Storyboarding
Added Value in Pre-Production

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**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
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
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Storyboards—Different Styles
Storyboards—It is all about the Camera
Storyboards—Detailed Examples
Storyboards—A final Word