WSOA4124A Animation   **Assignment 1.2: Storyboard**   **Theme: Ja well no fine**
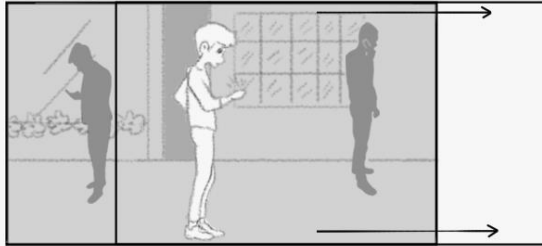
Group Name: Butterfly Studios   **Group Members: Alyssa Chainho:2350978…Mishalia Pillay :2435450**

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

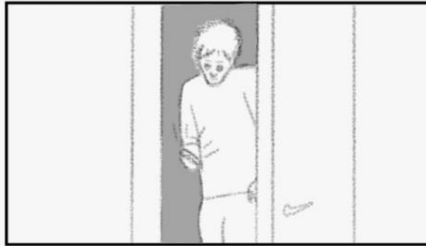**Shot Number: 2A**

Dialogue: None

Description: Koa enters his room

Type: MS
Angle: Straight on
Movement: None
Sound: Door opening
Transition: None
Lighting: Top lighting

Shot Number: 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: 2C

Dialogue: None

Description: Transition screen

Type: –
Angle: –
Movement: –
Sound: –
Transition: Phone light blooms
Lighting: –

Shot Number: 2D

Dialogue: None

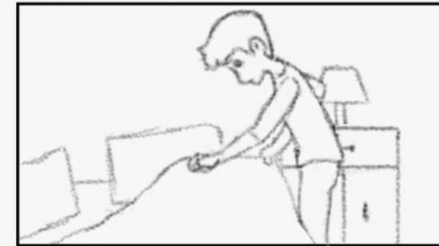Description: Koa flicks through his phone

Type: CU
Angle: Down shot
Movement: None
Sound: Soft tapping noise
Transition: None
Lighting: Light from phone, dark room

Shot Number: 2E

Dialogue: None

Description: Koa falls asleep & drops his phone

Type: CU
Angle: Down shot
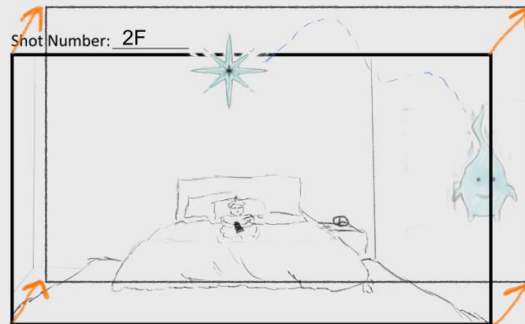Movement: None
Sound: Soft breathing noises
Transition: None
Lighting: Dark room, very little light

Shot Number: 2F

Dialogue: None

Description: Ether appears above Koa and floats down
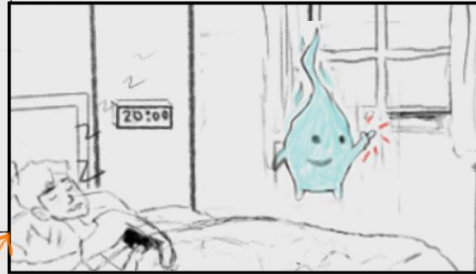
Type: MS
Angle: Over the Camera
Movement: Camera Pans
Sound: Slight twinkle when ether appears
Tranistion: None
Lighting: Ether is glowy , room is dimly lit

Shot Number: 2G

Dialogue: None

Description: Ether snaps fingers Koa sleeps

Type: MS
Angle: Straight on
Movement: None
Sound: Click for finger snap
Tranistion: None
Lighting: Ether is glowy , room is dimly lit

Shot Number: 2H

Dialogue: None

Description: Koas spirit emerges from his body

Type: MS
Angle: Straight on
Movement: None
Sound: None
Tranistion: 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
Tranistion: Sfx: BG Blurs
Lighting: None

Shot Number: 2J

Dialogue: None

Description: Ethers hand comes in

Type: Cu
Angle: Straight on
Movement: None
Sound: None
Tranistion: None
Lighting: Ether is glowy , room is dimly lit

Shot Number: 2K

Dialogue: None

Description: Ether pulls Koa out of frame

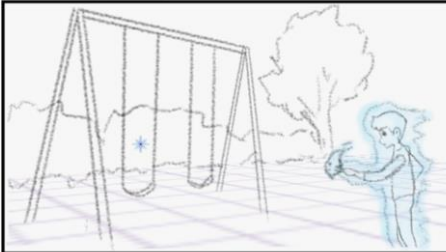Type: Cu
Angle: Straight on
Movement: None
Sound: None
Tranistion: None
Lighting: Ether is glowy , room is dimly lit

Alyssa

Shot Number: 3B

Dialogue: None

Description: Koa is pulled onto a playground
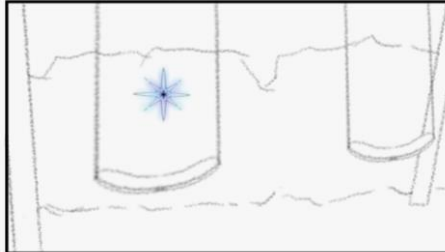
Type: FS
Angle: Straight on
Movement: None
Sound: Faint/muted night noises
Tranistion: None
Lighting: Night lighting, Koa & Ether glow

Shot Number: 3C

Dialogue: None

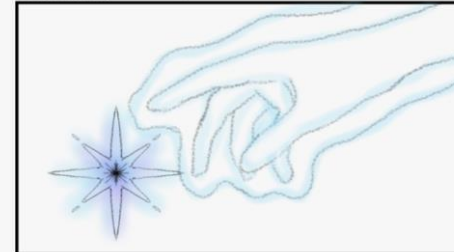Description: A small spark fickers by the swings

Type: MS
Angle: Straight on
Movement: None
Sound: Faint/muted night noises & slight twinkle
Tranistion: 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
Tranistion: None
Lighting: Koa & spark glow

Shot Number: 3E

Dialogue: None

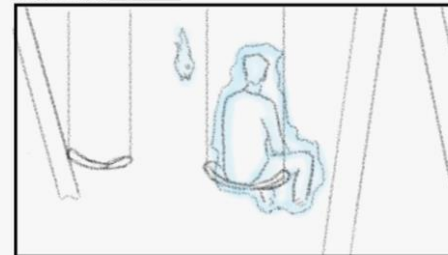Description: Colour bursts around him

Type: WS
Angle: Straight on
Movement: None
Sound: Music gets louder and upbeat
Tranistion: None
Lighting: Night lighting, Koa & Ether glow

Shot Number: 3F

Dialogue: None

Description: Koa sits on a swing

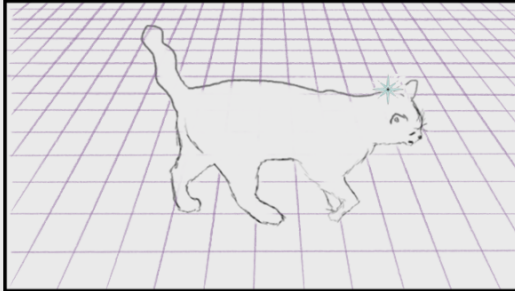Type: MS
Angle: Straight on
Movement: None
Sound: Louder night noises
Tranistion: None
Lighting: Night lighting, Koa & Ether glow

Shot Number: __3G___

Dialogue: None

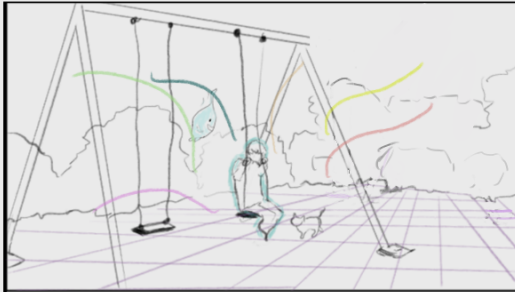Description: A cat walks past with a spark on its head

Type: FS
Angle: Down shot
Movement: None
Sound: Slight twinkle
Tranistion: None
Lighting: Night lighting Spark glows

Shot Number: 3H_____

Dialogue: None

Description: Koa looks down at the cat by his side

Type: WS
Angle: Straight on
Movement:
Sound: None
Tranistion: None
Lighting: Night lighting , Ether,Koa,and Spark glows

Shot Number: __3I____

Dialogue: None

Description: Koa pets the cat touching the spark

Type: CU
Angle: Down shot
Movement: Slow In
Sound: Slight twinkle
Tranistion: None
Lighting: Night lighting , spark has a glow

Shot Number: 3J_____

Dialogue: None

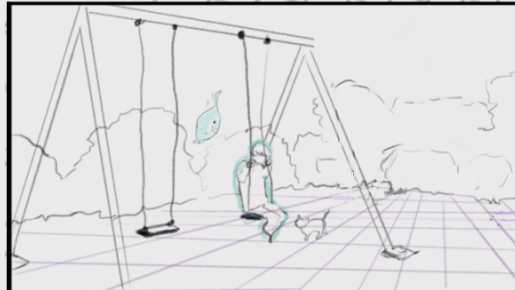Description: Colour Bursts around Koa

Type: WS
Angle: Straight on
Movement: None
Sound: Music gets slightly louder and more upbeat
Tranistion: None
Lighting: Night lighting , Ether,Koa,and Spark glows

Shot Number: __3K____

Dialogue: None

Description: Ether smiles and snaps his fingers , looking down at Koa
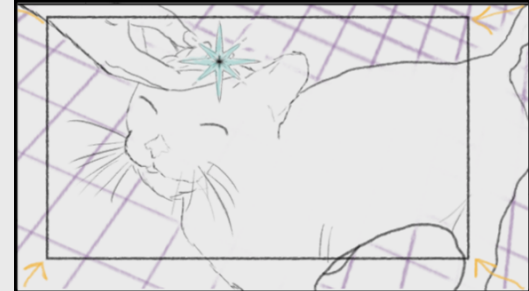
Type: MS
Angle: Straight on
Movement: None
Sound: Click snap sound
Tranistion: None
Lighting: Ether glows

Shot Number: __4A____

Dialogue: None

Description: Koa and Ether are at the beach
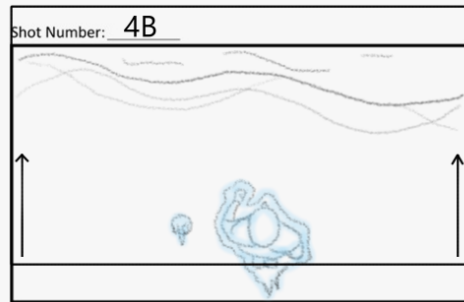
Type: MS
Angle: Straight on
Movement: None
Sound: Ocean / wave sounds
Tranistion: Bloom
Lighting: Ether and Koa glow . The moon is bright

4B

Dialogue: None

Description: Koa & Ether walk toward the waves
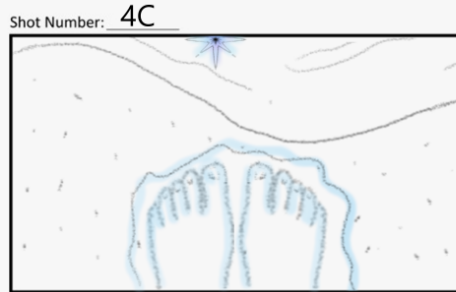
Type: MS
Angle: Birds eye view
Movement: Camera pan
Sound: Gentle waves
Tranistion: None
Lighting: Night lighting, Koa & Ether glow

4C

Dialogue: None

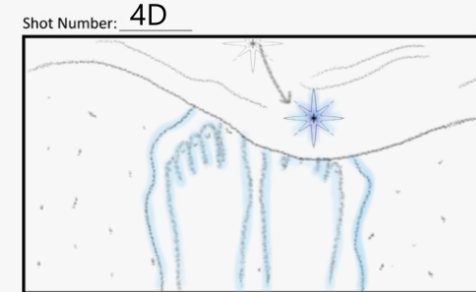Description: Waves creep near his feet

Type: CU
Angle: Down shot
Movement: None
Sound: Gentle waves
Tranistion: None
Lighting: Night lighting, Koa & spark glow

4D

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

4E

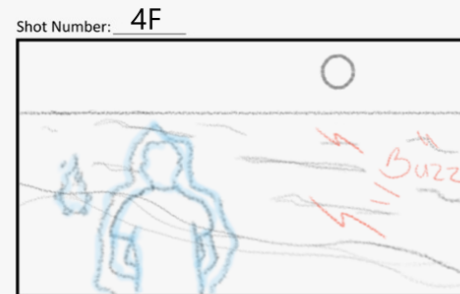Dialogue: None

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

4F

Dialogue: None

Description: Buzzing is heard in the distance
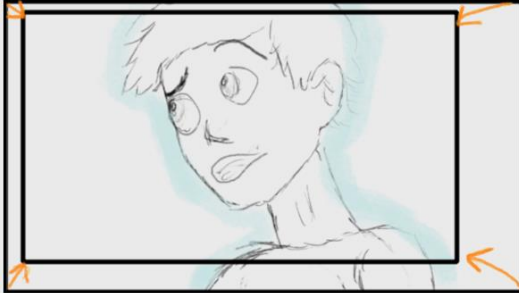
Type: MS
Angle: Straight on
Movement: None
Sound: Gentle waves and loud buzzing
Tranistion: None
Lighting: Night lighting, Koa & Ether glow

Shot Number: 4G

Dialogue: None

Description: Koa is confused and turns to Ether
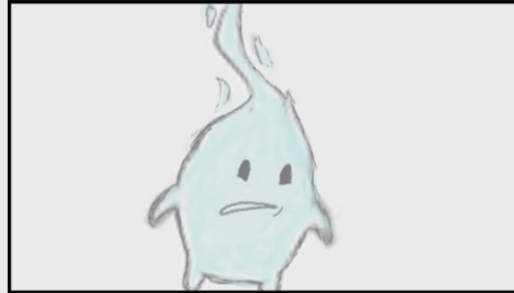
Type: CU
Angle: Straight on
Movement: Slow in
Sound: None
Tranistion: None
Lighting: Koa's spirit glows

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

Puff
of
frustration

makes
flame
more

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

Shrugs
Shoulders

Dialogue: None

Description: Ether gestures "well ok"

Type: MS
Angle: Straight on
Movement: None
Sound: None
Tranistion: None
Lighting: Ether Glows

Shot Number: __4H__

Dialogue: None

Description: Ether snaps fingers

Type: MS
Angle: Straight on
Movement: None
Sound: Click sound snap
Tranistion: None
Lighting: Ether Glows

Shot Number: __5A__

Dialogue: None

Description: Koa's soul flies back into his body
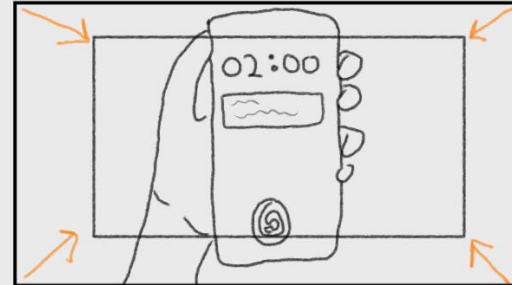
Type: WS
Angle: Straight on
Movement: None
Sound: Woosh sound
Tranistion: None
Lighting: Room is dimly lit , Koas soul is glowy

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
Tranistion: 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
Tranistion: None
Lighting: Phone glow only

Reflection:

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.