



HOW TO STORYBOARD



IDENTIFY THE KEY SCENES

- A storyboard is meant to give its viewer the **gist** of how the story will translate to film.
- As a general guideline, keep in mind that for a typical 30-second commercial, a storyboard should have no more than 15 frames.
- List of the key moments that you want to illustrate on your storyboard. Turning points are important to show.

STORYBOARD

			
<u>Action</u>	<u>Action</u>	<u>Action</u>	<u>Action</u>
<u>Dialogue</u>	<u>Dialogue</u>	<u>Dialogue</u>	<u>Dialogue</u>
<u>FX</u>	<u>FX</u>	<u>FX</u>	<u>FX</u>
			
<u>Action</u>	<u>Action</u>	<u>Action</u>	<u>Action</u>
<u>Dialogue</u>	<u>Dialogue</u>	<u>Dialogue</u>	<u>Dialogue</u>
<u>FX</u>	<u>FX</u>	<u>FX</u>	<u>FX</u>

Each box represents 1 frame.



The action is a description of what is happening in the scene.



The dialogue is what is being said in the scene.
There doesn't necessarily have to be dialogue in every scene.



FX is any special effects that could go in to the scene but can also refer to camera angles and movement.







CAMERA TRACKS DOWN AISLE INTO
2-SHOT OF BRIDE AND GROOM



THE COUPLE KISS AND TURN AS LIGHT FLOODS INTO THE ROOM,
SOUND OF DOOR SLAMMING OPEN.



SHOT OF MAN STANDING IN DOORWAY,
HE STEPS FORWARD INTO CHURCH
- SO WE CAN SEE HIS FACE.



THE MAN GRABS THE GIRL,
THEY LEAVE THE CHURCH AND RUN
TOWARDS A PARKED CAR.



THE ASTONISHED GROOM HAD MADE IT TO THE DOORWAY
BUT DOESN'T PURSUE.



CAR DRIVES AWAY



SKETCH OUT THE STORY

Don't worry if you're not an artist - simple stick figures will do the trick. You can indicate movement with an arrow. A bad drawing is better than no drawing!

STORYBOARD



Action _____

Dialogue _____

FX _____



Action _____

Dialogue _____

FX _____



Action _____

Dialogue _____

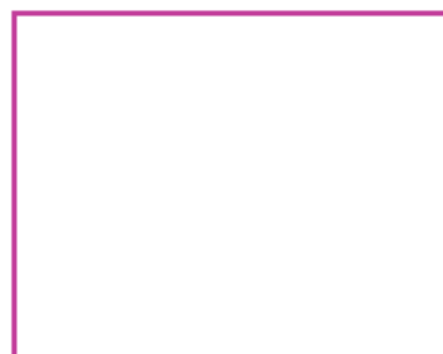
FX _____



Action _____

Dialogue _____

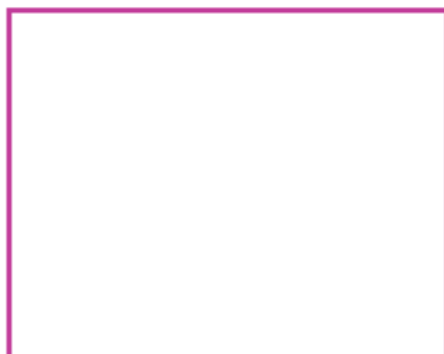
FX _____



Action _____

Dialogue _____

FX _____



Action _____

Dialogue _____

FX _____



Action _____

Dialogue _____

FX _____



Action _____

Dialogue _____

FX _____



Action _____

Dialogue _____

FX _____



Action _____

Dialogue _____

FX _____

Finally, don't be too cautious about your storyboards. Take some chances!

Draw quickly and sloppily if you feel inspired and need to get your ideas down on paper. You can go back and work on your storyboards.

Have fun with your storyboards, they're the perfect tool for letting your imagination work!



THANK YOU

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