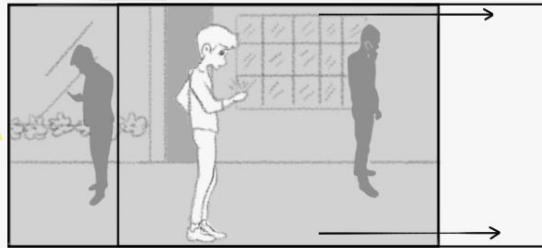


Group Name: Butterfly Studios

Group Members: Alyssa Chainho:2350978...Mishalia Pillay :2435450

Alyssa

Shot Number: 1A



Dialogue: None

Description: Koa walks down the road

Type: WS

Angle: Straight on

Movement: Camera pans

Sound: Faint street noises

Transition: Swipe from right

Lighting: Afternoon light from left

Shot Number: 2C



Dialogue: None

Description: Transition screen

Type: -

Angle: -

Movement: -

Sound: -

Transition: Phone light blooms

Lighting: -

Shot Number: 2A



Dialogue: None

Description: Koa enters his room

Type: MS

Angle: Straight on

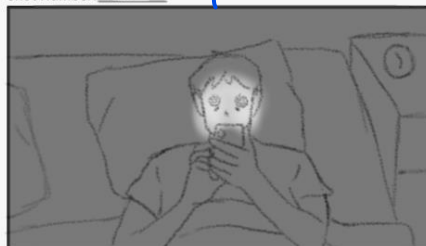
Movement: None

Sound: Door opening

Transition: None

Lighting: Top lighting

Shot Number: 2D



Dialogue: None

Description: Koa flicks through his phone

Type: CU

Angle: Down shot

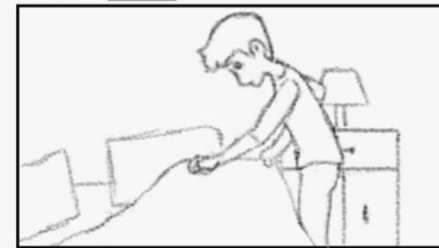
Movement: None

Sound: Soft tapping noise

Transition: None

Lighting: Light from phone, dark room

Shot Number: 2B



Dialogue: None

Description: Koa climbs into bed
Bed sheet covers camera

Type: MS

Angle: Straight on

Movement: None

Sound: Fabric shuffling

Transition: Fade to black

Lighting: Top lighting

Shot Number: 2E



Dialogue: None

Description: Koa falls asleep & drops his phone

Type: CU

Angle: Down shot

Movement: None

Sound: Soft breathing noises

Transition: None

Lighting: Dark room, very little light

Mishalia

front bed view
ether comes in
morph*2

Shot Number: 2F



Dialogue: None

Description: Ether appears above Koa and floats down

Type: MS

Angle: Over the Camera

Movement: Camera Pans

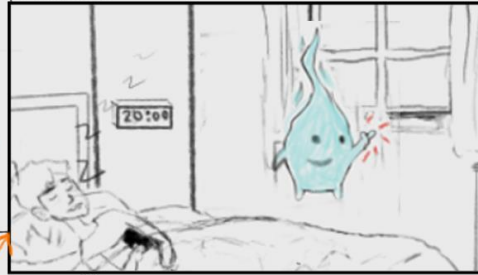
Sound: Slight twinkle when ether appears

Tranition: None

Lighting: Ether is glowy , room is dimly lit

Fingers snap

Shot Number: 2G



Dialogue: None

Description: Ether snaps fingers Koa sleeps

Type: MS

Angle: Straight on

Movement: None

Sound: Click for finger snap

Tranition: None

Lighting: Ether is glowy , room is dimly lit

Ether looks down
glow spreads
soul out

Shot Number: 2H



Dialogue: None

Description: Koa's spirit emerges from his body

Type: MS

Angle: Straight on

Movement: None

Sound: None

Tranition: None

Lighting: Ether is glowy , Koa's spirit is glowy

Shot Number: 2I



Dialogue: None

Description: Koa is confused

Type: Cu

Angle: Straight on

Movement: None

Sound: Suspenseful creepy sound

Tranition: Sfx: BG Blurs

Lighting: None

hand comes lower

Shot Number: 2J



Dialogue: None

Description: Ethers hand comes in

Type: Cu

Angle: Straight on

Movement: None

Sound: None

Tranition: None

Lighting: Ether is glowy , room is dimly lit

koa pulled up more

Shot Number: 2K



Dialogue: None

Description: Ether pulls Koa out of frame

Type: Cu

Angle: Straight on

Movement: None

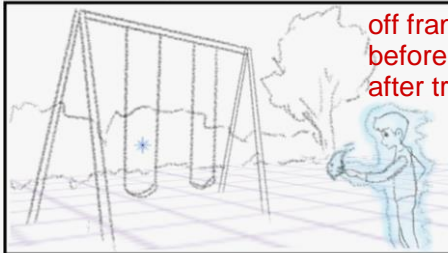
Sound: None

Tranition: None

Lighting: Ether is glowy , room is dimly lit

Alyssa

Shot Number: 3B



Dialogue: None

Description: Koa is pulled onto a playground

Type: FS

Angle: Straight on

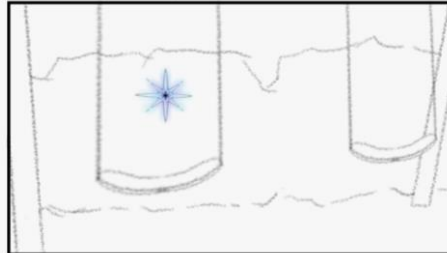
Movement: None

Sound: Faint/muted night noises

Tranition: None

Lighting: Night lighting, Koa & Ether glow

Shot Number: 3C



Dialogue: None

Description: A small spark flickers by the swings

Type: MS

Angle: Straight on

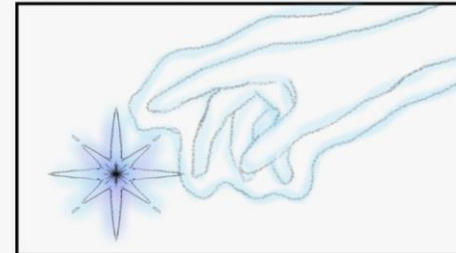
Movement: None

Sound: Faint/muted night noises & slight twinkle

Tranition: None

Lighting: Night lighting, spark glows

Shot Number: 3D



Dialogue: None

Description: Koa touches the spark

Type: MS

Angle: Straight on

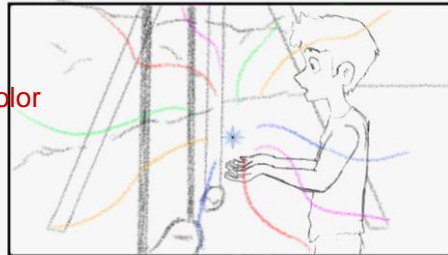
Movement: None

Sound: Faint/muted night noises & twinkle

Tranition: None

Lighting: Koa & spark glow

Shot Number: 3E



Dialogue: None

Description: Colour bursts around him

Type: WS

Angle: Straight on

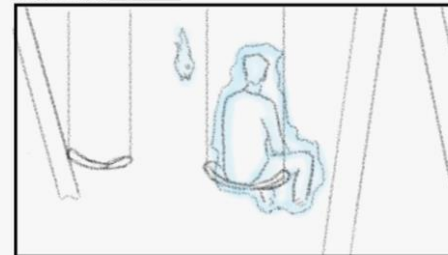
Movement: None

Sound: Music gets louder and upbeat

Tranition: None

Lighting: Night lighting, Koa & Ether glow

Shot Number: 3F



Dialogue: None

Description: Koa sits on a swing

Type: MS

Angle: Straight on

Movement: None

Sound: Louder night noises

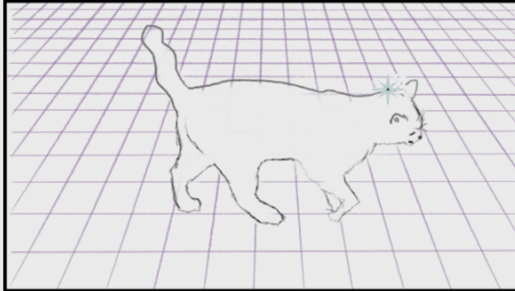
Tranition: None

Lighting: Night lighting, Koa & Ether glow

Mishalia

3 cat walking

Shot Number: 3G



Dialogue: None

Description: A cat walks past with a spark on its head

Type: FS

Angle: Down shot

Movement: None

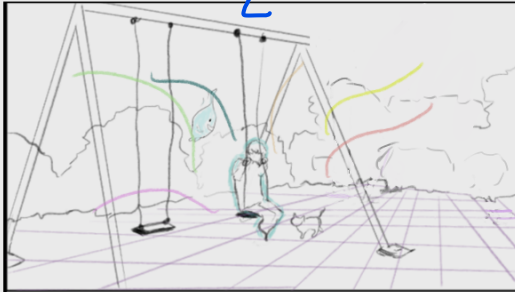
Sound: Slight twinkle

Tranision: None

Lighting: Night lighting Spark glows

Shot Number: 3J

2 colour spreading



Dialogue: None

Description: Colour Bursts around Koa

Type: WS

Angle: Straight on

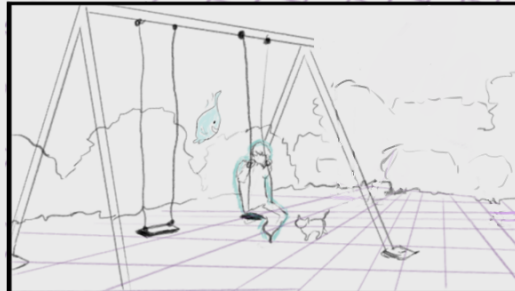
Movement: None

Sound: Music gets slightly louder and more upbeat

Tranision: None

Lighting: Night lighting , Ether,Koa,and Spark glows

Shot Number: 3H



Dialogue: None

Description: Koa looks down at the cat by his side

Type: WS

Angle: Straight on

Movement: None

Sound: None

Tranision: None

Lighting: Night lighting , Ether,Koa,and Spark glows

Shot Number: 3K

2 snapping



Dialogue: None

Description: Ether smiles and snaps his fingers , looking down at Koa

Type: MS

Angle: Straight on

Movement: None

Sound: Click snap sound

Tranision: None

Lighting: Ether glows

2 Hand comes in

Shot Number: 3I



Dialogue: None

Description: Koa pets the cat touching the spark

Type: CU

Angle: Down shot

Movement: Slow In

Sound: Slight twinkle

Tranision: None

Lighting: Night lighting , spark has a glow

Shot Number: 4A

see face



Dialogue: None

Description: Koa and Ether are at the beach

Type: MS

Angle: Straight on

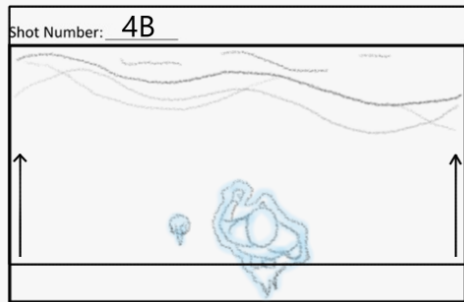
Movement: None

Sound: Ocean / wave sounds

Tranision: Bloom

Lighting: Ether and Koa glow . The moon is bright

2 Walking



Dialogue: None

Description: Koa & Ether walk toward the waves

Type: MS

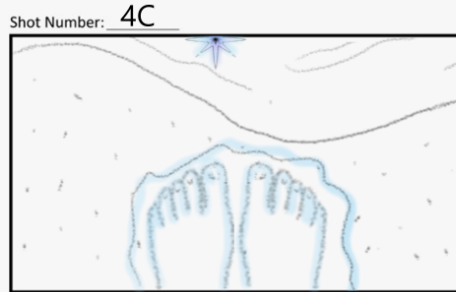
Angle: Birds eye view

Movement: Camera pan

Sound: Gentle waves

Tranistion: None

Lighting: Night lighting, Koa & Ether glow



Dialogue: None

Description: Waves creep near his feet

Type: CU

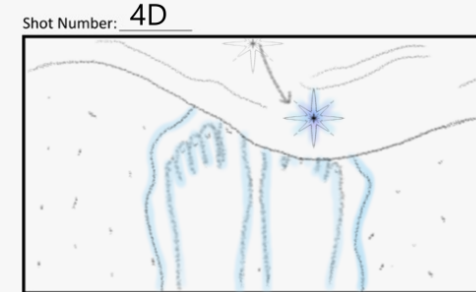
Angle: Down shot

Movement: None

Sound: Gentle waves

Tranistion: None

Lighting: Night lighting, Koa & spark glow



Dialogue: None

Description: A spark bobs by his feet

Type: CU

Angle: Down shot

Movement: None

Sound: Gentle waves and slight twinkle

Tranistion: None

Lighting: Night lighting, Koa & spark glow



Dialogue: None

Description: Colour bursts around him

Type: WS

Angle: Straight on

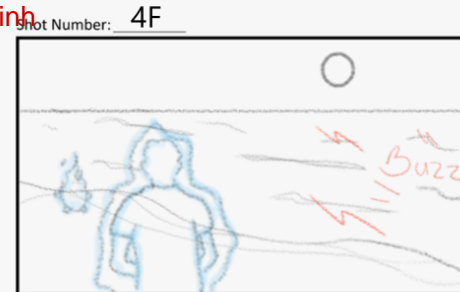
Movement: None

Sound: Music gets louder and upbeat

Tranistion: None

Lighting: Night lighting, Koa & Ether glow

colour spreading



Dialogue: None

Description: Buzzing is heard in the distance

Type: MS

Angle: Straight on

Movement: None

Sound: Gentle waves and loud buzzing

Tranistion: None

Lighting: Night lighting, Koa & Ether glow

Mishalia

turn head , eyebrow up

Shot Number: 4G



Dialogue: None

Description: Koa is confused and turns to Ether

Type: CU

Angle: Straight on

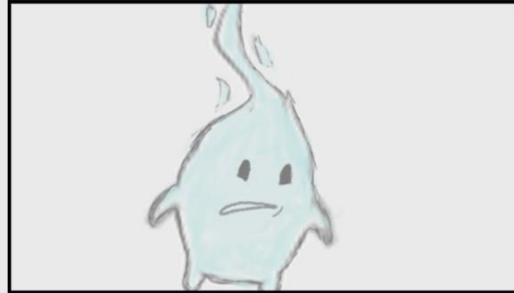
Movement: Slow in

Sound: None

Tranistion: None

Lighting: Koa's spirit glows

Shot Number: 4H



Dialogue: None

Description: Ether is annoyed

Type: MS

Angle: Up shot

Movement: None

Sound: None

Tranistion: None

Lighting: Ether Glows

Shot Number: 4H



Dialogue: None

Description: Ether lets out a puff of frustration

Type: MS

Angle: Straight on

Movement: None

Sound: Flames faned

Tranistion: None

Lighting: Ether Glows

Shot Number: 4H



Dialogue: None

Description: Ether gestures "well ok"

Type: MS

Angle: Straight on

Movement: None

Sound: None

Tranistion: None

Lighting: Ether Glows

shrug

snap fingers

2

Shot Number: 4H



Dialogue: None

Description: Ether snaps fingers

Type: MS

Angle: Straight on

Movement: None

Sound: Click sound snap

Tranition: None

Lighting: Ether Glows

3

ball moves in

Shot Number: 5A



Dialogue: None

Description: Koa's soul flies back into his body

Type: WS

Angle: Straight on

Movement: None

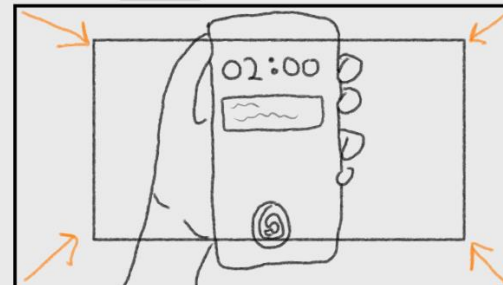
Sound: Woosh sound

Tranition: None

Lighting: Room is dimly lit , Koas soul is glowy

Mishalia

Shot Number: 5B



Dialogue: None

Description: Koa turns on his phone

Type: CU

Angle: Straight on

Movement: None

Sound: Slight click for pressing phone button

Tranition: None

Lighting: Phone glow only

Shot Number: 5C



Dialogue: None

Description: Koa turns his phone off and he smiles

Type: CU

Angle: Straight on

Movement: None

Sound: None

Tranition: None

Lighting: Phone glow only

Reflection:

Mishalia Pillay 2435450

It was challenging at first, starting the storyboarding process so we decided to start with the shot list and beats boards. This was very helpful in helping us identify the main actions of the story. The feedback from class suggested that I break up some of my actions so that they come across more clearly, I would like feedback on the changes that I made and if I need to further break up any actions. It was fun and frustrating figuring out the angles to choose for some scenes because, on the one hand, we got to play around with it and on the other we had to imagine many different instances of the same shot. I also received feedback on my angles and directions that the characters are facing, for example, I had to flip the shot with the cat walking in since it was Koa's POV. I would like feedback on the angles that I have drawn my shots in. Lastly, I would like feedback on my character expressions, I would like to know if they read well when compared to the shot description. It's been tricky figuring out how to communicate these emotions solely through expressions since there isn't any dialogue.

Alyssa Chainho 2350978

Once our story was finalised we decided to break up the storyboard process into 3 stages; shot list, beat boards and then storyboards. These steps helped outline and visually illustrate how we would plan our the storyboards. The feedback we received in class helped show areas we needed to fix or improve. The areas needed to work on was perspective and composition design. I would like feedback on lighting - would it be better to visually show the lighting in our storyboards or are the written lighting directions able to convey the information? Another point I'd like feedback on is my composition design - are there any shots that could be changed so the composition looks better? The final point I'd like feedback on is perspective - I would like to know if I'm drawing the perspective accurately.