**Storyboarding for Animation Notes** **January 12,2020**

**Storyboarding Jargon, and Tips**

**Angles—Various**

* 1. **OTS** (Over the Shoulder)
  2. **Up Shot/2 Shot** (Short character in foreground)
  3. **Up Shot/2 Shot** (Same character size)
  4. **Down Shot/2 Shot** (Large person in foreground)
  5. **View through OL**
  6. **View Through** (Binocular Mask)

**Angles**

* 1. **Straight on**
  2. **Up Shot**
  3. **Down Shot**
  4. **Worm’s Eye View**
  5. **Bird’s Eye View**
  6. **Over Camera**

**Tilt/Dutch Angle**

* 1. Used when weird, unstable, impressionistic, spooky or other novel views are needed.

**Dutch Roll**

* 1. Twist in to a tilt to over-dramatize a reaction.

**Types of Shots**

* 1. Extreme wide or establishing shot.
  2. Long/Far (WS)
  3. Full (FS)
  4. Medium (MS)
  5. Close (CU)
  6. Extreme Close (ECU)

**Camera Moves**

* 1. **Pan:** Clearly draw arrows of direction.
  2. **Push in/Truck in**
  3. **Slow in/Smash in**
  4. **Push Out/Truck Out**
  5. **Slow Out/Smash Out**
  6. **Camera Adjust:** The camera moves less than one full frame in any direction.
  7. **Drift In:** If the cut to the next shot comes before the camera stops.
     1. **Extreme Closeup**
     2. **Close Up**
     3. **Medium Close Shot**
     4. **Medium Shot**
     5. **Medium Long Shot**
     6. **Full Shot/Long Shot**

**Camera Shots**

* 1. **OTS:** 2 Shot
  2. **OTS:** 3 Shot
  3. **Low Angle/2 Shot**
  4. **POV Shot:** Point of View Shot
  5. **Group Shot**
  6. **Framing w/ OL’s:** Framing w/ overlays

**Abbreviated Meanings**

* 1. **S/A:**  Same As
  2. **BG:** Background
  3. **OL:** Overlay
  4. **MG:** Midground
  5. **C:** Centre
  6. **O/S:** Off Screen