



# BAMA405 – Scripting and Storyboarding

## Chapter 9 - Storyboard

## Topic Outline



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- At the end of this lesson, student will be able to:
  - Demonstrate the relationship between scriptwriting and storyboarding
  - Demonstrate understanding of the components, design documents, process, terminology, and proper formatting of professional scripts for creating multimedia presentations
  - Successfully create a professionally formatted script, given an initial concept or storyline
  - Successfully create a functional multimedia storyboard from an initial concept or script

### 9.1 Introduction



- Storyboarding is the process of producing sketches of the shots of your script.
- A storyboard provides the production team with a visual idea of what the director is trying to achieve
- a visual shorthand.
- The end result looks like comic book of your film (without the speech bubbles).

### 9.1 Introduction



- It helps you think about how your film is going to look.
- You can work faster on set and as pictures communicate better than words
- it will allow your camera crew to move their camera and lights,



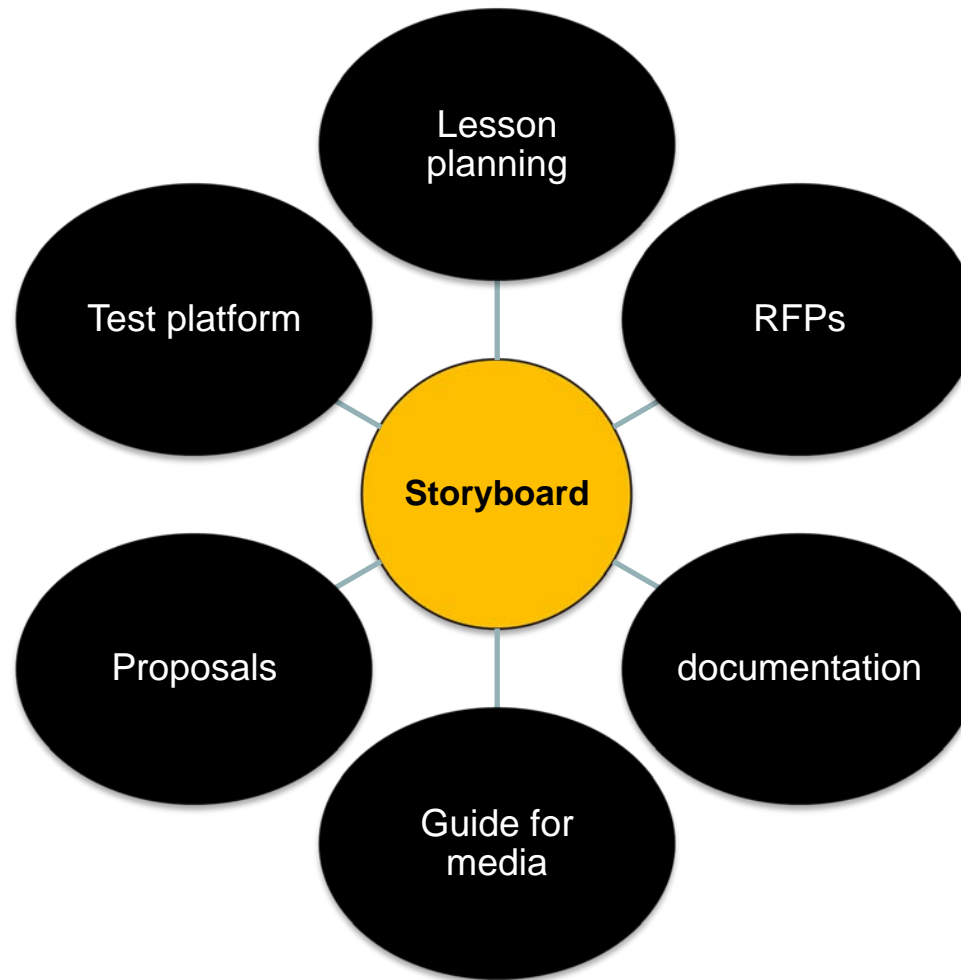
### 9.1 Introduction

- For producers to foresee problems,
- for the art department to know which parts of the location are going to be in shot and so on.
- Even the actors will get a feel of what they are going to be shooting!



## 9.2 How are storyboards used?

- Storyboards are used as:



## 9.2.1 As a lesson planning tool

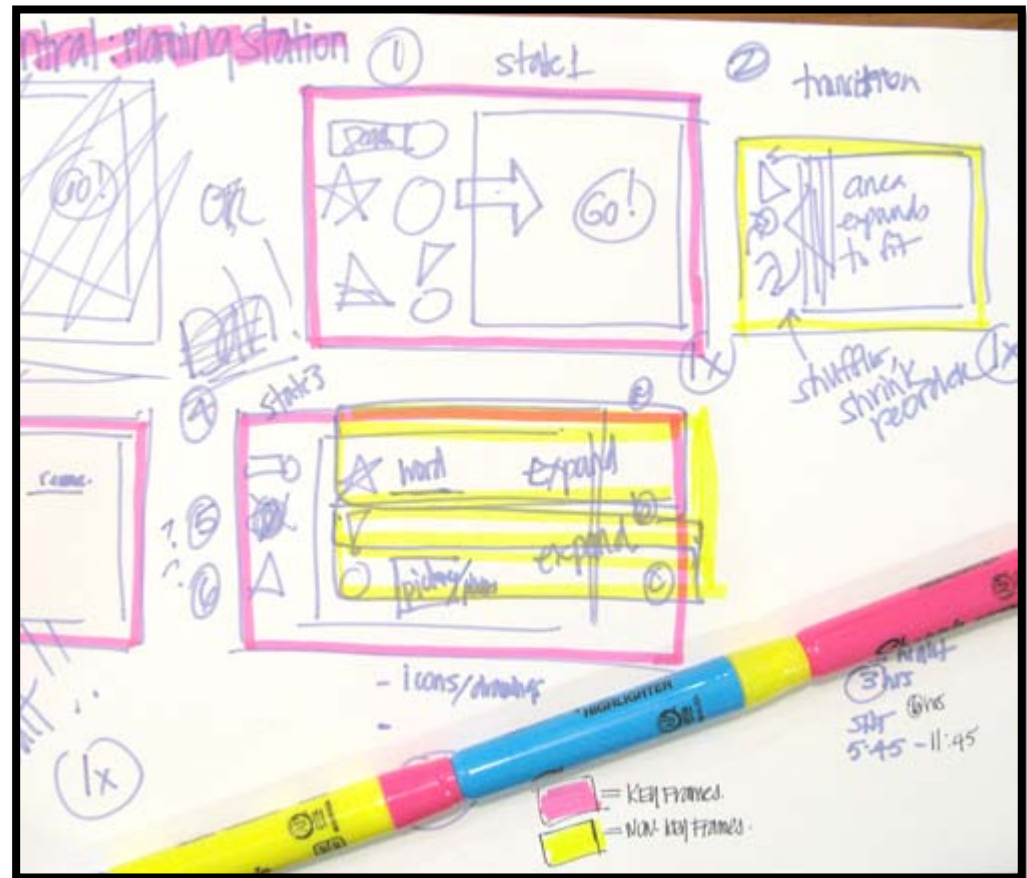


- Pages in a storyboard should be constructed to include every aspect and element of your training program.
  - Every sentence displayed,
  - Every word which is spoke,
  - Every picture or graph shown.
  - Every video sequence to be played.
  - Every test question asked.



## 9.2.1 As a lesson planning tool

- keep in mind the sequence and flow of your program.
- Break the program into "natural" sections such as introduction, overview, topics 1,2,3, and final test.
- It allows you to see where everything will be and how it will all fit together.





- Storyboards help media producers to produce the media you want
- Make your requirements for media as specific as possible.
- The clearer and more exact you are about what you want or envision will save you time and money when it comes to producing your program.



- Advantage(s)?
- It is a lot cheaper to change a few sheets of paper than it is to make changes after production is underway.
- media production people will charge you for every change you make after you have submitted your "approved" storyboard.



- Many training programs involve a number of media elements, especially computer based training.
- You may have several hundred screens, each with a specific branch or branches, media elements such as photographs, illustrations and voicing.

### 9.2.3 As documentation

- After a point, no one can remember all of the details that are encompassed within one program.
- Without clear and accurate documentation, there is no way to change or update the program in the future.
- For each screen, work out an easy coding system for documenting the various media elements used.



"Build me a  
website and tell

???

At some point, you will have to go outside of your organization to obtain media production services.





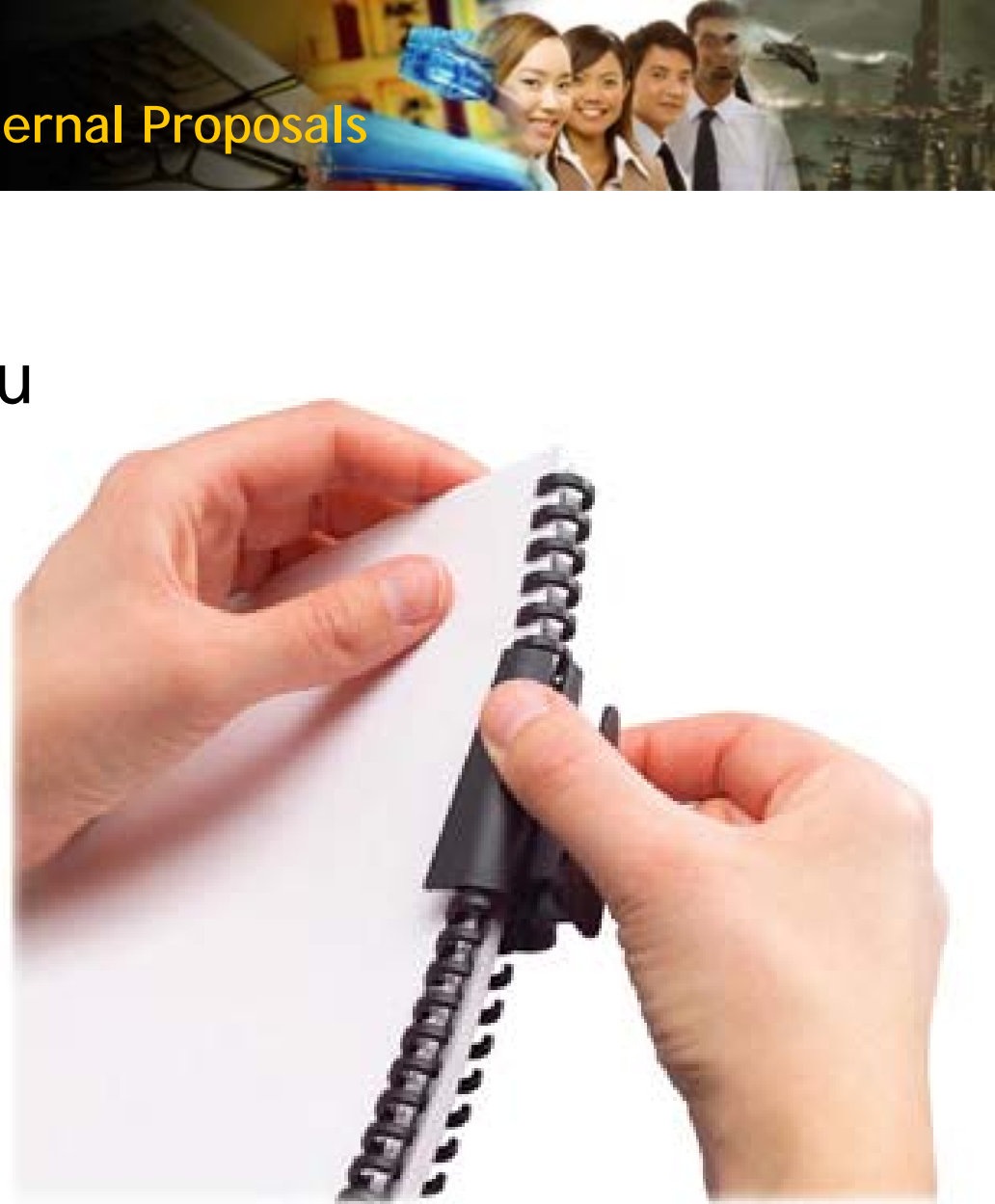
## 9.2.4 As the basis for gaining competitive bids (constructing RFPs)



- To insure that you get the best possible bids, bids that are realistic and fair, submit your detailed storyboard as the basis for making the bid.
- It provides vendors with a much appreciated "level playing field."

### 9.2.5 As the basis for preparing Internal Proposals

- Storyboards allow you to develop detailed training plans and project costs.
- Cost that must be approved by upper management



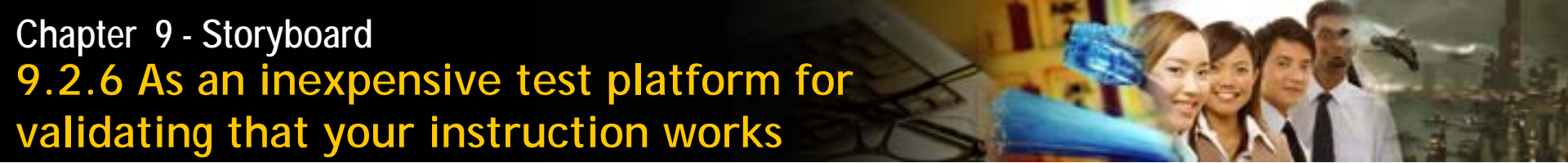
## 9.2.6 As an inexpensive test platform for validating that your instruction works



- Start by validating the information in your storyboard by having content experts read through your program and make suggestions for improvement.
- Don't be offended if your storyboard comes back bleeding with red ink.
- **Goal:** is to produce effective training that is technically correct, not to write the a great novel or screenplay.

## 9.2.6 As an inexpensive test platform for validating that your instruction works

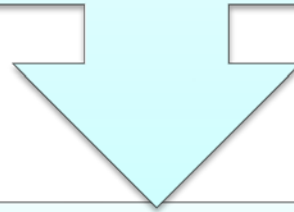
- Once you have had your program blessed by the experts, run a series of "program run through"
  - help you determine how well your training program will work with live learners.



## 9.2.6 As an inexpensive test platform for validating that your instruction works



Ask several people who are not familiar with the material contained in your course to "take" the course by reading through the storyboard and answering all of the test questions.



Then debrief your "trainee" by asking them what they liked and disliked about the program.

What was confusing?

Did pictures and graphics make sense?

Watch the person as they read through the course.

## 9.2.6 As an inexpensive test platform for validating that your instruction works



Do they ask questions?



Do they hesitate? Look confused?



Show signs of boredom?



Record



Then grade their tests.



## 9.2.6 As an inexpensive test platform for validating that your instruction works



- Do your trainees pass the test?
- Is there one or two questions that people miss more than others?
- If so, the problem isn't with them, but with your training program.

## 9.3 Acting with a Pencil



So I need to be an artist  
in order to become a  
storyboarder?





**nope!**

## 9.3 Acting with a Pencil



- Not necessary!
- There are professional story boarder that can give a better result than the actual film
- But since the original idea was to visualize the scene based on written script, the drawing skill or technique is not essential

### 9.3 Acting with a Pencil



- 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.).

## 9.4 Tips and Tricks - Arrow

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





## 9.4 Tips and Tricks - Arrow

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

Suppose the camera track in – following the bad guy's footstep



## 9.4 Tips and Tricks - Arrow

- Use an arrow to show the movement of the head being turned.



JOHN's head is pulled  
back by GOON

## 9.4 Tips and Tricks - Arrow

- Use an arrow to show the movement of the head being turned.

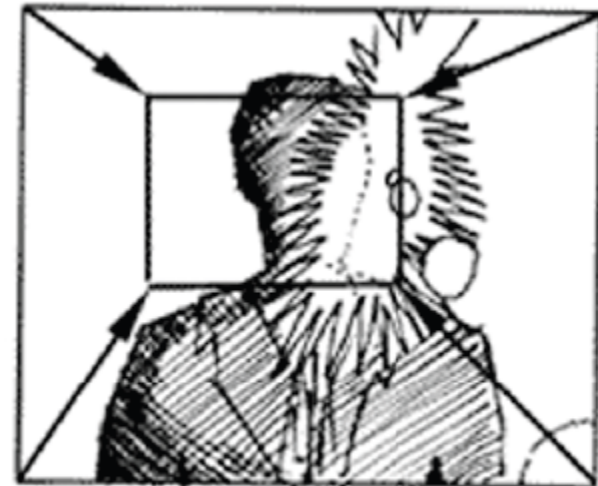
Now the hero's head is pulled back by one of the bad guy's goons.



JOHN's head is pulled  
back by GOON

## 9.4 Tips and Tricks - Arrow

- What about a zoom in?

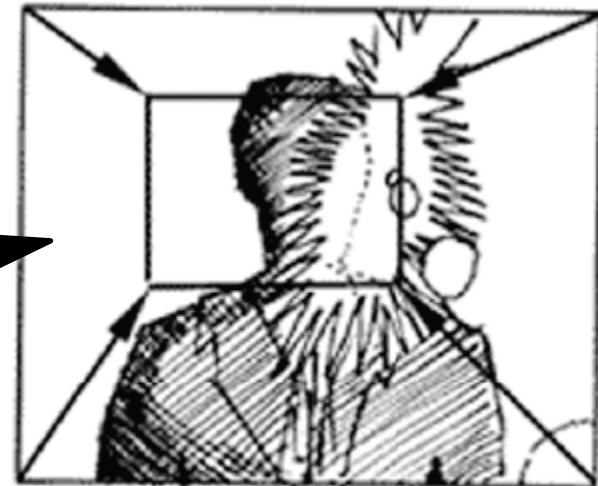


ZOOM IN on BAD GUY  
in silhouette



- 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.



ZOOM IN on BAD GUY  
in silhouette

## 9.5 Tips and Tricks - The Floating Frame



What if you want to show the camera panning to show a cityscape, or following a character as they walkthrough an airport?





## 9.5 Tips and Tricks - The Floating Frame

- There's two options here:

1

- Illustrate one shot using more than one storyboard
- frame showing the key stages of the shot's movement across a number of frames



## 9.5 Tips and Tricks - The Floating Frame

- There's two options here:

2

- Draw out the entire scene
- Place a frame on it and draw an arrow indicating the direction of the camera movement

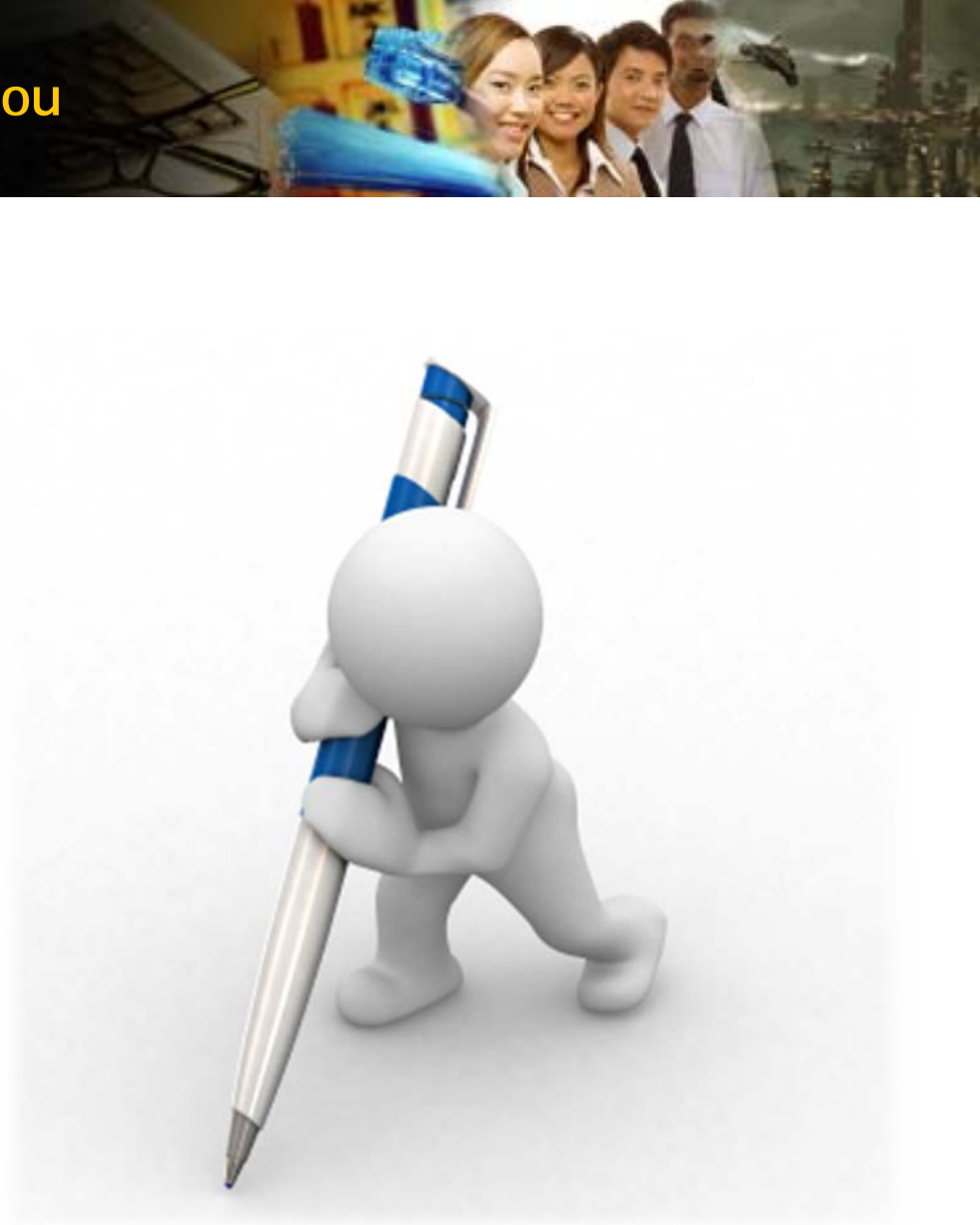


## 9.6 Tips and Tricks - Transition



- The storyboards can also include transition
- The transition is written in between the frame
- Example: DISSOLVE TO

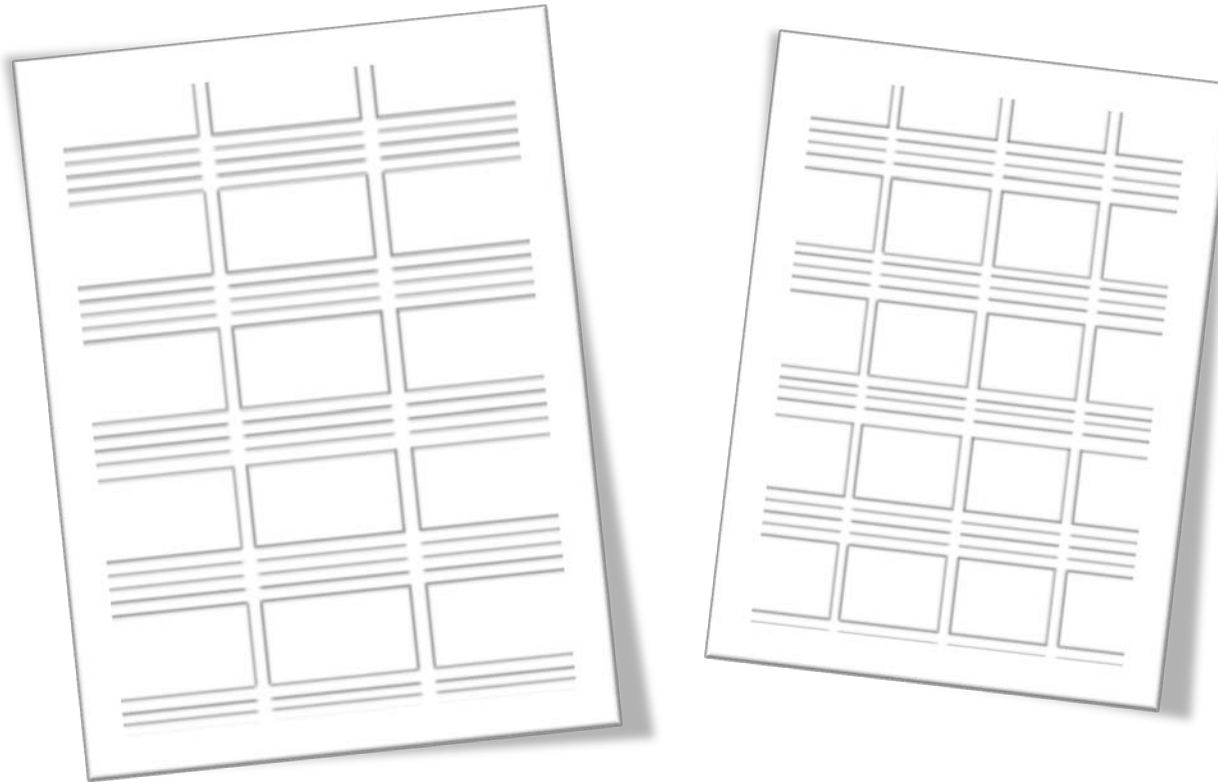
- Allow to draw faster
- The picture become more like sketch rather than work art
- The point is to get an idea of how things will look on screen



## Chapter 9 - Storyboard

### 9.8 Tips and Tricks - photocopy a set of storyboard sheets

- Save time



### 9.9 Tips and Tricks - sketch in pencil



- That way 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.



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).

**Notes like:**



## 9.11 Tips and Tricks – prepare an overhead plan

- An overhead view of the location of the camera, actors and light
- It can help you to work out where to place
  - the camera in order to get certain shots,
  - things like where the power-points are so you can plug all your lights etc in.

## 9.12 Tips and Tricks - number your shot

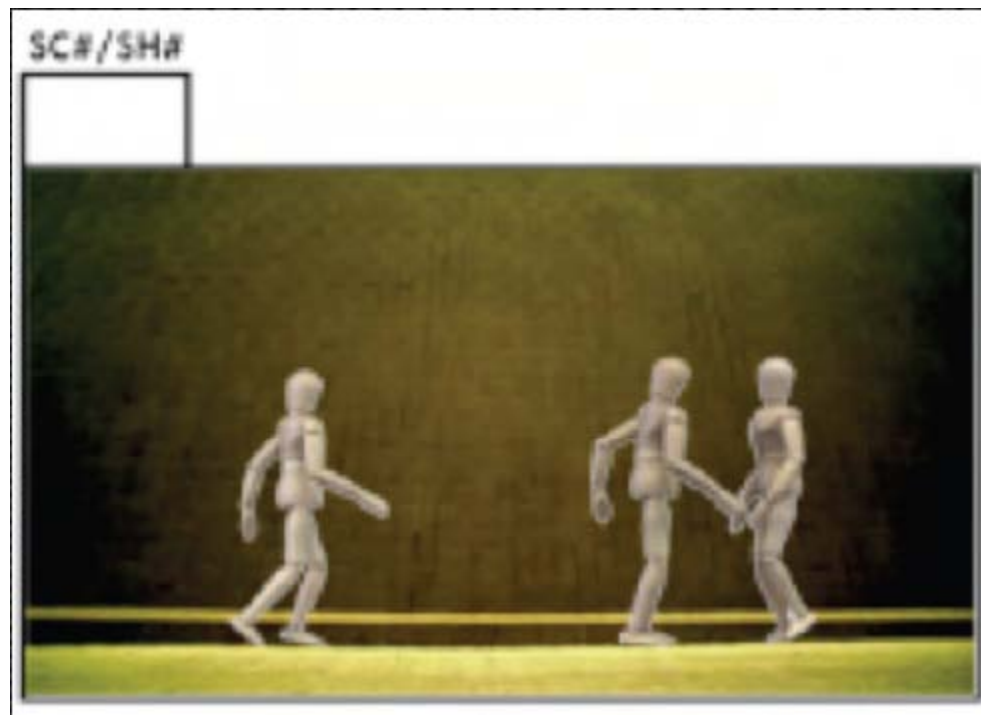
- If you number or name your shots they can be quickly referred to on the shot list and during editing.



## 9.13 Mannequin Style

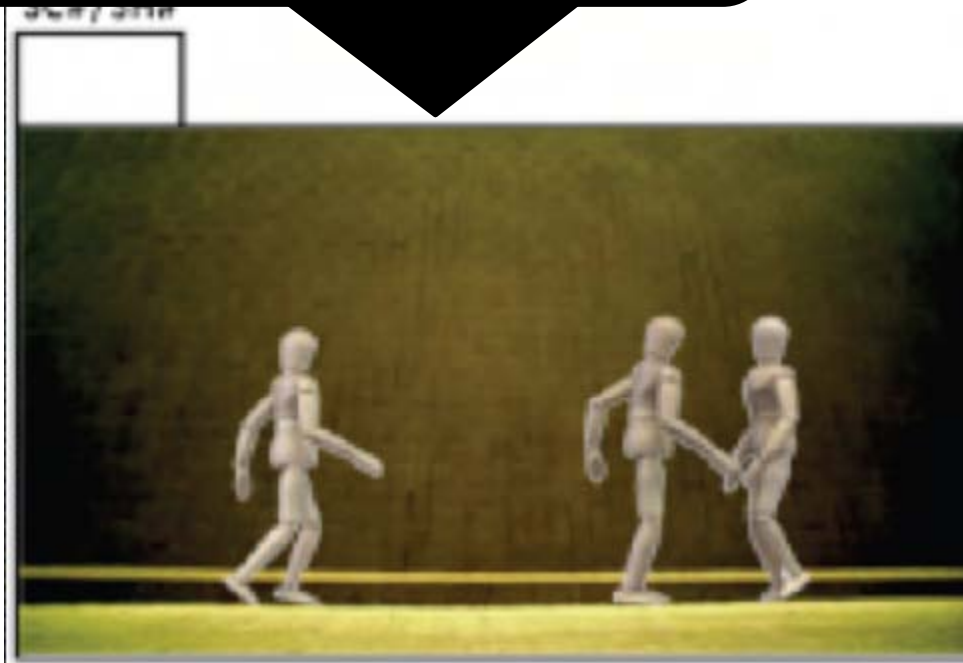


## 9.13 Mannequin Style



### 9.13 Mannequin Style

take some location stills (from your actual shooting locations) and composite the mannequin shots into the location stills.

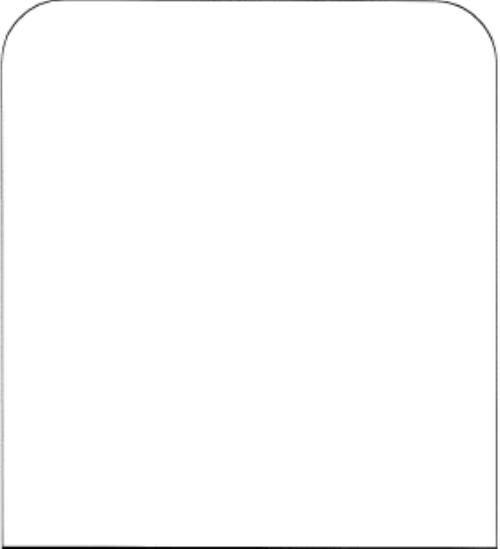



## 9.14 Example of Storyboard Format



**storyboard**

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 <p>Comments:</p>	
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## 9.14 Example of Storyboard Format



Scene No.	Shot No.	

Scene No.	Shot No.	

Scene No.	Shot No.	

Scene No.	Shot No.	

### Multimedia Storyboard

Production Team: \_\_\_\_\_ Date: \_\_\_\_\_

Project Title: \_\_\_\_\_ Screen Name: \_\_\_\_\_

Description of Screen	Description of Interaction

☐ AUDIO  
1. \_\_\_\_\_  
2. \_\_\_\_\_  
3. \_\_\_\_\_

☐ ANIMATION  
1. \_\_\_\_\_  
2. \_\_\_\_\_  
3. \_\_\_\_\_

☐ GRAPHICS  
1. \_\_\_\_\_  
2. \_\_\_\_\_  
3. \_\_\_\_\_  
4. \_\_\_\_\_  
5. \_\_\_\_\_

☐ VIDEO

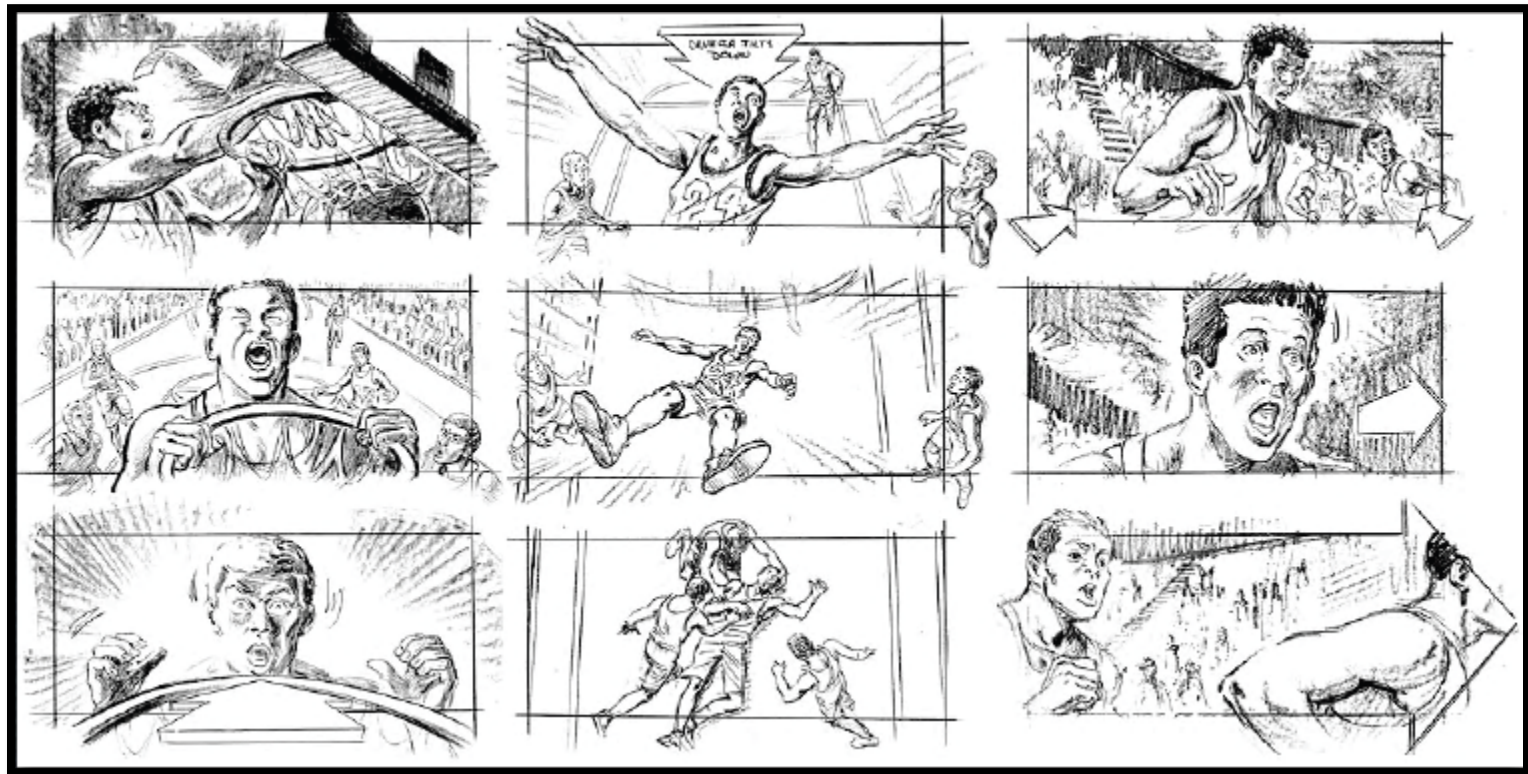
☐ STILLS

☐ OTHER \_\_\_\_\_

Hot Spot Info.		Screen Info.
IF	THEN	BACKGROUND
IF	THEN	
IF	THEN	AUDIO/SCRIPT
IF	THEN	
IF	THEN	

Comments:

## 9.15 Examples



## 9.15 Examples



This scene in the movie has Luke watching as his friends are battling the Empire.



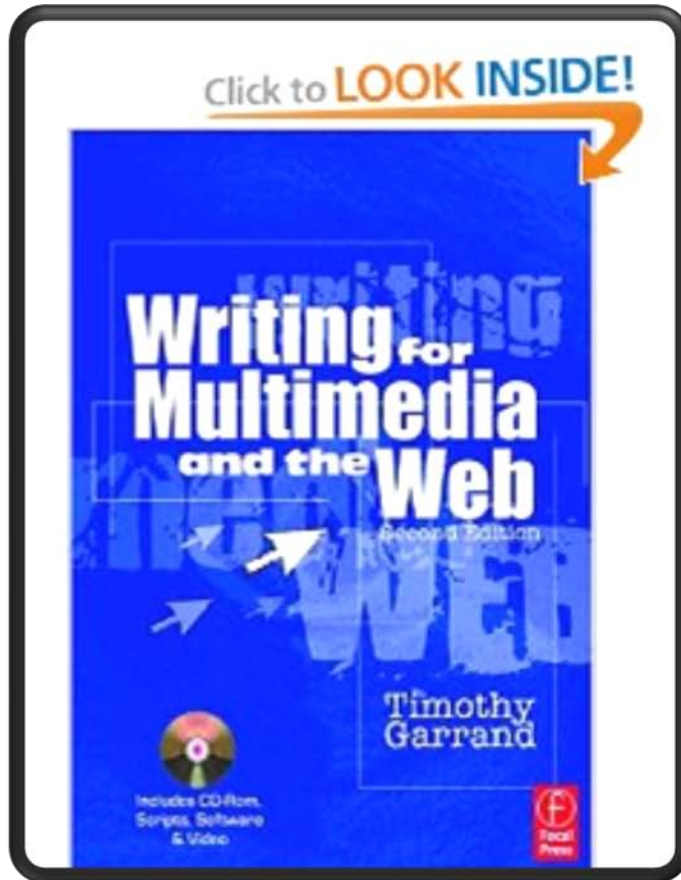
## 10 Fitness for ever!

### Story

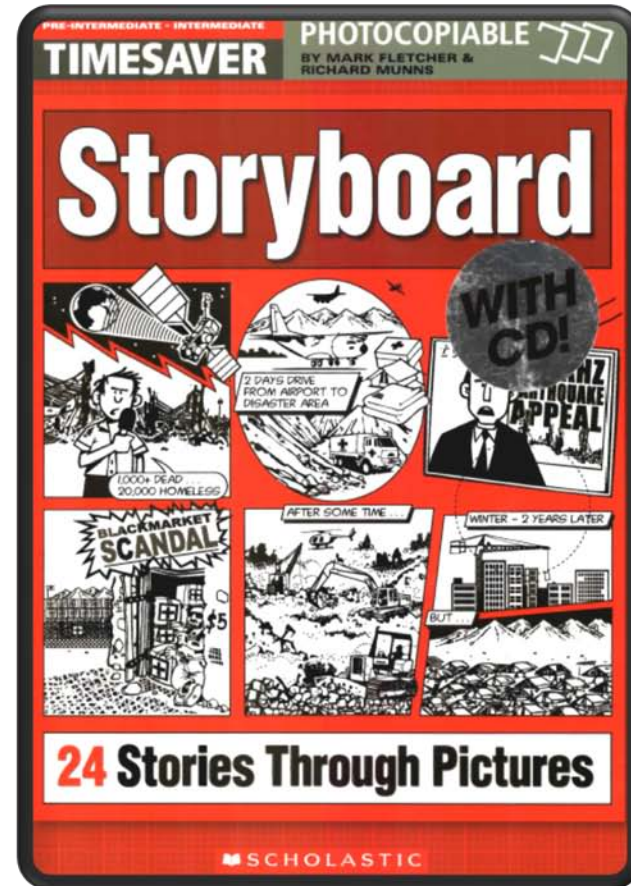
Tony looked at himself in the mirror. He was very overweight with a big stomach. He had a look at his 'Keep Fit' book and decided to take some exercise and go jogging. He put on his shorts and running vest and started to run along the road. Some boys laughed at him because he was running so slowly. Two ladies were talking on the pavement. One of them had a dog. Tony tripped over the dog's lead. While he was getting up the dog bit him. Its owner got very angry with Tony. While he was limping home it started to rain and he got very wet. He stood in his room feeling miserable. He was cold and wet and he had backache. He had a cut on his knee and a bite on his arm. He decided that exercise was too dangerous and threw his 'Keep Fit' book in the wastepaper bin!

Prepare a storyboard based on the story above





**Writing for Multimedia and the Web, Second Edition** by Timothy Garrard





END, THANK YOU...

Good Luck!!