

## A Quick Guide to Storyboarding

**Storyboarding is the process of producing sketches of the shots of your script.**

The end result looks like comic book of your film (without the speech bubbles).

### Why do it?

**It helps you think about how your film is going to look.**

You can work faster on set.

Pictures communicate better than words how you want your film to look.

It will allow your camera crew to know where to move their camera and lights.

It will allow you and your producers to foresee problems,

It helps the art department know which parts of the location are going to be in shot.

It even helps the actors get a feel of what they are going to be shooting!

**Don't worry you don't need to be an artist.**

You just need to be able to give your crew an idea of what you want.

On feature films a professional storyboard artist will work with the director.

**How do I show camera movement or movement within a shot?**

There are a few tricks storyboard artists have up their sleeves to illustrate movement - whether its movement within the frame (actors walking) or the frame moving itself (camera panning etc.).

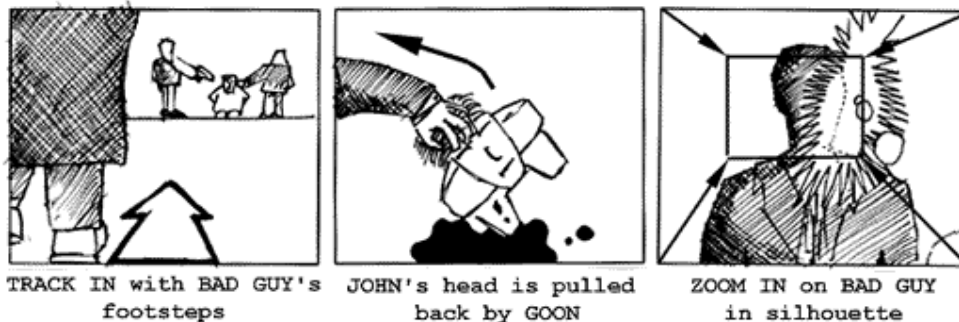
### Use Arrows – illustrated below

Suppose the camera is tracking in, following a bad guy's footsteps.

Draw in an arrow pointing into shot to show the camera's movement.

Now the hero's head is pulled back by one of the bad guy's goons. Use an arrow to show the movement of the head being turned.

What about a zoom in? From each corner draw in arrows pointing to the centre, draw in a new smaller frame to show the end of the zoom.



**Transitions** - The storyboard can also include transitions in your film. Write these in the gaps between the frames e.g.. DISSOLVE TO :

### This is great but I can't draw!!

They don't have to be a work of art, you can use stick men or use digital photos. You could also use photos of models or toys. Use your mobile phone and then download the pictures into a Word or Photoshop document. This will even allow you to move them about easily until your happy.

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**Here's a few quick methods for producing fast and dirty storyboards.**

**1. Keep the area you have to draw small.** It allows you to draw much faster. The pictures become more like doodles than works of art. Remember the point is to get an idea of how things will look on screen. **Ridley Scott** (Blade Runner, Thelma and Louise) is famous for his Ridleygrams - rough, almost indecipherable sketches that outline what he has in mind.

**2. Download a set of storyboard sheets** so you don't have to spend all night drawing screen boxes.

**3. Sketch in pencil** so you can make changes easily, then ink in for photocopying. Feel free to use any medium you are happy with - professional storyboard artists use everything from magic markers to charcoal.

**4. Scribble down short notes** about what's happening in shot (e.g.. BOB enters) what characters are saying ("Is this it? Is this how...") or sound effects (Roll of THUNDER).

**5. An overhead plan view** of the location of the camera, actors and light can be helpful if you know the location you are going to be working on.

**6. Number your shots** so that they can be quickly referred to on the shot list and during editing.

**How it translates to screen.**



**Storyboard shots**



**Filmed Shots**

