

Knowledge Organiser: Storyboards



COMPUTING

@THEDEAN

You must be able to understand the purpose and use the content of different pre-production documents

Storyboards

- ⇒ A storyboard is used by many people to illustrate a sequence of **moving** images.
- ⇒ A storyboard shows the flow of scenes that occur in a timeline, a succession of events.
- ⇒ This is different to a visualisation diagram which are used for a single of events.
- ⇒ Each scene of the story is placed in chronological order (in the order that they occur in time).

Why use storyboards?

Best way to share your vision for the project

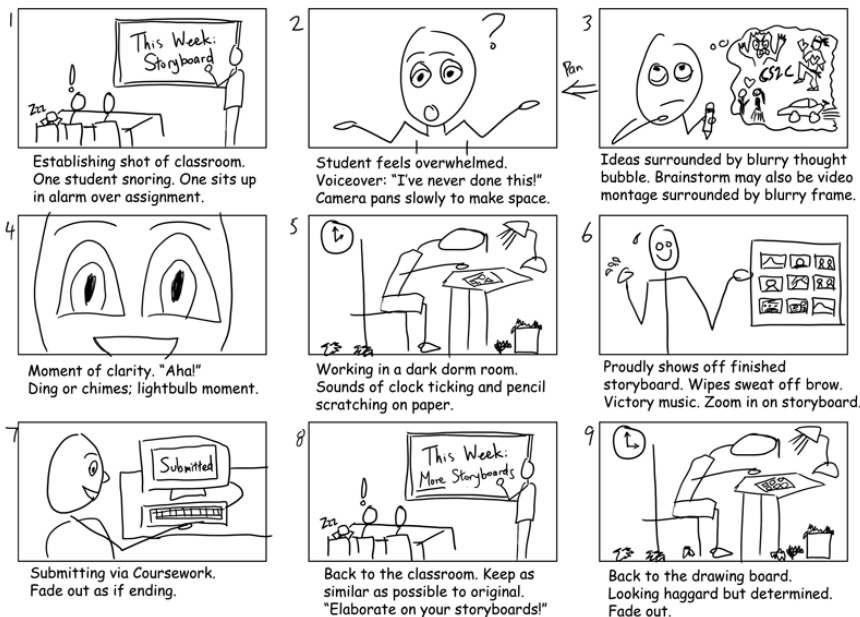
- ⇒ A visual aid makes it much easier for you to share and explain your vision for your video with others.
- ⇒ When you have a storyboard, you can show people exactly how your video is going to be mapped out and what it will look like. This makes it much easier for other people to understand your idea.

Makes production much easier

- ⇒ When you storyboard a video you're setting up a plan for production, including all the shots you'll need, the order that they'll be laid out, and how the visuals will interact with the script.
- ⇒ The storyboard is a starting point or suggested storyline around which you can plan your story (all the angles you will shoot of a scene). This really comes in handy when you're making your video, as it ensures you won't forget any scenes and helps you piece together the video according to your vision.

Saves you time

- ⇒ While it may take you a little while to put your storyboard together, in the long run it will save you time in revisions later.
- ⇒ Not only will it help you explain your vision to your team, it will also make the creation process go more smoothly.



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Storyboard and camera angles

- ⇒ The storyboard could be used by several people who could be involved in the production process.
- ⇒ Camera shots and angles are important aspects to a storyboard
- ⇒ The camera operator or animator will use the storyboard to decide how to create each scene.
- ⇒ Each scene is usually defined by changes to the camera use for each shot.
- ⇒ Below are examples of different camera angles (POV—point of view).



Establishing Shot



Up Shot



Full Shot



Down Shot



Medium Shot



Over The Shoulder



Close Shot



Two-Shot



Extreme Close Shot



POV shot

wikiHow to Draw Storyboards

Purpose of a storyboard

- ⇒ To provide a visual representation of how a media project will look along a timeline
- ⇒ To provide a graphical representation of what a sequence of movements will look like
- ⇒ To provide guidance on what scenes to film or create
- ⇒ To provide guidance on how to edit the scenes into a story

Uses of a storyboard

- ⇒ Any project where movement or a sequence is required, especially along a timeline, for example
 - ◇ Video projects
 - ◇ Digital animations
 - ◇ Comic books to illustrate the story
 - ◇ Computer games, to illustrate game flow, narrative or story
 - ◇ Multimedia projects, to illustrate the sequence between scenes

Content of a storyboard

- ⇒ Images, for content of each scene
- ⇒ Locations
- ⇒ Camera shot type and angles
- ⇒ Camera movement
- ⇒ Shot length and timings
- ⇒ Lighting and sound