



# **Storyboard**

**Workshop  
UGent DO-tracks  
Media-Innovatieweek 2021**

**25 Oct 2021**



-TRIP TO THE MOON-

-LE VOYAGE DANS LA LUNE- G. MELIES  
1902

# Origins

**Georges Méliès early 1900s**

**1920s > 1930s Webb Smith @ Studios Disney**

**1940s Live-action movies**

**> still used as a visualising medium today**

Scene I  
First pig  
building  
straw-houses



Scene II  
Second pig  
building  
house of sticks



Scene III  
Third pig  
building  
house of brick

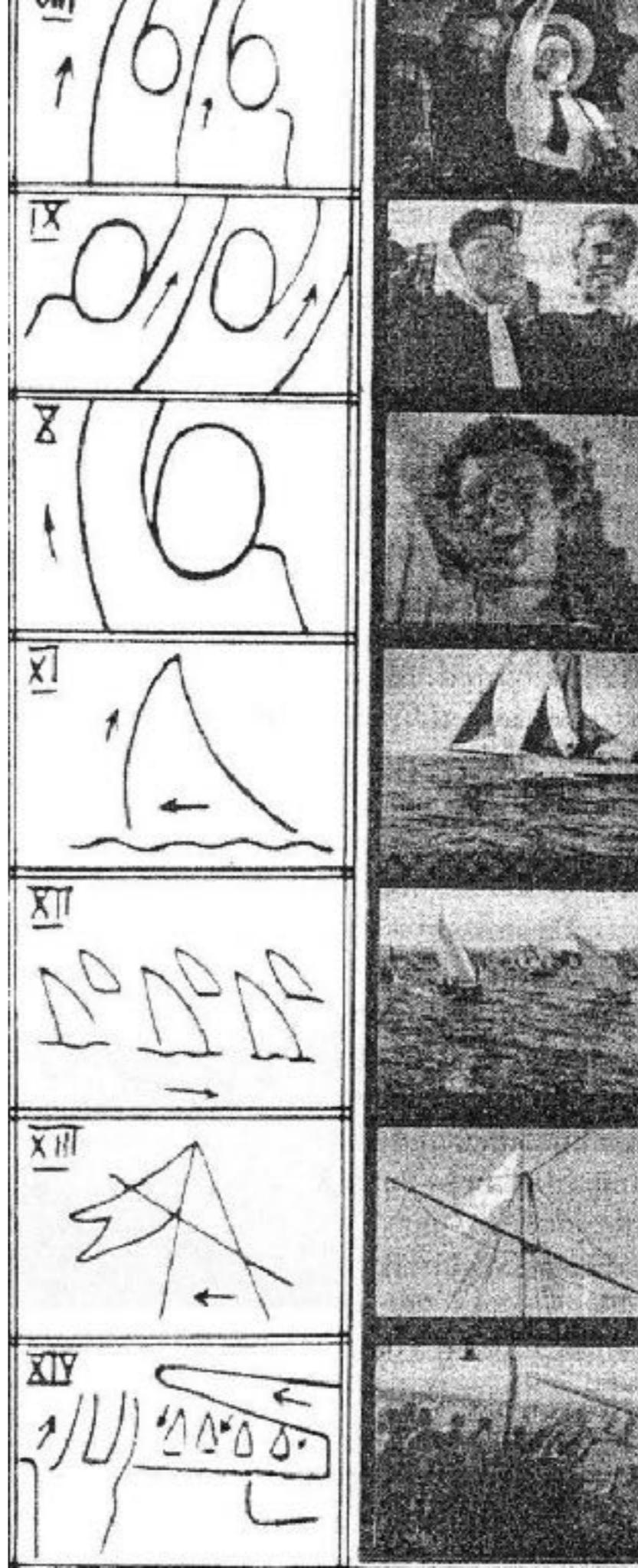


From story sketches to storyboard (Disney)

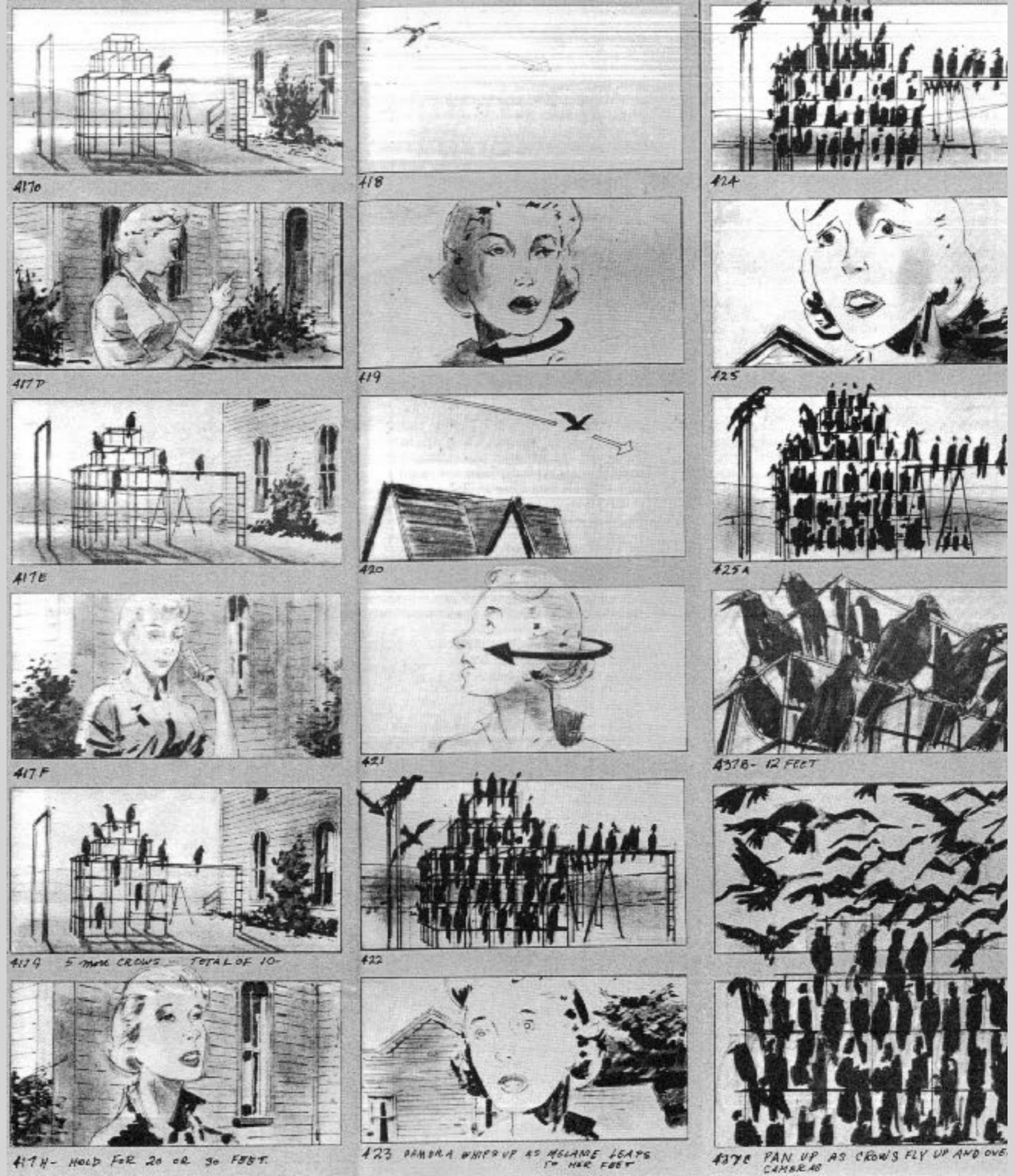


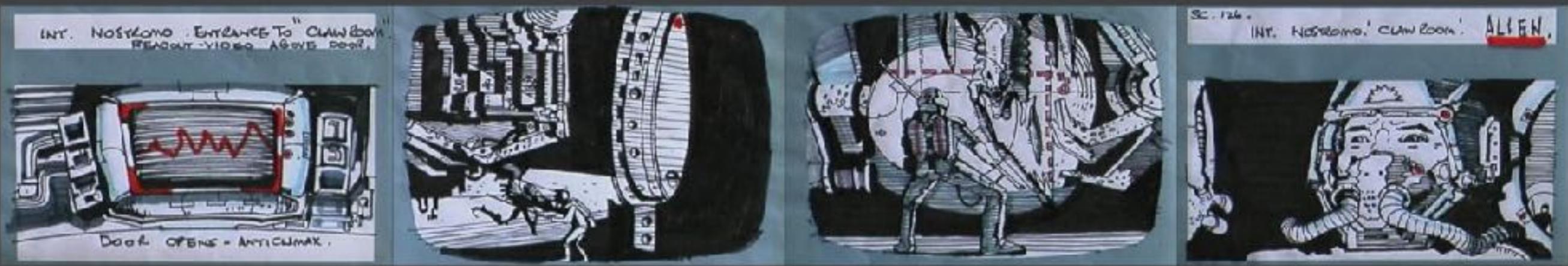
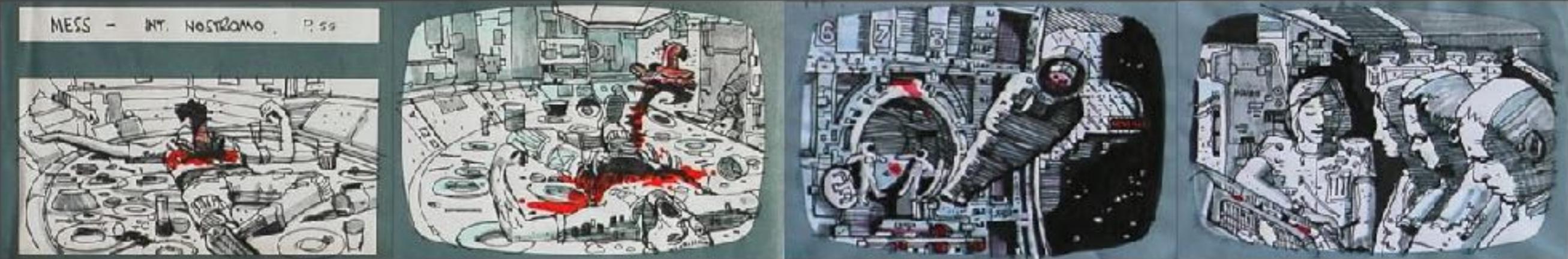
**It makes total sense**

# Sergei Eisenstein, sequences diagrams for Alexander Nevsky



# Alfred Hitchcock Sequence from The Birds





Ridley Scott/Alien (Ridleygram) Visual screenplay + pitch

カット	画 面	内 容	秒
171		(つかり) とおる キッキリズ。 ナラニカ チミナ 乞くひのこめすた 丁度 湿い汗附で かずんじと活きて 「ひがん(?) でかがます」(カツアハタク) ⑦ ホラキ... こわごわ!!	3.5
172		さみた(?)の 様子がさがうの と、困った キッキリズ 力弱か 1811。血が流れ出る	⑦ ラララ... 2.0
173		[BG171系] ナラニカ やせの力ある 一寸だけ ほほえみ させやくようだ ⑦ ハア.... 2.0	
174		[172回の続] 力弱か がんばってとか 次第に耳かたか 力加ねけて ソッと口をはなすキッキリズ ⑦ ハハ 牛込けがさうに ハロハロ がめり !(?) (大げさにかわら 飼主 かんざいをあわせのまつ)	1.5 500 60 50 30 カメラ 17212 20 ソント 2.5

80

**Hayao Miyazaki**

カット	画 面	内 容	秒
175		もうどこか頬(?) だるむいた ナラニカとキッキリズ なめらかがな 活けかけ	⑦ すびぞえいた だけがんたと ハア 3.0
		うかうか。 11た ひこで スッパのほつづ ゆきりまわり はしめ(タヌラ-音%) テトあわせ ナラニカで進	3K401
		右腕を 伝へ	3K3493
		CHPAN	
		左腕を 出でまよ	
		ACJ 2"	
		ハハ	5.5

81

176

カット	画 面	内 容	秒
1		F.I (2.0) A子が田舎の町で 舞。 美女(みやめ)。 地面。 背子。 墓地 と山に果たすが、 やまと。	3.64 人里 トコトコ(2.0) 足元 ヒラシ(2.0) モヤ(2.0) 7.0 テレvisor [巨大な木で後半] へんじ?
2		面出(2.0) 比較(2.0)	面出(2.0) 比較(2.0)
		足(2.0)	モヤ(2.0) ス-10-
		(3.64 5.0)	近景 足(2.0) ス-10- 手(2.0)
		足(2.0) (複数脚 8Gルート)	5.0
3		C/IのTII Follow 全鏡防塵(2.0) A子の顔(2.0) Follow A子 BGのTII	★C1~C6 まつ 漆黒 咲叶霧ヒキガネ がうじあ DIC. テレvisor (2.0) 3.5

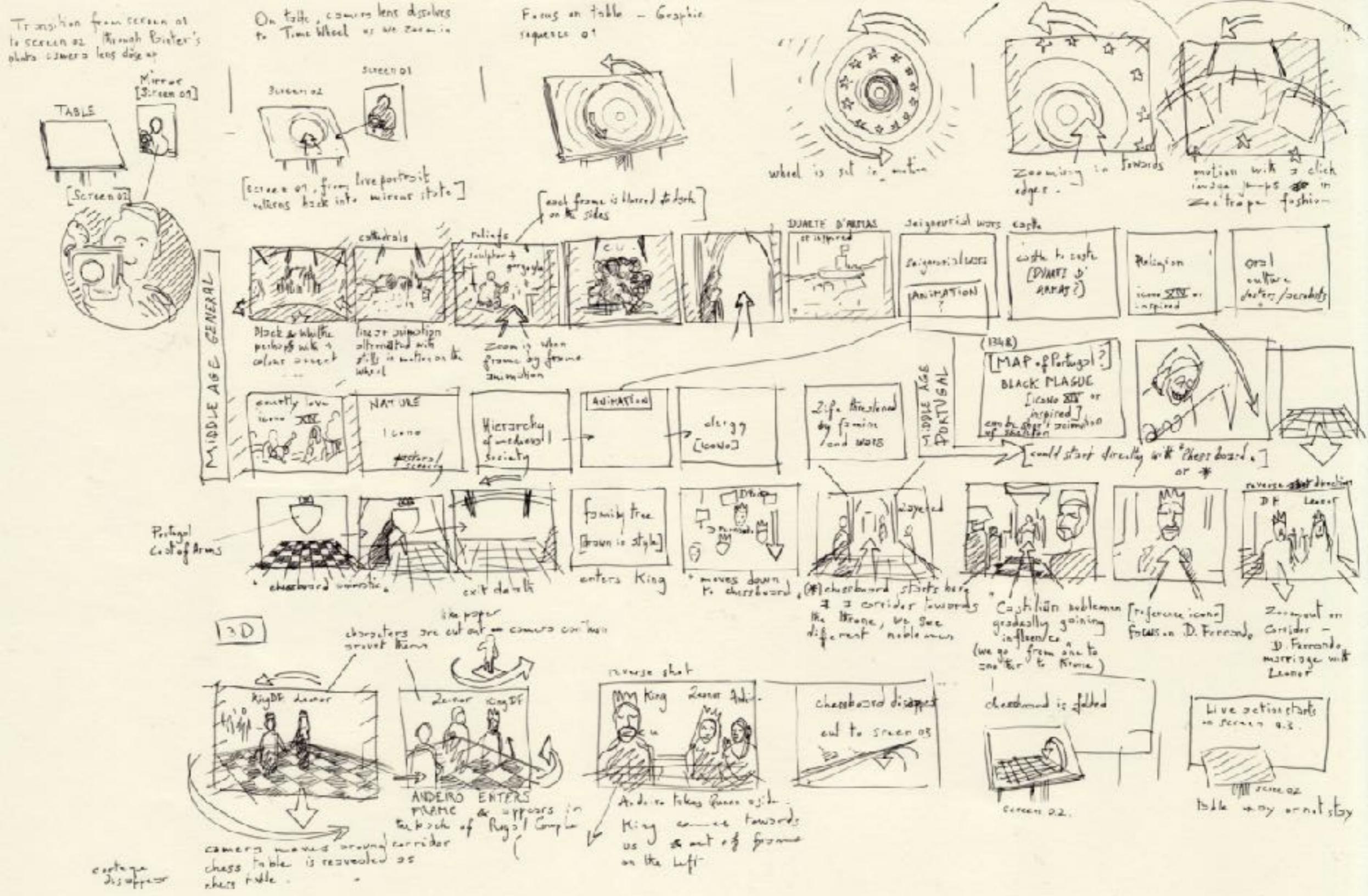
Hayao  
Miyazaki

# Why

- **Planning / Budget tool**
- **A Timesaver!**
- **Visual screenplay**
  - **A blueprint for pre-production**
  - **Prepare your sets**
  - **Tell the story shot by shot**
  - **Editing tool (or pre-editing tool)**
- **As a pitching device to help fund your movie**
- **As a business tool**
  - **Visualizing, explaining, selling, forecasting, etc.**

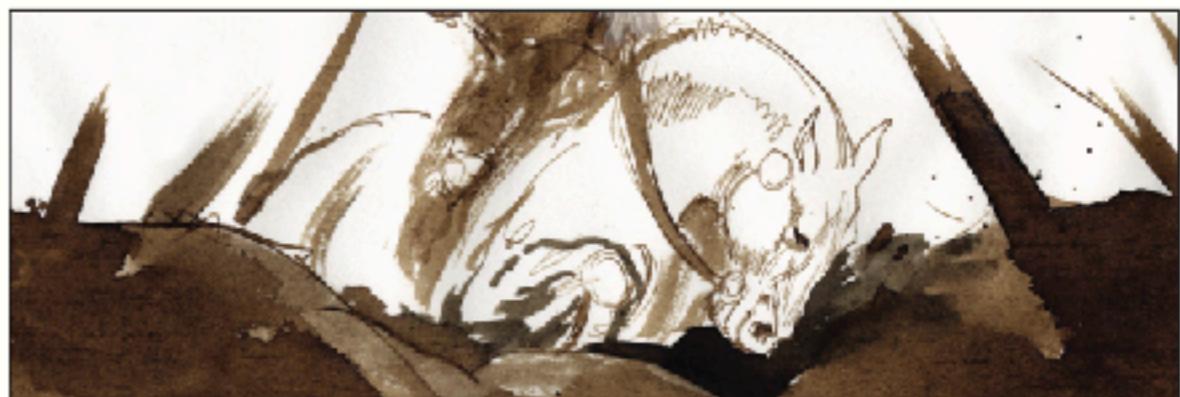
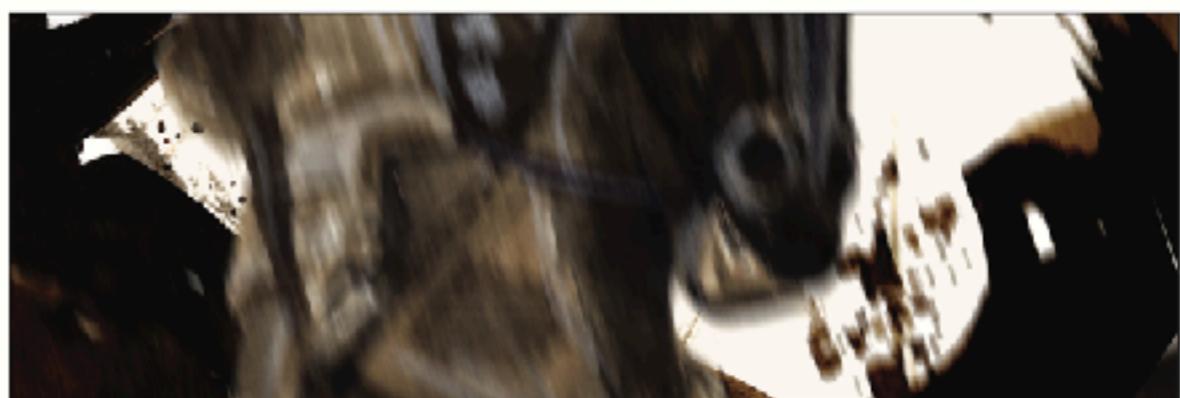
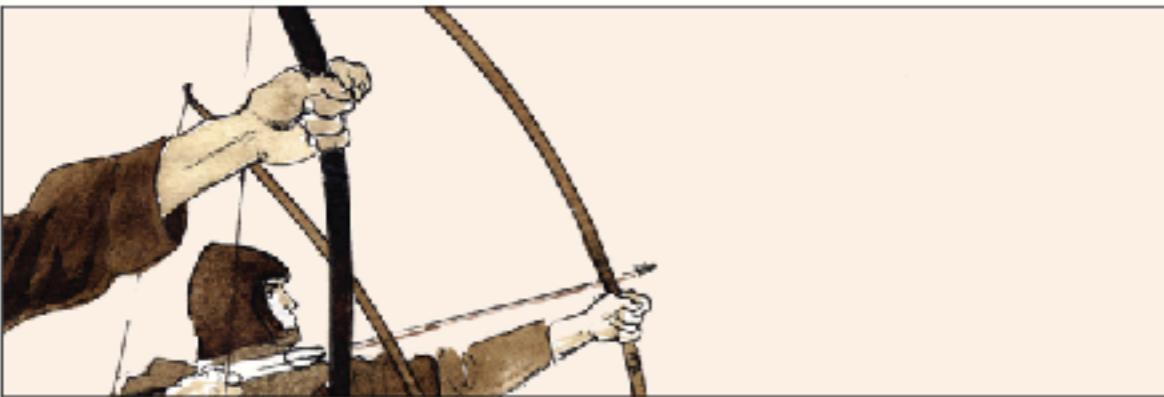
# Overview of your film or sequence





# Visual development at writing stage





# How

**cinematic language / frame constraints**

- **Film ratio**
- **Shot Size**
- **Framing**
- **Focus**
- **Camera angles**
- **Camera movement**

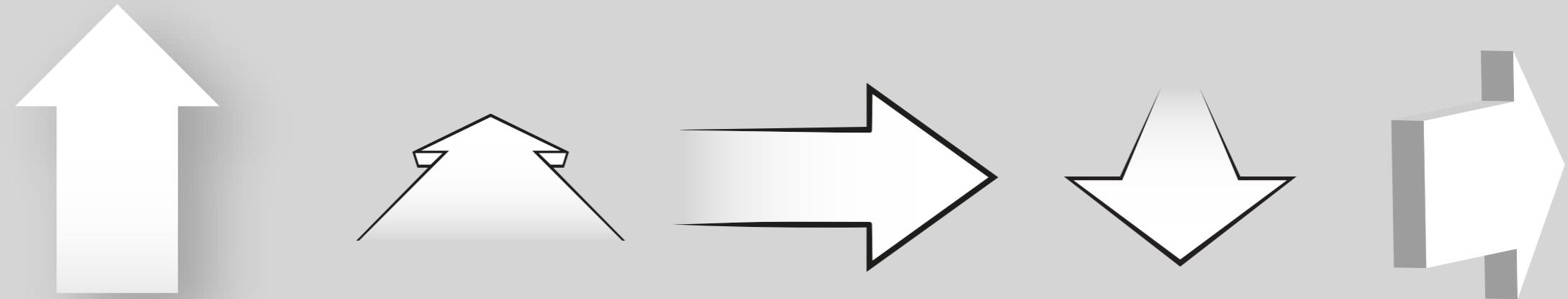
# **Verbal VS visual**

**writing? drawing + writing? drawing?**

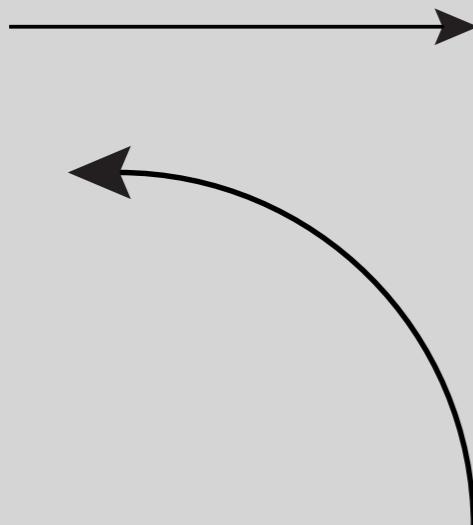
- **Cinema is a visual medium**
- **Drawing is a cheap, simple, and natural way to tell stories in visual form**
- **A storyboard gives you an overview of the whole story or sequence. You can "edit" your movie before shooting**

**Storyboards are a means to an end.  
The final product is your film. Your  
Storyboard is like your screenplay, a working  
device. Unlike screenwriting, storyboarding  
has no standard format. You can create a  
style of your own and have fun.**

**Camera moves**



**Movement within frame**



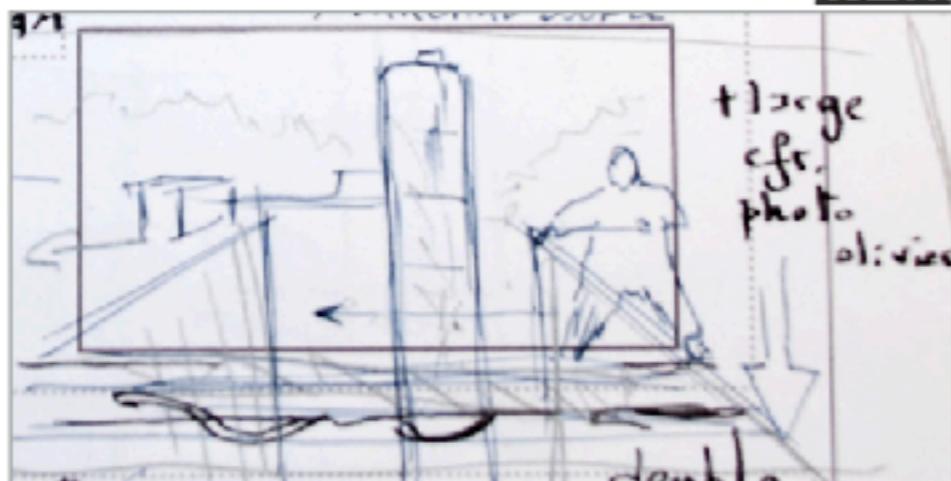
**Character's eyes direction**



**Camera icon / top plan**



530 011



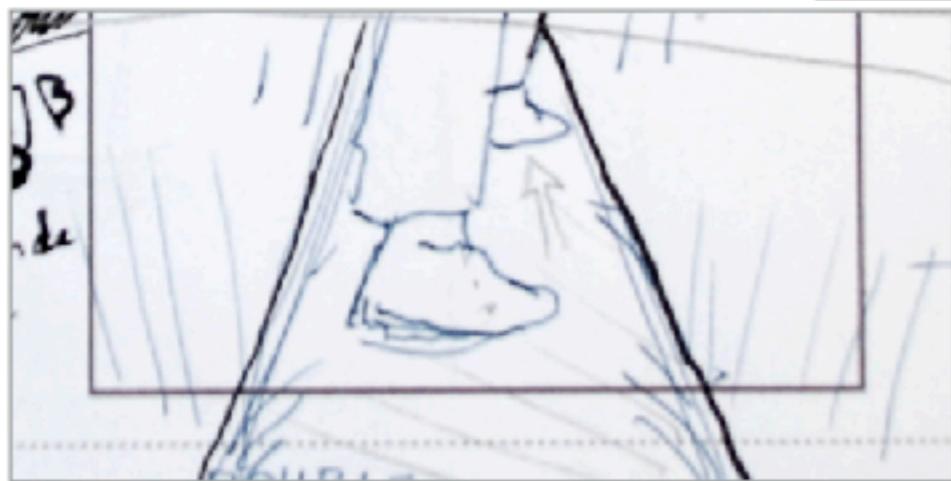
Plan symétrique

Voir référence

Marchal doublé

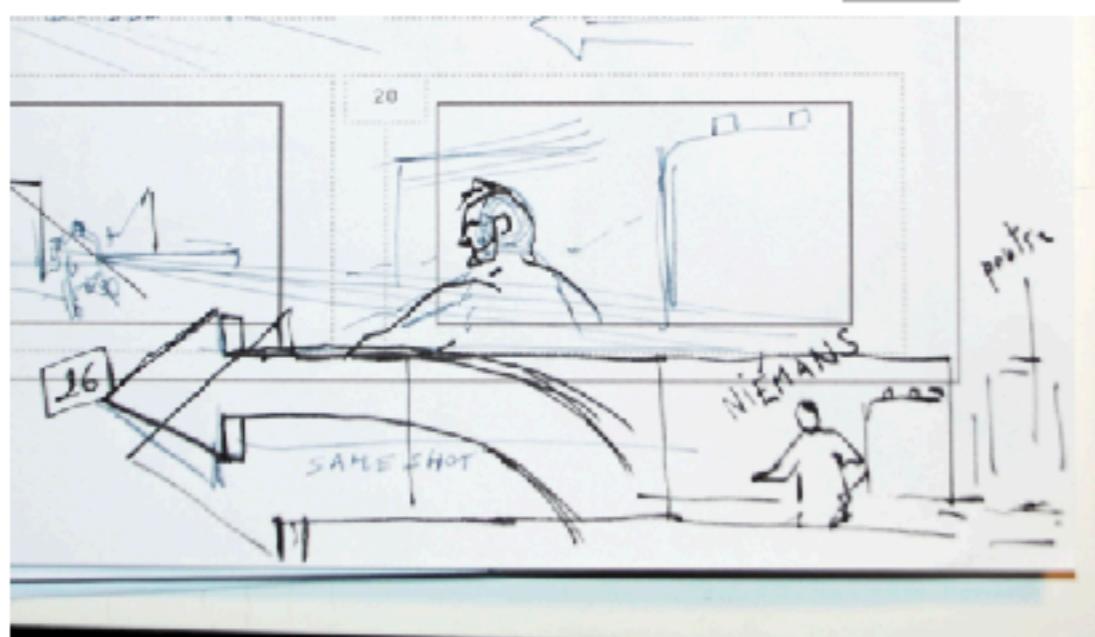


530 012



Marchal doublé

530 01



On reprend la course de Niémans depuis l'autre côté

La caméra le suit (voir schéma caméra angle)

CUTS	PICTURE	ACTION + DIALOGUES
010a		<p>Option: Niémans se penche au dessus du vide pour évaluer la traversée</p> <p>Filmé en top shot</p>
011		<p>Il entreprend de passer d'un toit à l'autre par le seul moyen possible.</p> <p>Olivier Marchal est doublé</p> <p>Master shot</p> <p>Symétrie</p>
012		Doublé
03a		<p>Option: plan rapproché sur les pieds et les tubes</p> <p>Doublé</p>

CUTS	PICTURE	ACTION + DIALOGUES
013a		
13b		<p>On reprend la course de Niémans de l'autre côté, la caméra le suit</p> <p>Même plan</p>
014		
015		<p>Caméra à gauche de la passerelle</p> <p>La caméra à droite de la passerelle, on suit Niémans qui entre gauche cadre</p>

Plan n° 5/1

**ACTION / Notes****4. RUE BOUTIQUE POMPES FUNÈBRES – EXT.JOUR**

Il neige.

**DIALOGUE****CGI** **SFX** **AM** **ST** **DAY** **NITE** **EXT.** **INT.** **ACTION**

Un petit chien maigrelet (...)

**DIALOGUE****CGI** **SFX** **AM** **ST** **DAY** **NITE** **EXT.** **INT.** 

Plan n° 5/1

**ACTION**

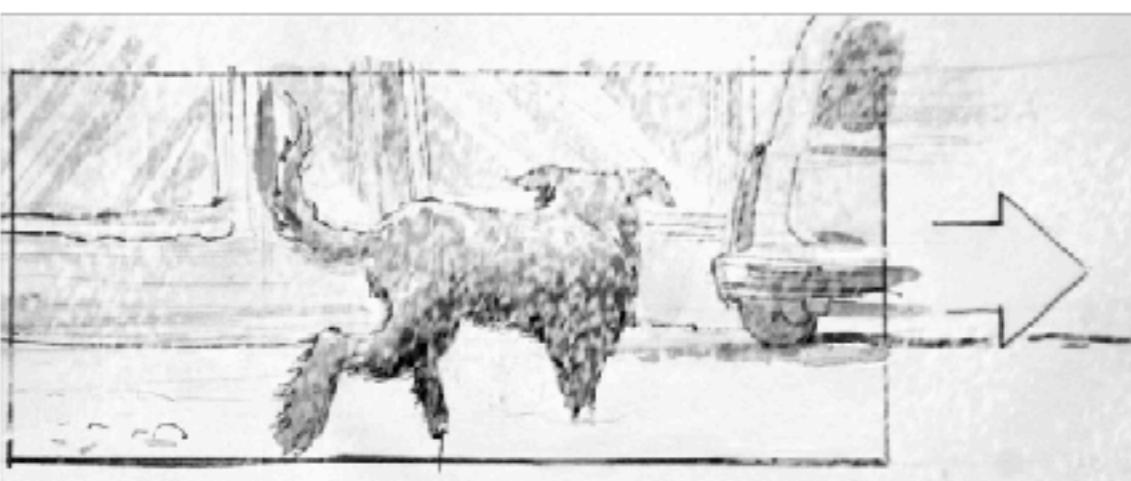
s'approche (...)

**DIALOGUE****CGI** **SFX** **AM** **ST** **DAY** **NITE** **EXT.** **INT.** 

Plan n° 5/2



Plan n° 5/3

CGI SFX AM ST DAY NITE EXT. INT. **ACTION / Notes**

...de la roue d'un véhicule, garé dans la rue.

**DIALOGUE**

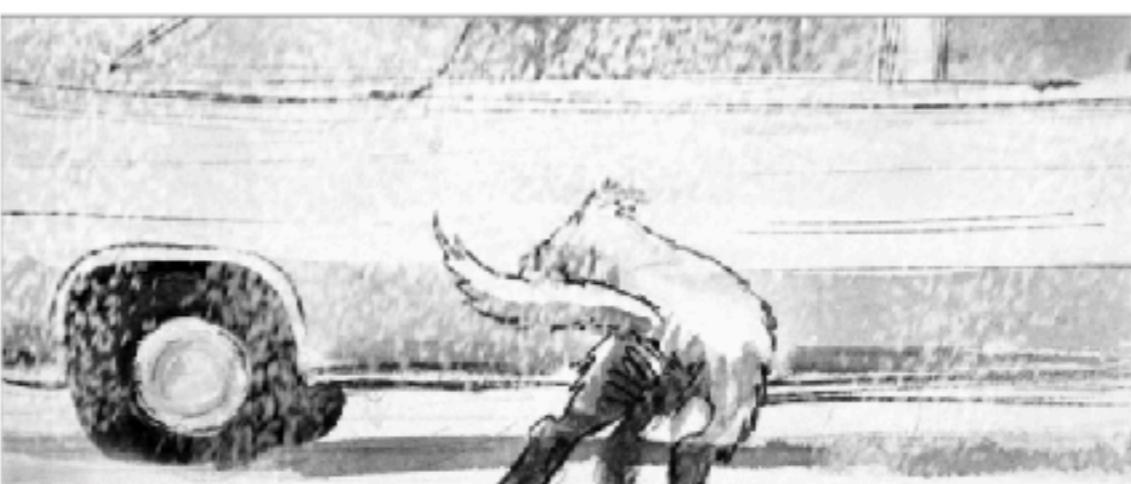
On entend une petite musique de Noël, très kitch, diffusée par des haut-parleurs.

**ACTION**CGI SFX AM ST DAY NITE EXT. INT. **DIALOGUE**

Plan n° 5/4

CGI SFX AM ST DAY NITE EXT. INT. **ACTION**CGI SFX AM ST DAY NITE EXT. INT. **DIALOGUE**

Plan n° 5/4



Plan n° 5/4

CGI SFX AM ST DAY NITE EXT. INT. **ACTION / Notes**

Le chien se soulage contre la roue (...)

**DIALOGUE****ACTION**

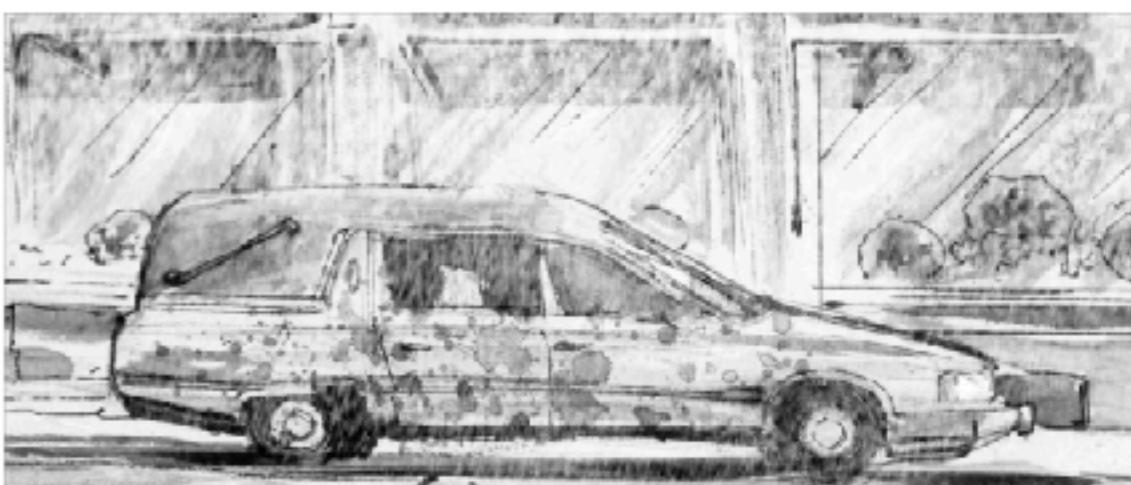
...et s'éloigne.

**DIALOGUE**CGI SFX AM ST DAY NITE EXT. INT. **ACTION**

Soudain, un grand coup de klaxon retentit et un énorme camion passe à toute vitesse. En roulant dans une flaque, il projette de l'eau boueuse (...)

**DIALOGUE**CGI SFX AM ST DAY NITE EXT. INT. 

Plan n° 5/6

CGI SFX AM ST DAY NITE EXT. INT. **ACTION / Notes**

...sur le véhicule, qui se révèle être un corbillard, un peu rétro, garé devant une boutique de pompes funèbres. Le chien a disparu. Sur la vitrine, en grandes lettres, on peut lire : « Edmond Zweck - Pompes Funèbres ».

**DIALOGUE****ACTION****DIALOGUE****ACTION****TITRE DU FILM****LES AFFAIRES REPRENENT**

Dans l'axe de cette rue, au loin, des collines enneigées jusqu'à perte de vue.

**DIALOGUE****EDDY (off)**

Et voilà...

CGI SFX AM ST DAY NITE EXT. INT. 

Plan n° 5/6

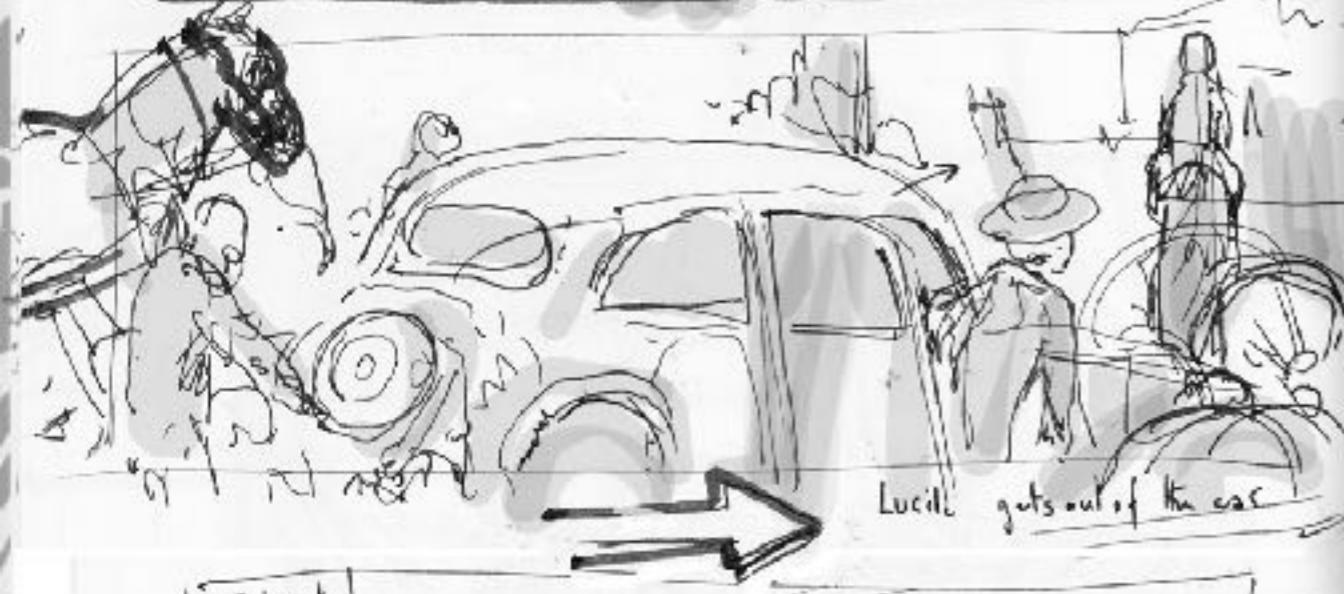
CGI SFX AM ST DAY NITE EXT. INT. 

Plan n° 5/7





optional shot





Lucile is walking slightly ahead



DRAFT JUNE 6TH 2021

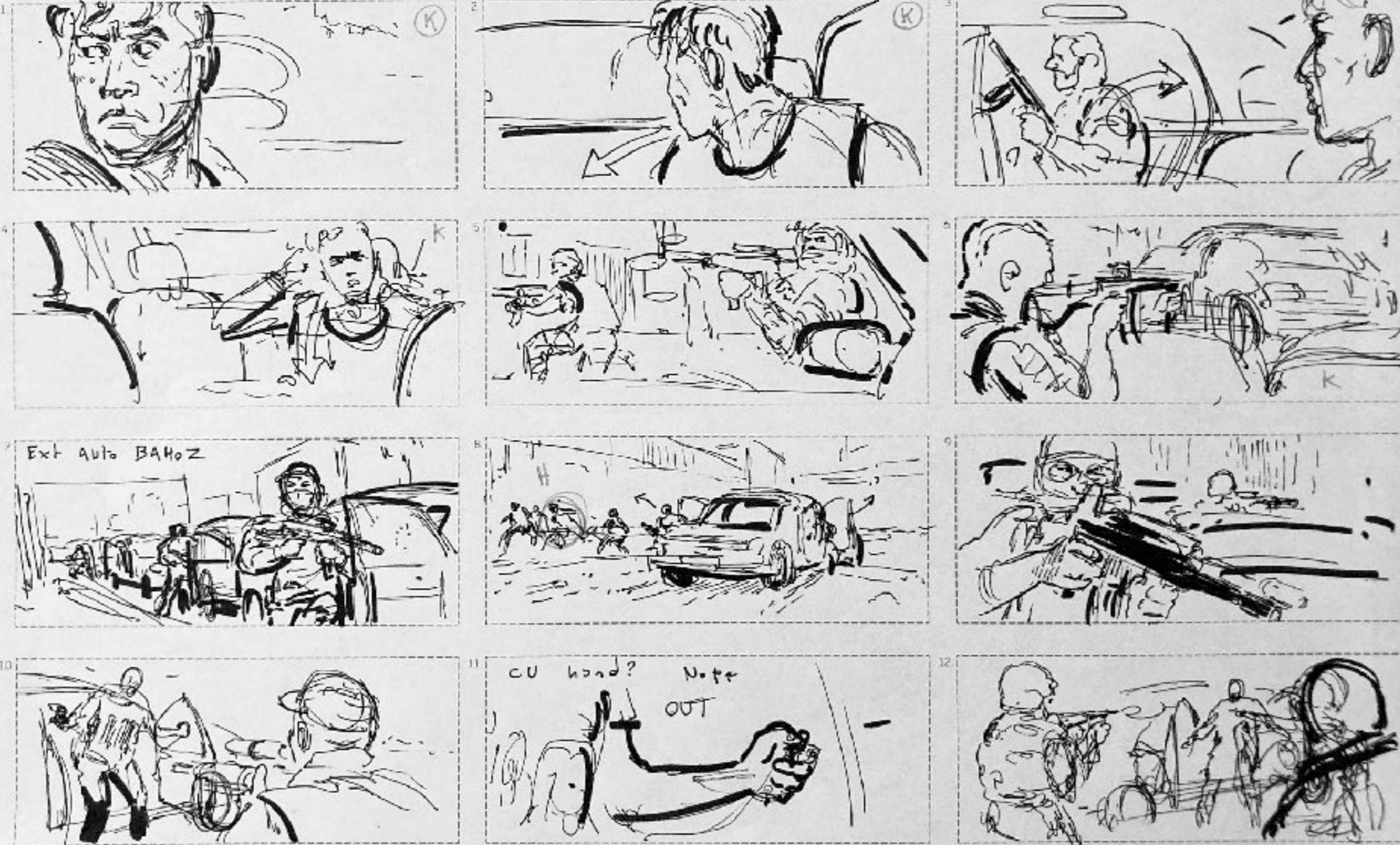
**STORYTIP:** Who drives the story? What does your character want? Why do they want it? What is the obstacle? What's the value of jeopardy?

## Storyboarder

### STORYBOARD WORKSHEET

- 1 Try to keep the paper flat.
- 2 Draw as many boards as you need.
- 3 Go to the address on your phone:  
<http://192.168.1.20:1888>
- 4 Or import in Storyboarder [CMD-I]

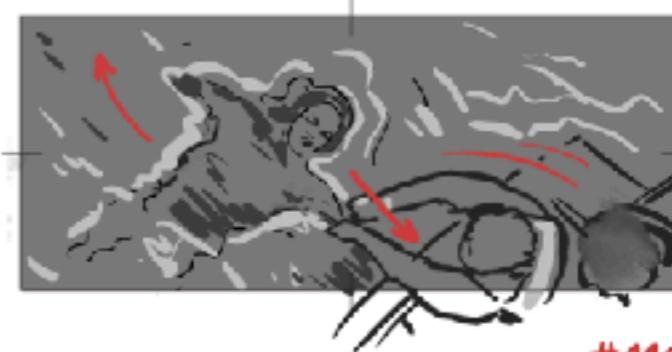
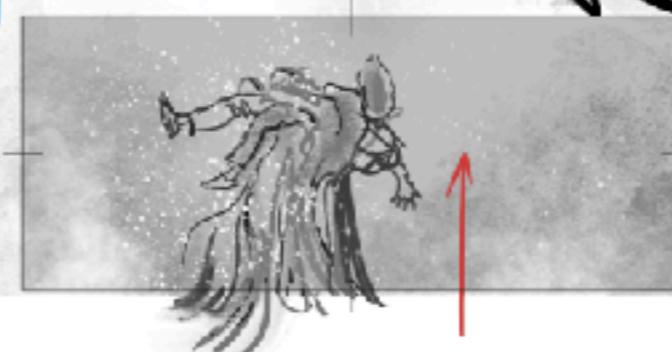
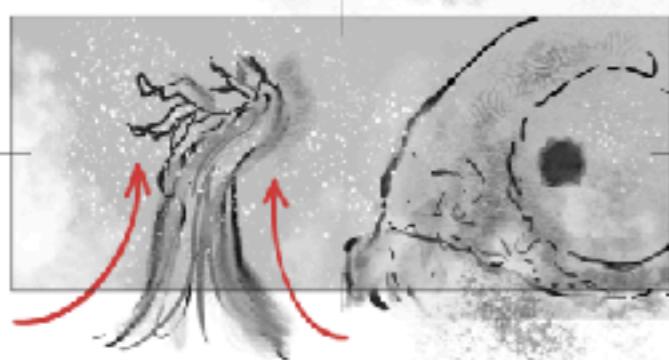
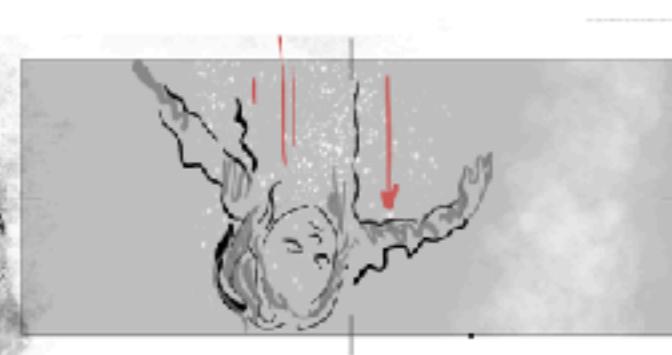
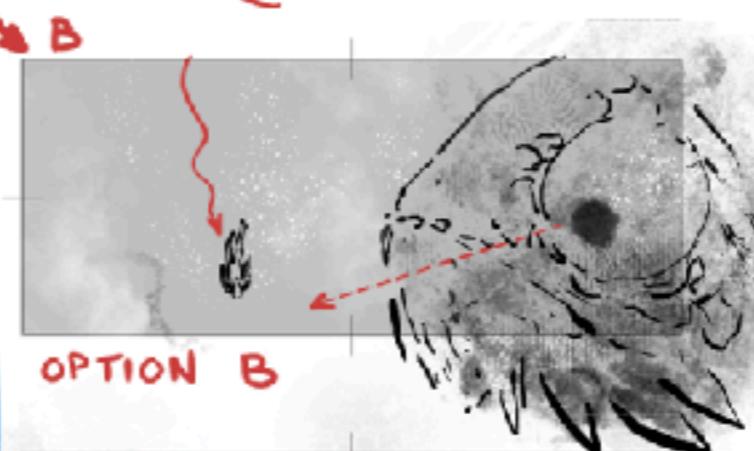
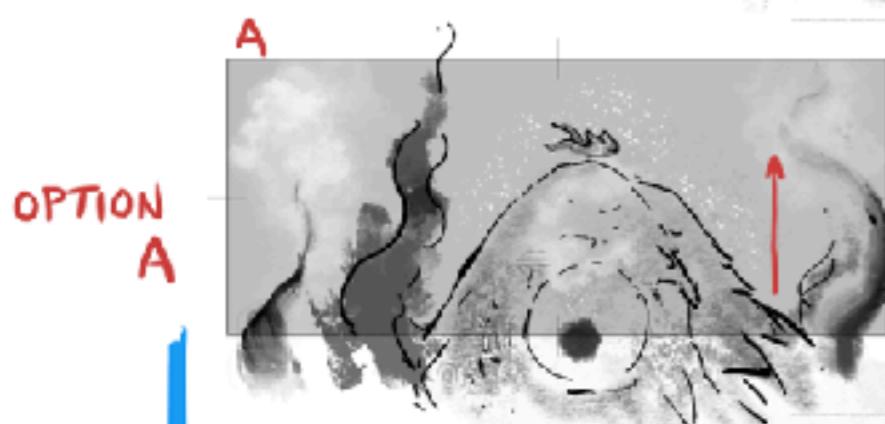
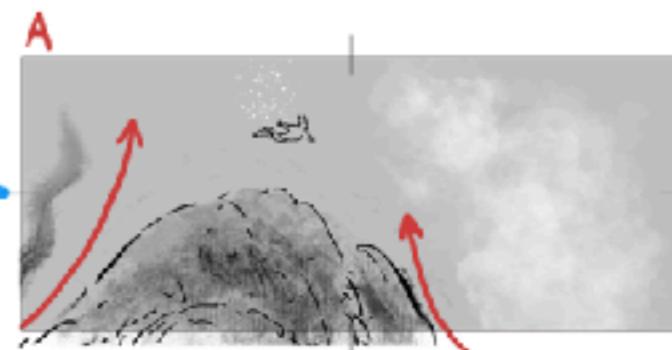
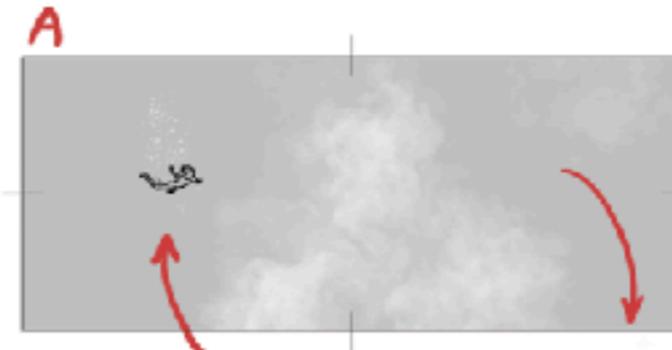
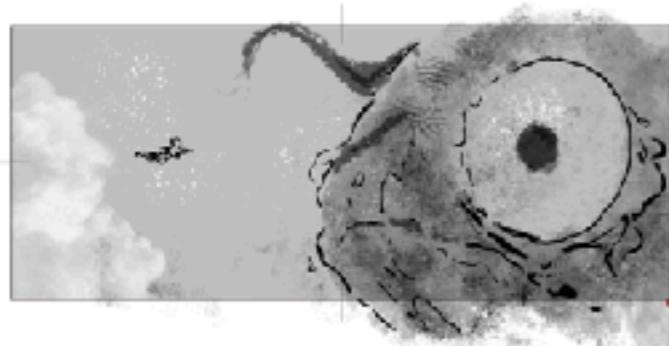
CODE: D.LTB4352390645



# ZEEVONK Storyboard

Director: Damien Hughes  
Production: A Private View.

Scene: 115 & 116  
Date:



2.39:1 aspect ratio

VINCENT

KAZ

# Future

## Previz tools

- **2D**
- **3D**
- **AR/VR**
- **Virtual previzualisation in real time**

# Notes+resources

<https://github.com/YJPL/storyboarding>