A storyboard is a **pre-production document**.

They are made during the **planning stage** of a product's development.

Storyboards show the action that will take place on screen. They are used for film, video and animation products.

Storyboards are used to show the **action** that takes place on a screen

They can be used for:

- TV shows
- films
- other video (adverts, YouTube etc...)
- animations
- cut scenes in computer games (the scripted bit that's always the same and links two parts of the game together)

Storyboards show the different scenes in a product using sketches.



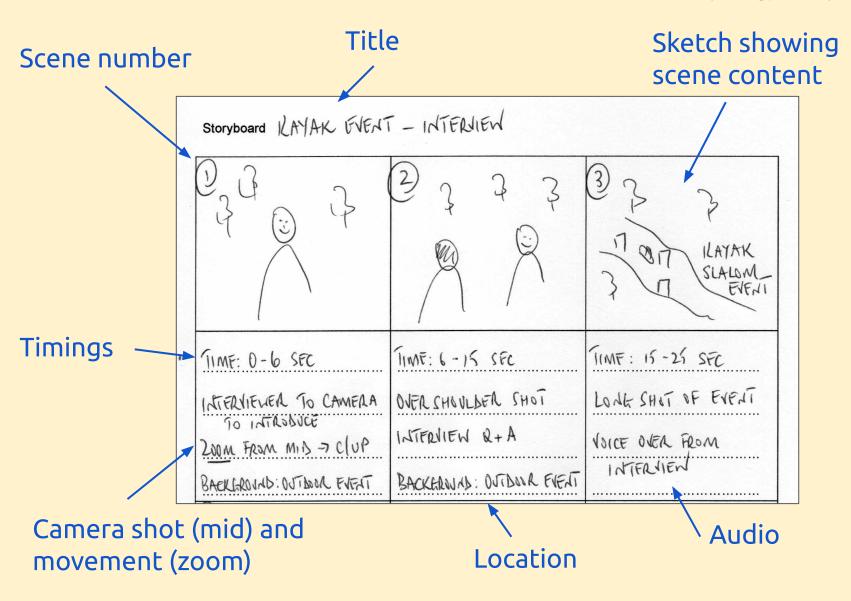
Text is usually added later to show detail about how a scene should be shot



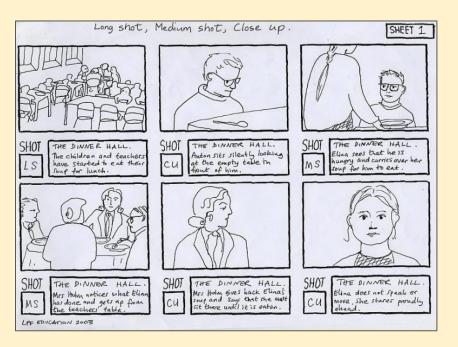
There is more information about camera shots, movement and angles in another set of Key Learning

Storyboards include:

- the number of scenes needed
- scene content using sketches
- **timings** for each scene
- scene numbers (to show the order they go in)
- camera shots (close up, mid, long)
- camera movement (pan, tilt, zoom)
- camera angles (over shoulder, low, aerial shot)
- lighting (type and direction)
- sound (dialogue, background sound, music, sound effects)
- visual effects (fade, slo mo)
- locations (studio, indoor, outdoor)
- titles



The quality of drawing is not important - use shapes and stick figures to show the action if you struggle to draw (like me)



Possible **audiences** for storyboards are shown **in bold** on the right

Purposes:

- let the director see how the sections of the film will fit together
- show the action that will take place so that actors know how the film will be shot
- show camera operators how to shoot each part of a film
- show animators and editors how to fit parts of the product together
- shows how long each sections should be so the product can be produced to the right length
- shows the production crew what equipment is needed for each scene

Storyboards are visual - they use images to show what will happen in a product.

This means:

- it's easy for people to see what's going to happen in each scene so they can visualise what the product is supposed to look like
- it's easier for people to understand images than it would be if they were just using text

Famous directors like Steven Spielberg use storyboards for all their movies

Storyboards mean that everyone knows in advance what's required for each shot and how the shots fit together

This means that filming the final product is a lot **quicker** because it's already been planned - which saves **time** and **money** (making movies is expensive!)

INT: CHLOE'S CAFE - DAY

Chloe stands at the counter cleaning glasses. Geoff walks towards the counter with his dog, Bouncer, at his side. Bouncer's tail wagging.

CHLOE

G'day Geoff, Bouncer's looking just grand there

GEOFF

(looking down at Bouncer)
Sure thing Chloe, he's full of the
joys of spring just now. Bouncing
higher than a kangaroo

CHLOE

The usual?

GEOFF

Sure thing, a latte and one of Betty's special hot pots

Cut to:

EXT: CHLOE'S CAFÉ FRONT - DAY

Wide shot of SAM arriving in her car at the café. Sam gets out and walks towards the café door

Sad music plays as Sam opens the door and enters

Storyboards are often produced after a script has been written.

They are used to show how the script should be filmed.

In exams, you will sometimes be given a script and asked to turn it into a storyboard.

Each section of a script may become one or more shots on the storyboard.



Storyboards can be made using different types of software:

- Graphics software such as Photoshop
- Illustration software
- Desk Top Publishing software

Hardware that could be used includes:

- mouse
- keyboard
- monitor (screen)
- graphics tablet
- touchscreen
- scanner

Storyboards are a specialised type of product. They **DO NOT** using office software or online tools - so answers saying PowerPoint or Word will be **marked wrong**

Summary:

- visual tool to show the different scenes that make up a product
- produced in the design stage
- help actors, directors and other crew members know what is going to happen