**Notizen Storyboarding**

* Beatboard: Get ideas for shots, don't mind axis or continuity. Framing, Give it a name.
* Beatmatic: Ein animatic, einfach im kleineren Massstab d.h. kürzer, aus Beatboard  
  Dann Beatmatic durchgehen und schauen, was man weiss wie es aussieht -> alles was fehlt und noch aufgelöst werden muss -> storyboard
* Thumbnails: quick sketches for the Storyboard, set axis and continuity, camera and framing  
  Thumbnails möglichst nahe an die Story -> erst dann ins Storyboard
* Storyboard: Axis and continuity has to be right.
* Animatic: Timing; Sound, Musik, Atmo hinzufügen -> wichtig für Rhythmus und Gefühl

Design

Ansprüche ans Character Design, Ansprüche ans Set Design

Don't jump the axis. If you do, go close on something, pov shot etc. You need a strong reason to do it.

To check that, do a floorplan. Draw the whole scene from atop and place the cameras you need, define the axis.

**Tools:**

* Always work small first; the format is your friend
* Achsen: Mittel-/Diagonalachsen = strong impact
* Hierarchy: size difference
* Bring things out of balance – see what happens
* Golden rule = balance, doesn't ask questions
* Grids help you build up depth (fleeing/vanishing points)
* Work with a Mask on top, grey as a base so you can apply shadows and lights
* Perspective, Volume and Lights
* Graustufen zur Abgrenzung von Vor-und Hintergrund.

Alle Shots nummerieren! Nummerierung nicht mehr ändern! 010, 020, 025, 030, dazwischen in 5er 015, 017 etc. so hat man 9 shots die noch dazwischenkommen können.

Was wird alles nummeriert? Scene (sc), Shots (sh), Panel (p)

Scene: Umgebung

Shot: Kameraeinstellung

Panel: Aktion

**In Thumbnail Process:**

For Zooms, Pans etc.

On the thumbnailsheet go over a few panels and draw a larger box, where you put the whole action, then add frameboxes A and B. Add arrows. Here you decide the final cameramoves.

A

B

6/1

6/2

**In Storyboarding Process:**

Project

Scene

Shot

Panel /

Page /

Take the thumbnail, scale it up and draw over it. Add details.

Name files: Projectname\_010\_010\_010.psd

Go to Bridge or a program like that and flip through the images to see how they work together.