



The Flatirons in winter

Boulder, CO 2004

-- From Dean Leffingwell's web site

<http://www.leffingwell.org/>

What action can you imagine from this image?

Storyboards

CSSE 371, Software Requirements and Specification

Steve Chenoweth, Rose-Hulman Institute

September 14, 2004

In the book – This is Ch 13

Yes, let's try some storyboarding...

- Do it first,
- Then the “lessons” might sound familiar...

- Get out a blank sheet of paper and something to draw with
- In 2.5 minutes, sketch the “story” shown at *right*
- Pass it to your left
- In 2.5 min, create a new story about the pictures you see (and write it on the paper)
- Return it to the sketcher

1. Exterior, urban street. There is someone standing on a corner.
2. Across the street a door opens and a second person emerges.
3. The second person crosses the street to the first person.
4. They exchange something.
5. They leave, either together or apart.

From the book *from word to image: storyboarding and the filmmaking process*, by Marcie Begleiter. Michael Wise Productions, 2001, ISBN 0-941188-28-0, p. 78.

What's the book say? -- Outline

Key points:

- Purpose – Elicit “Yes, But” reactions
- Passive, active, & interactive
- Identify players, explain what happens & how
- Storyboards should be sketchy
- A place to add innovative content



Above, right – “At the forefront of innovative content, interactivity is valuable only if it is user-friendly.”

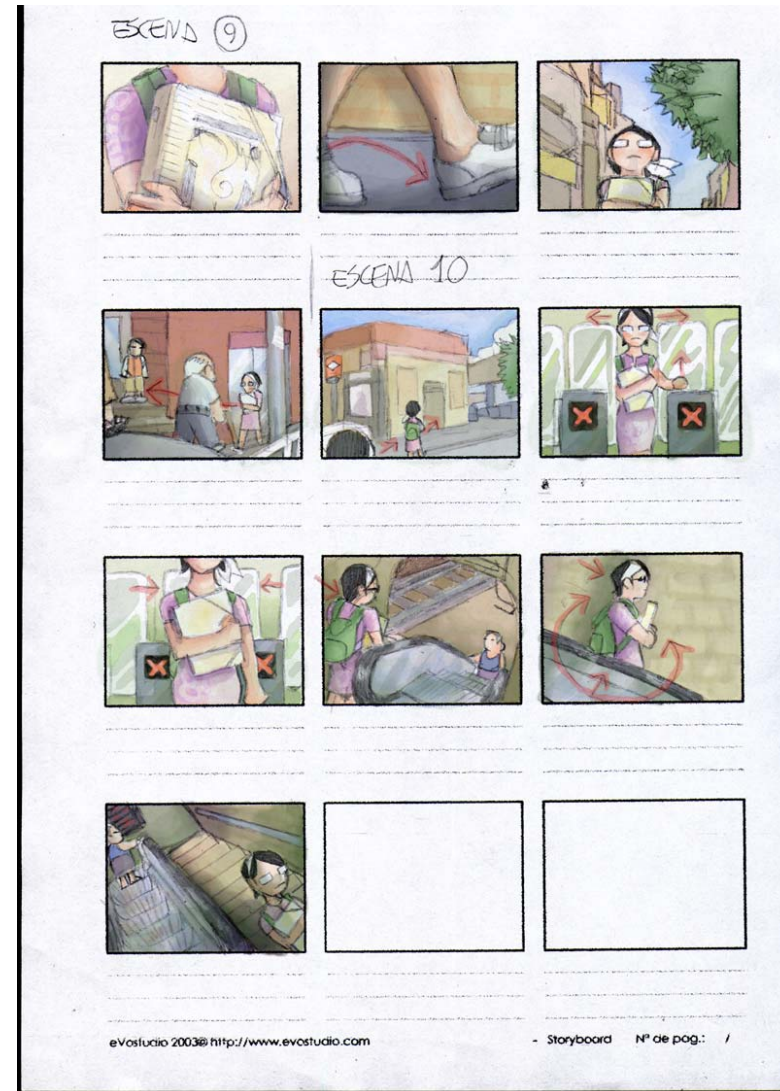
From www.rthk.org.hk/mediadigest/md0001/04.html

Get the idea from some Storyboard Examples

- From the movie industry,
at [www.unaballena.com/
prensagal.html](http://www.unaballena.com/prensagal.html)

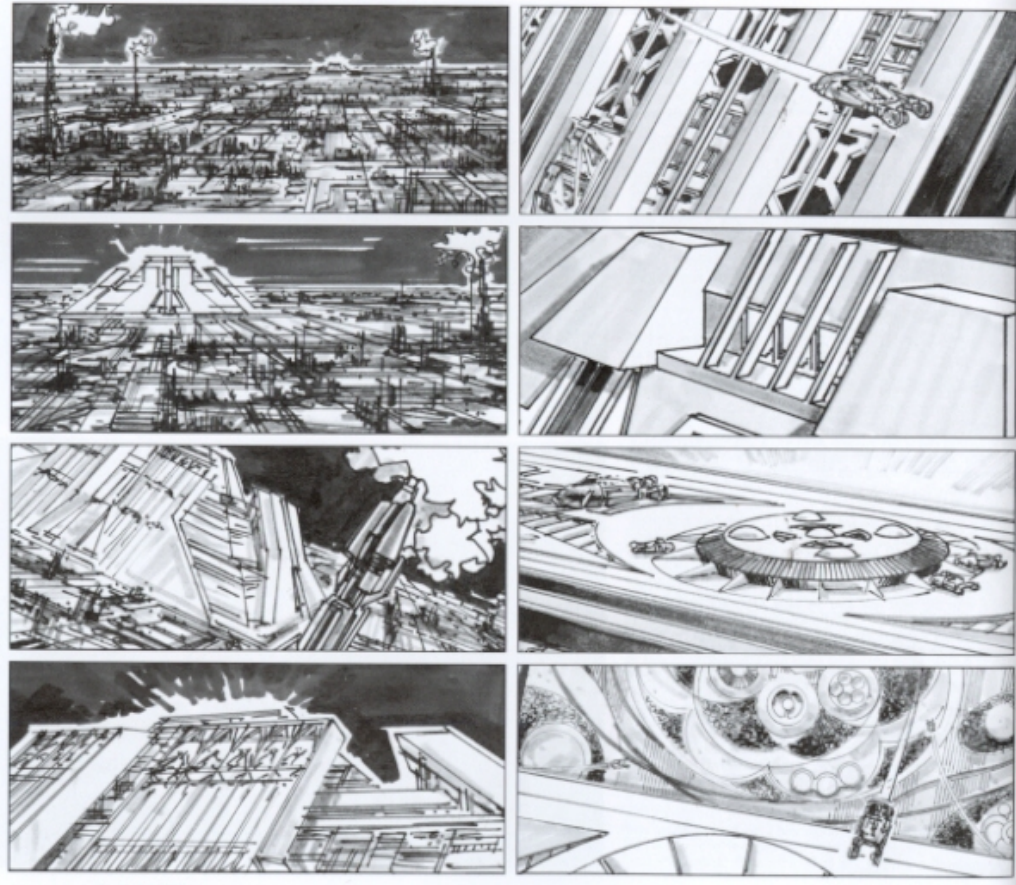


Anyone know this movie?



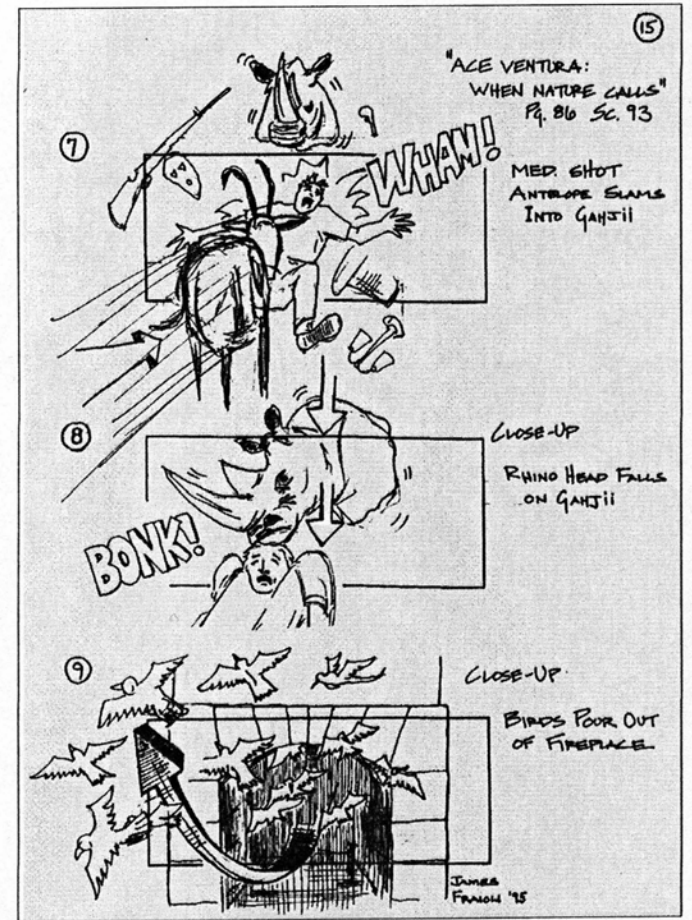
Storyboard Examples, cntd

- More movies --This one's from *Blade Runner*
- In the movie industry, storyboarders don't think they get enough credit – See www.tipjar.com/dan/colomba.htm



Storyboard Examples, cntd

- More movies – *Ace Ventura: When Nature Calls*



Completed storyboard page, *Ace Ventura: When Nature Calls*

Jim Carrey says, “We can’t show the real scene on this one. From http://jonathan_carpentier.tripod.com/index2.htm. Storyboard from *Storyboarding 101*, by James O. Fraioli. Michael Weise Productions, 2000, ISBN 0-941188-25-6.

Storyboard Examples, cntd

- There's lots of other stuff out there like storyboards, from which you can get ideas. Like Manga.
- This is a scene from *Kare Kano* (His & Her Circumstances), text translated into German.



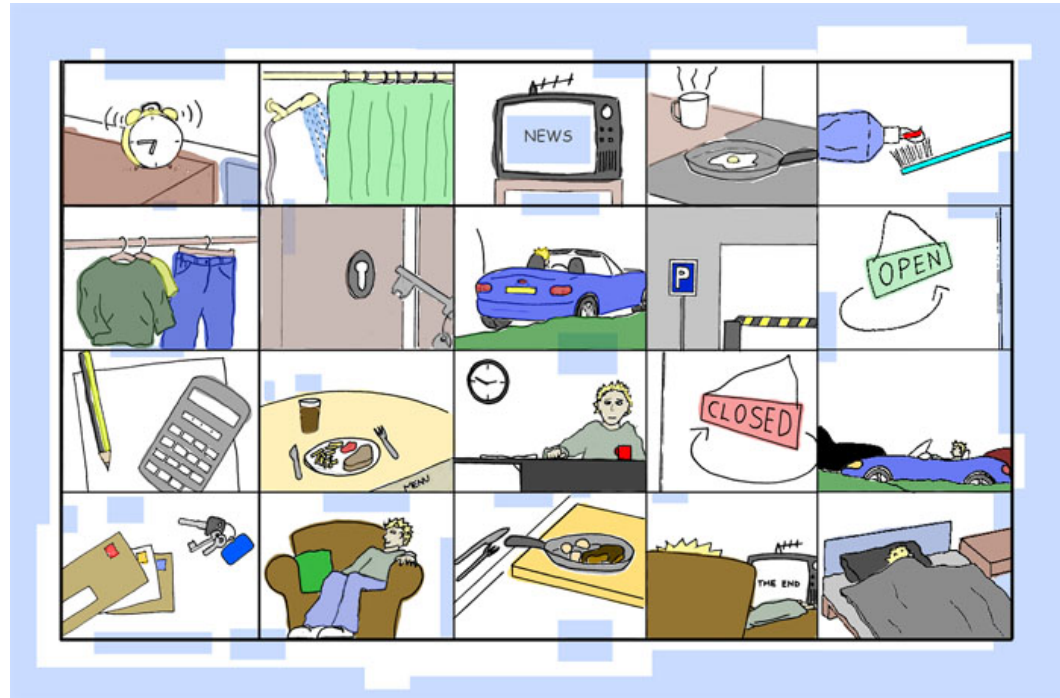
Storyboard Examples, cntd

- Or the funny papers...



Storyboard Examples, cntd

- Hand-held mp3 player design, by Mark Hazell, from www.artshole.co.uk/markhazell.htm .



Storyboard Examples, cntd

- From software & web development. This one's "Understanding your automobile," at http://www.mcli.dist.maricopa.edu/authoring/studio/guidebook/storyboard_example.html
- You can check out their website for more about their methodology...

Multimedia Storyboard

Name of course Title of program Instructor	Description of the screen Description of the interaction None	Links and decision points Video content and length (approx.) Picture source
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Screen 16 of 45 screens


Background:
Blue

Car's headlights
are white/yellow,
grill is silver
white

Access a button:
Yellow

Buttons may
be used at any
time during
navigation

640 x 480



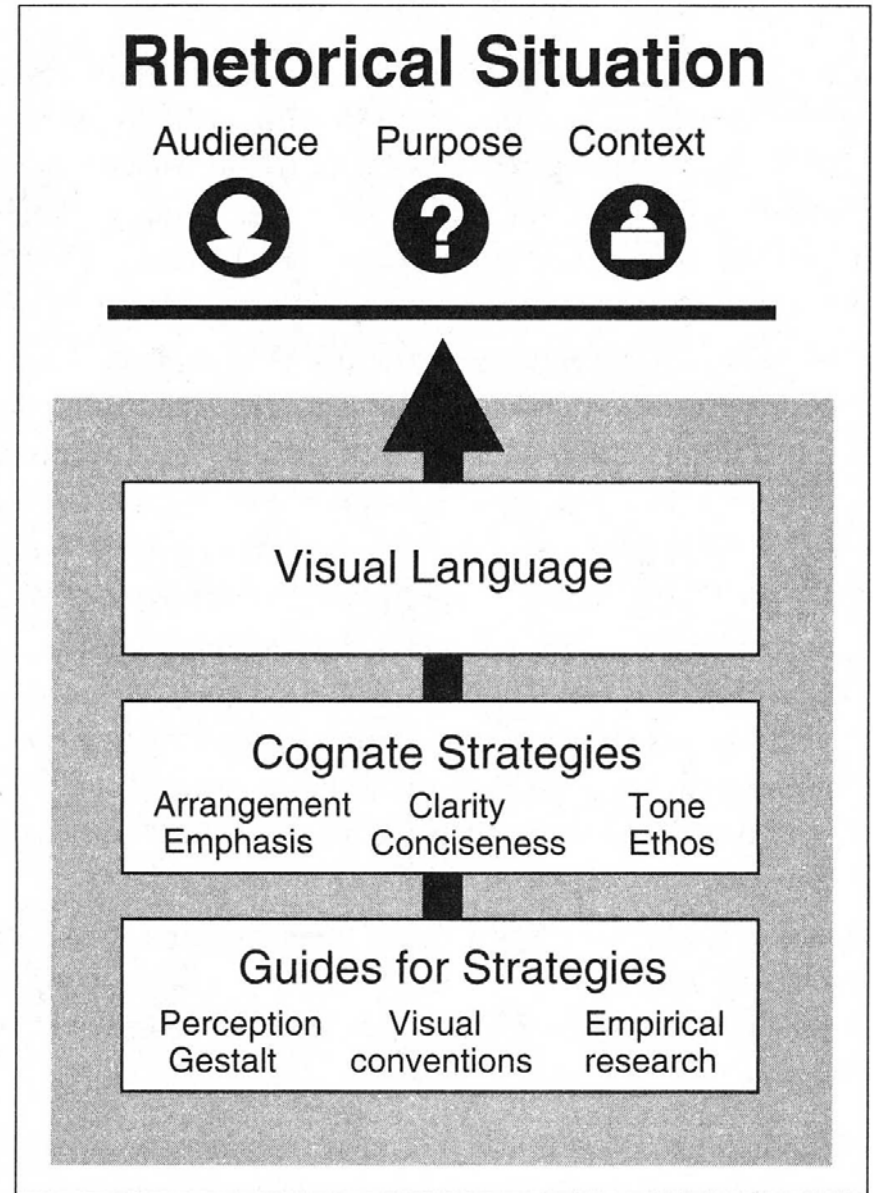
Audio: Upbeat
music plays
as screen opens
& then fades as
car starts to
speak

Navigation: See
attached navigation
script document

The Instruction Center at Cleveland Community College, Cleveland, AZ A Maricopa Community College

Ideas on how to do these

- From a book on visual language –
- Storyboards are an example of using the visual for multiple purposes:
 - Audience focus
 - Designer focus
 - And breadth in both



Ideas on how to do these

- Here's the original assignment you did, as presented to people learning to do movie storyboards
- Notice there's a little more to it...

"I was insecure at first (on *Boxcar Bertha*) because I had been fired from *The Honeymoon Killers* in 1968 after one week of shooting, and for a pretty good reason too. It was a 200 page script and I was shooting everything in master shots with no coverage because I was an artist! ...Of course, not every scene was shot from one angle, but too many of them were, so there was no way of avoiding a film that was four hours long. That was a great lesson. From 1968 to 1972 I was very much afraid that I would get fired again. So when I started *Boxcar Bertha* I drew every scene, about 500 pictures altogether."

Martin Scorsese,
Scorsese on Scorsese

All of this is theoretical until you try it out yourself and see what works for you. The following exercise outlines a short, simple scene, without dialogue, that you can use to practice these ideas.

Exercise: The Storyboard Moment An Exercise for Creating a Coordinated Shot List, Overhead Diagram, and Storyboard

For the following short scene, work out an overhead diagram, a shot list, and images for a 10-14 shot sequence. Mark the camera positions and character blocking on the overhead, and be sure to use the same *aspect ratio* for each of the frames.

1. Exterior, urban street. There is someone standing on a corner.
2. Across the street a door opens and a second person emerges.
3. The second person crosses the street to the first person.
4. They exchange something.
5. They leave, either together or apart.

Notice that the description lacks details. You need to add the story to this. Is it a western? A film noir scene? A romantic comedy? Decide on the gender of the characters, the "something" that they exchange, and feel free to embellish the story's skeletal structure.

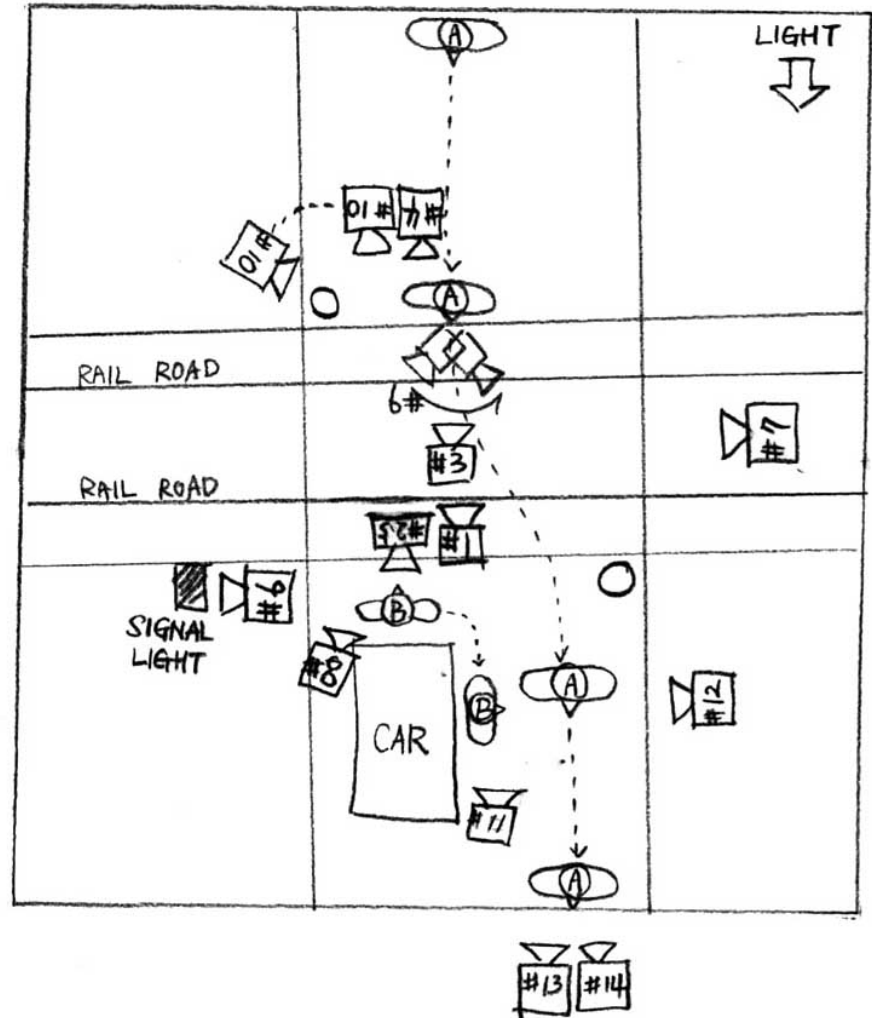
Have fun and don't worry about the drawing, just use this exercise to become familiar with the process of working from a shot list and overhead in planning your imagery.

A student example of the Storyboard Moment follows.

Ideas on how to do these

- And here's one student's solution...
- Part 1

OVER HEAD SHOOTING PLAN



Student example:
The Storyboard Moment
project: Roger Lee

Ideas on how to do these

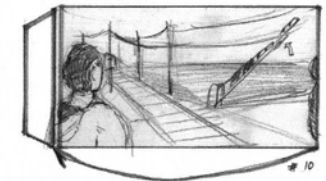
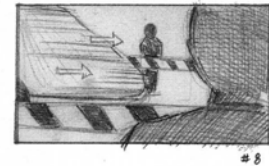
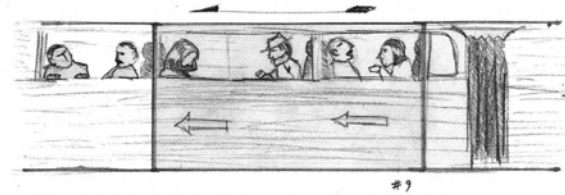
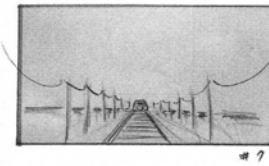
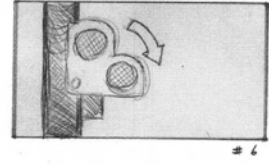
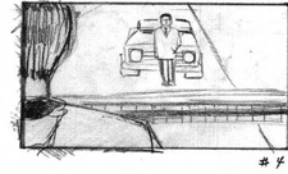
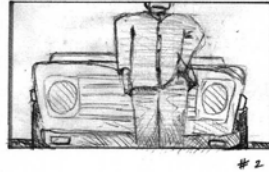
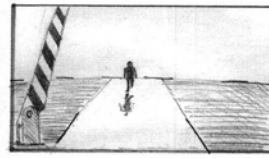
- One student's solution, cntd --
- Part 2

Shot List "The Storyboard Moment"

- #1 A frontal long shot of a man "A". The man "A" is walking toward the camera.
- #2 A frontal Med. low angle shot of a man "B". A man who wears a nice suit is standing in front of a car.
- #3 A POV of the man "B". A frontal Med. eye level shot of the man "A".
- #4 A O.T.S. of the man "A". A frontal long shot of the man "B".
- #5 Shot on a c/u of the man "B". As he turns his head camera PAN right a little. End shot a c/u of the man "B".
- #6 A frontal Med. shot of the signal light. light changes from green to red.
- #7 A frontal long low angle shot of a train. The train runs toward the camera.
- #8 A O.T.S of the man "B". As the train runs across the frame, we cannot see the man "A".
- #9 A frontal wide low angle shot of the train. Camera PAN left to show a man in the train who wears the hat. He drops a bottle out of the window.
- #10 Open shot on a wide rear 3/4 eye level angle of the man "A". the man "A" watch the back of the train. On the right side, we can see the man "B". Camera is TRAVELING to the back side of the man "A". End shot on a O.T.S. of the man "A". A frontal full figure of the man "B".
- #11 A frontal high angle of two shot of two men. the man "A" walks toward the camera.
- #12 A frontal Med. angle of the man "B". As the man "A" walks into the frame from right side camera changes focus to the man "A". End shot on a profile extreme c/u of the man "A".
- #13 A frontal Med. shot of the man "A". On the left side of frame, we also can see the long shot of the man "B". The man "A" put his left hand into his jacket.
- #14 A frontal c/u of the man "A"'s hand which holds the bottle.

Ideas on how to do these

- One student's solution, cntd --
- Part 3



Student example
The Storyboard Moment
sketches of 14 shots
(see page 80)