



A Conversation about Storyboards and Shot Composition

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Storyboard Reasons

Well the first thing that you have to do is to create a storyboard.

A storyboard is a visual script for your project. It's your project in outline form.

So basically, for each scene, we have a drawing or a series of drawings that describe what's going on.

Be careful though. A storyboard doesn't illustrate every moment in the film. It is not a frame by frame breakdown of the story, but rather a scene by scene breakdown.

In each of your storyboard drawings, you want to single out the essential details needed to communicate the information in that particular scene. There are two ways to do this, a visual description and a written description.

Yes, sort of, but in your storyboard you're not only describing the plot but all information that's important to your scene such as the mood, the setting and anything else that you think will help the audience understand your story.

To create a storyboard, you should follow three basic steps.

First is analysis which is breaking down your story into its component parts.

Second is evaluation which is judging and choosing what shots angles and frame sizes you will put in your project.

Third is synthesis which is the process of actually developing and putting your project together.

Yes it is a good thing you called me because planning in a film is very very important. You save countless hours of unnecessary editing by doing a storyboard. It is especially important in animation. Unlike live-action filming where the filmmaker shoots tons of footage and then edits it later, an animator wants to throw away as little of his/her work as possible because it is more work to animate a scene than it is to film it in live action. If you plan it all out in advance you don't have to worry about wasting time animating scenes that you'll never use.

Another reason why a storyboard is important is because it is a way to uncover problems and to fix them while they are still easy to fix.

There are four things that a storyboard does for you.



- First, it is a way to work out and discuss your ideas.
- Second, is a visualization of how your film will look.
- Third, it is a description of how the film is sequenced and put together.
- Fourth, it is a step by step guide to making and shooting your film.

With your storyboard, you will achieve a better sense of what is going on in your project and you will be able to plan every step and mold your project into exactly what you want it to be. There are certain goals that you want to accomplish in creating your storyboard that will help you do this.

- First is put your shots and scenes of your storyboard in an order that tells your story clearly.
- Second, plan your story so that the visual images and the script can be clearly understood by reading your storyboard.
- Third, plan your film in the most interesting and appealing way possible for the audience.
- Fourth, plan not only what happens in each shot, but also how fast or how slow you want it to happen.
- Fifth, eliminate unnecessary or repetitive shots and add missing shots. Cut long boring shots and break them down into shorter more interesting shots.
- Lastly, make sure there is a smooth, clear, logical flow from shot to shot and scene to scene.

Shot Composition that can be used in a Storyboard

I like how you used many different perspectives though at times it seems that you didn't pay too much attention to what mood different perspectives create. Usually, a low angle gives the feeling that the object is dominant or superior and an angle looking down gives the feeling that the object is weak and inferior.

Another thing that you need to think about is using the whole depth of the frame. Often times in your storyboard, the movement of the characters is limited to left-right. To make it more interesting and to add a third dimension, have your characters moving towards and away from the characters at times.

Also, when your characters are having interactions, you want to experiment with different perspectives instead of just having the two characters side by side. Put one character at a different angle from the other character to make the scene more interesting and three dimensional.



One thing that you need to indicate underneath your pictures that I see none of, is the kind of camera movement that you want such as pan, zooming in and zooming out and whether the movement is actual or apparent.

Another thing that you need to indicate is how long you want each shot to last. This is important for the timing of your movie. The timing will affect the mood of the scene and the flow of the film.

Something that you really need to work on is choosing the correct frame size for each scene. You tended to stay the same distance from your subject in every frame. You need to vary the frame size depending on what kind of shot you are taking and what kind of mood you want to convey. A long shot establishes location and displays mood.