards—Different Styles



# Storyboards—Different Styles



# Storyboards—Different Styles



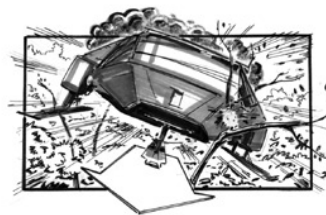
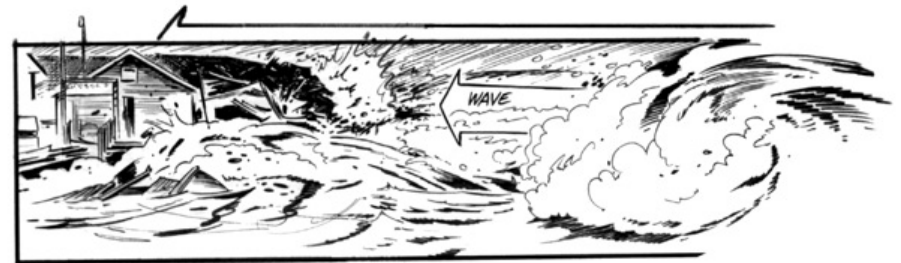
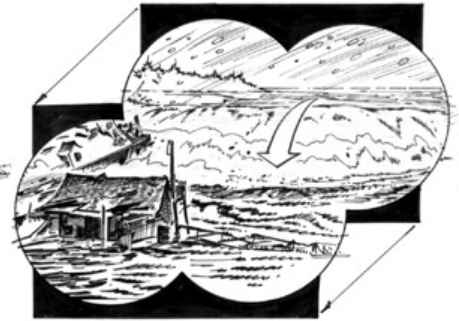
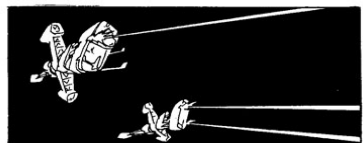
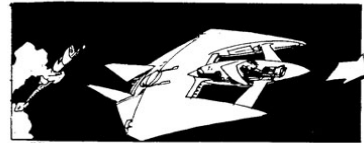
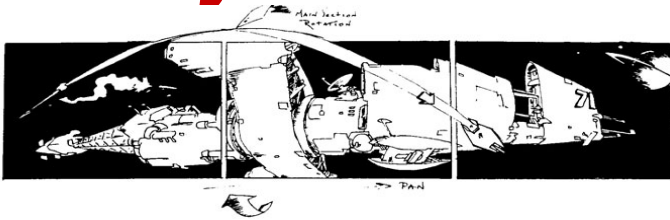
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# Storyboards—Different Styles

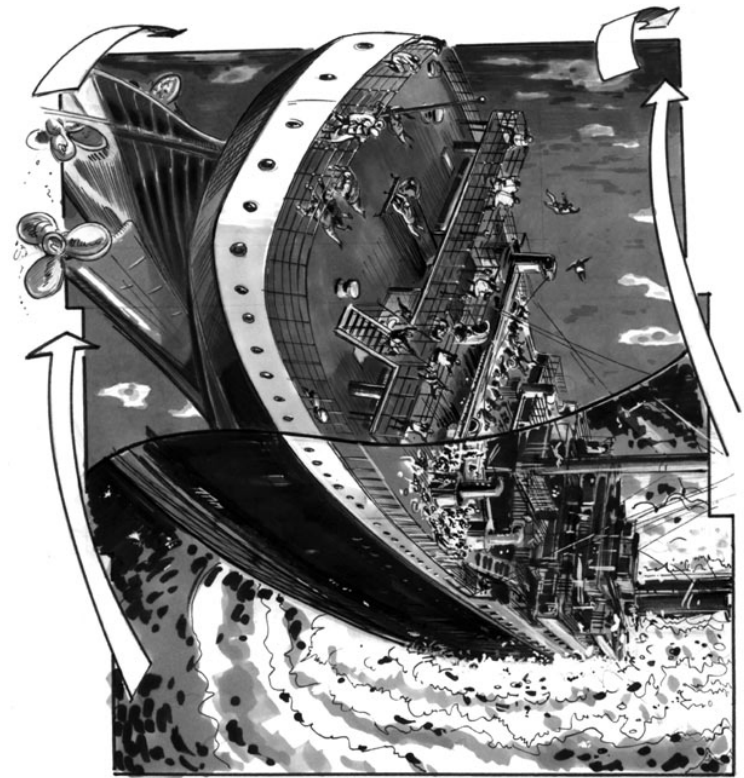
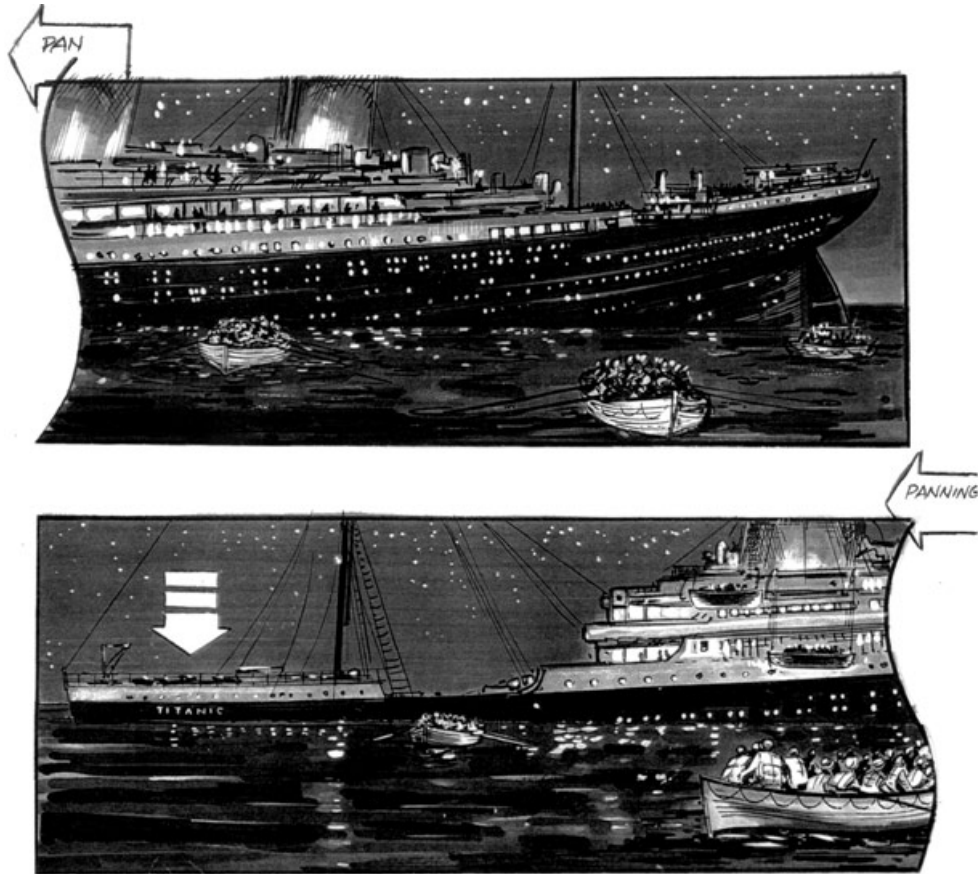


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# Storyboards—It is all about the Camera



# Storyboards—Detailed Examples



# *Storyboards—A final Word*

