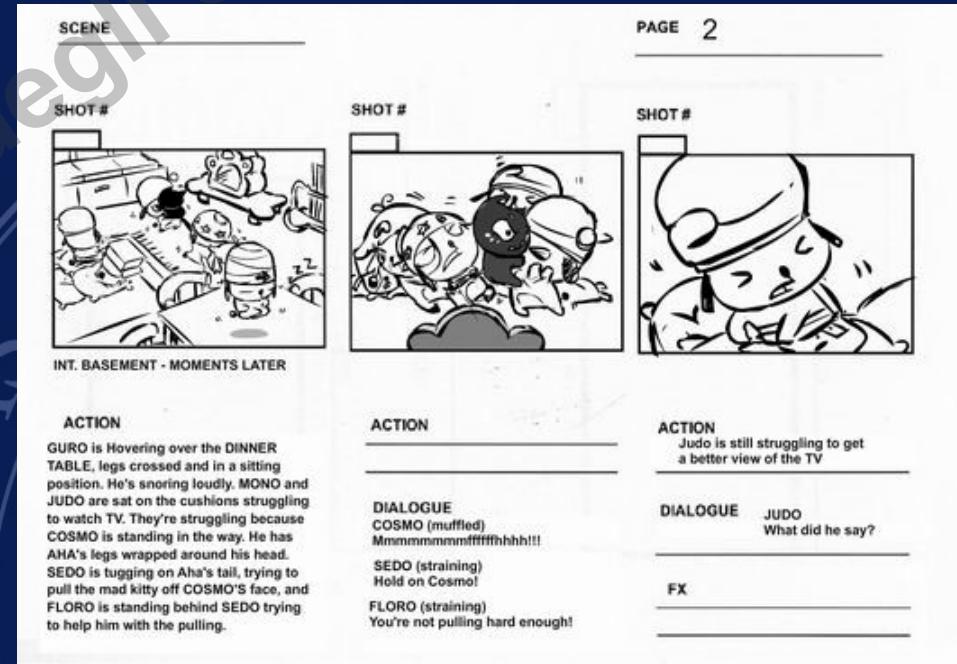




# UNIVERSITÀ DEGLI STUDI DI MILANO

## DIPARTIMENTO DI INFORMATICA

### OGD lesson 11: Storyboards & video games



Laura Anna Ripamonti – ay 2021-22

# Origins of the storyboard

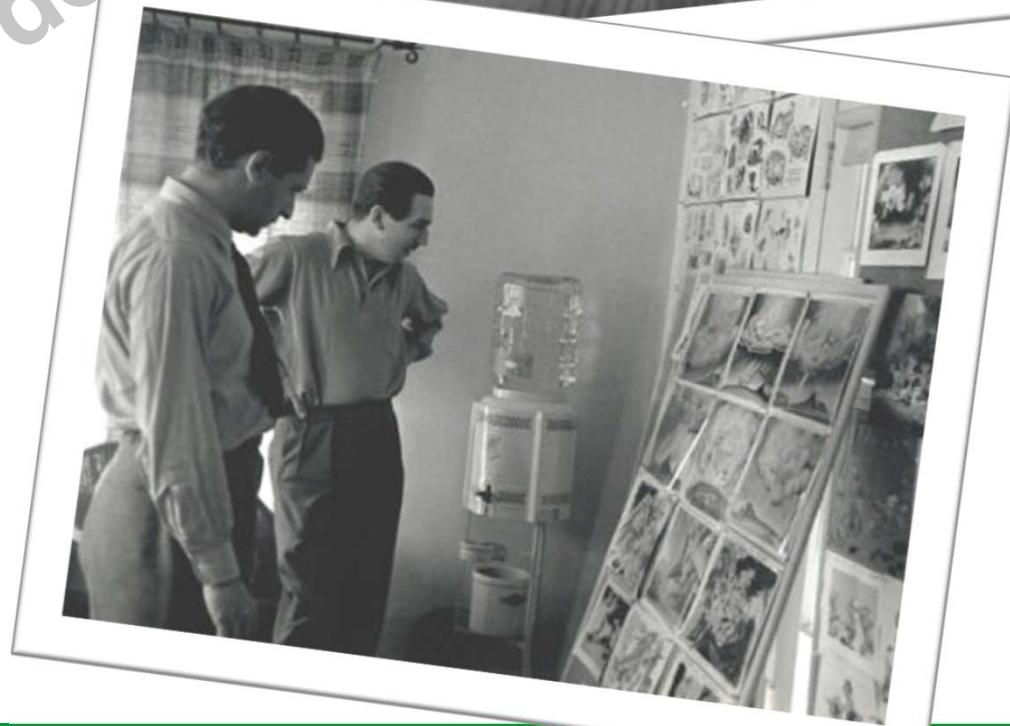
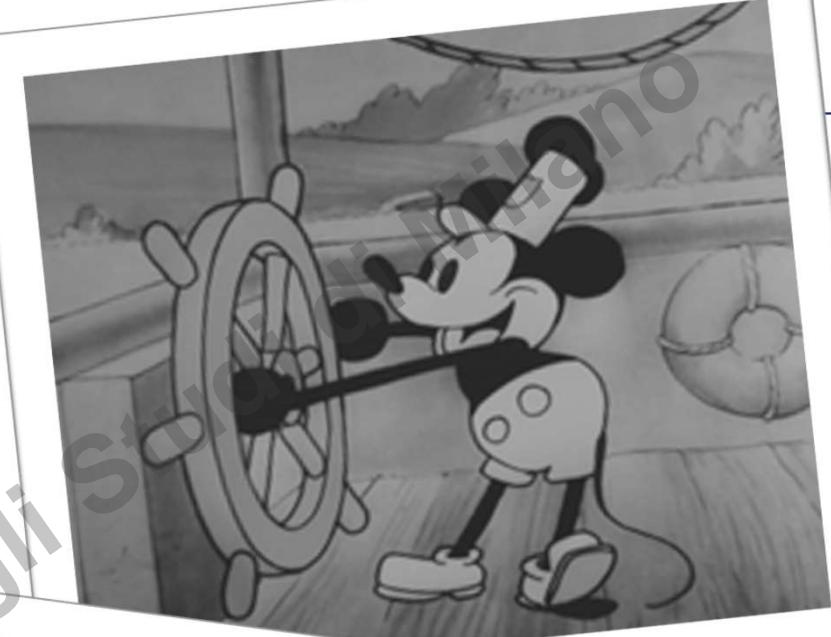


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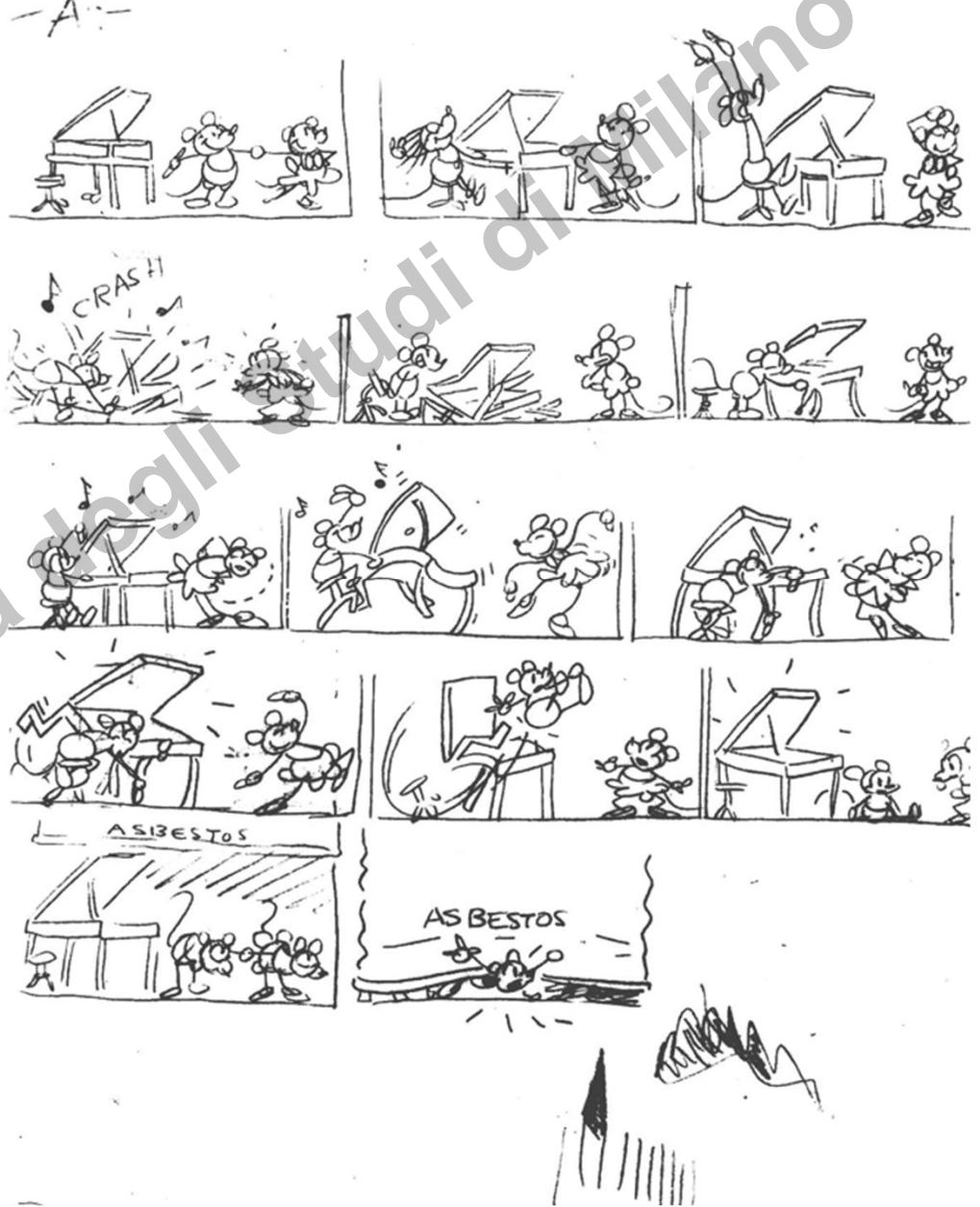
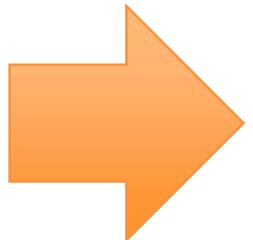
# Storyboard origins

- Walter Elias Disney  
(Chicago 1901-Burbank 1966)
  - Industrial artist
- 1928: co-authors with Ub Iwerks «Steamboat Willie» the first animated cartoon with synchronous audio!



# Storyboard origins

- Continuity sketches  
(ancestor to storyboards)
- Not suited for  
sincronous audio



# Storyboard origins

- «Steamboat Willie» is a parody of «Steambot Bill Jr.», a movie by Buster Keaton
  - Plot: Mickey Mouse pilots a steamboat and whistles Steamboat Bill. He is vexed by the true captain, Pete. Mickey will end up to peel potatoes
- Screenplay only partially ok for sincronous audio

-Main Title-

Orchestra starts playing opening  
verses of ' Steamboat Bill ',  
as soon as title flashes on.

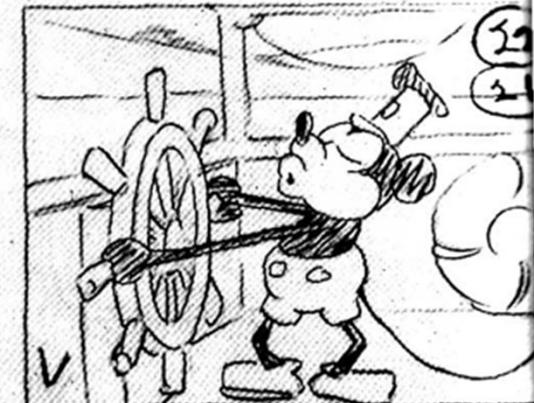
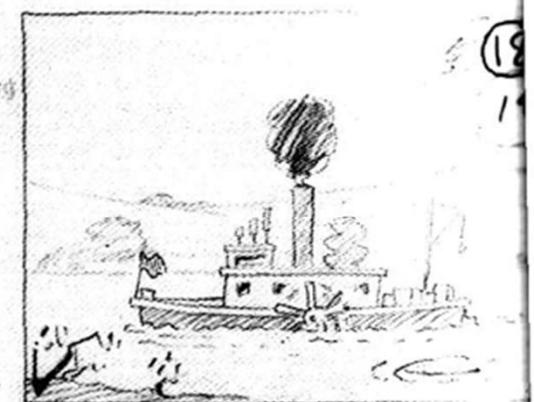
The orchestration can be so  
arranged that many variations  
may be included before the title  
fades out.

It would be best if the music  
was arranged so that the end of  
a verse would end at the end of  
the title..... and a new verse  
start at beginning of the first  
scene.

Scene 1.  
Opening effect of black foliage  
passing by in front of camera  
gradually getting thinner until  
full scene is revealed

Action..... old side-wheel river  
steamboat paddling down stream.  
The tall smoke stacks work up  
and down alternately.... shooting  
black chunks of smoke out as they  
shoot up.... smoke makes stacks  
bulge out as it goes in and out.  
( 15 drawing cycle ) 12 ft. from  
opening, the three whistles on top  
of cabin squat down before they  
whistle tune ' DA-DA-DA-DA-DA-  
DA-DA-'....2 ft. of action after  
whistle and out.

Scene 1.  
Close up of Mickey in cabin of  
wheelhouse, keeping time to last  
two measures of verse of ' Steam-  
boat Bill '. With gesture he starts  
whistling the chorus in perfect  
time to music...his body keeping  
time with every other beat while  
his shoulders and feet keep time  
with each beat. At the end of every  
two measures he twirls wheel which  
makes a ratchet sound as it spins.  
He takes in breath at proper time  
according to music. Then he finishes  
last measure he reaches up and pulls  
on whistle cord above his head.  
( Use VITA to initiate his whistle )

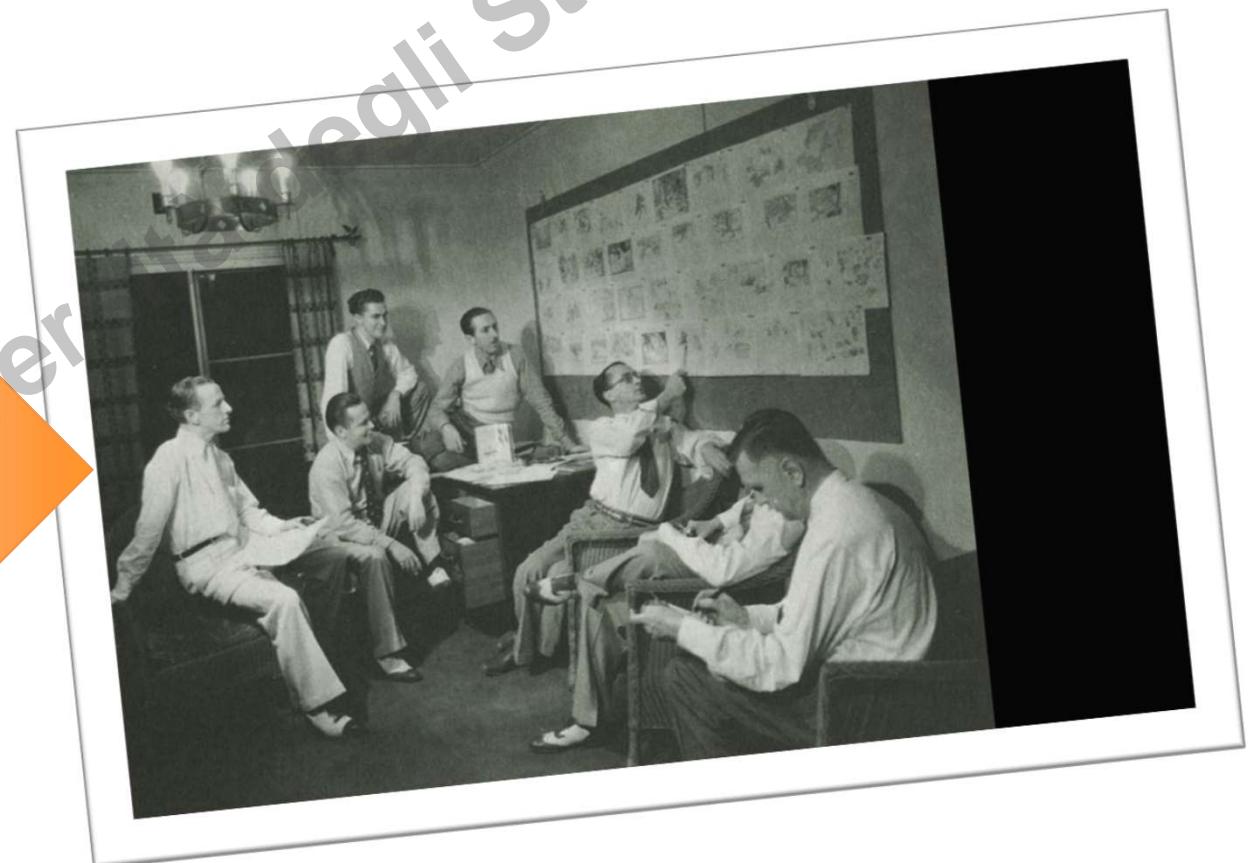


# Storyboard origins

- Continuity sketches structure was too rigid for Disney, who was continuously changing and polishing the content of the films under production



- Storyboards are more flexible



# Structure of a storyboard

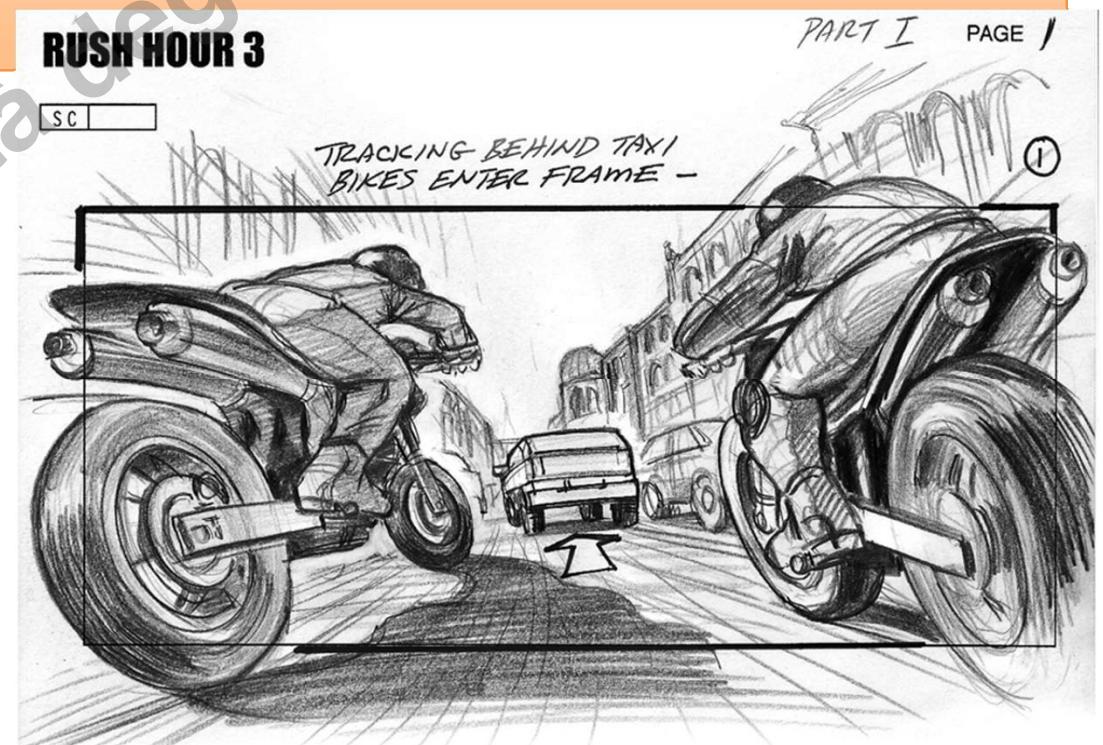


# What is a storyboard (a definition)?

- A storyboard is a peculiar form of **storytelling**.
- It is composed by a **sequence** of still images.
- The images can be **augmented** with appropriate graphic signs and text when needed.



- Useful to visualize and refine scenes & c. for different media before actually producing them



# A storyboard template

- Pag. #, Scene # - shot(s) #
  - Es.: Pag.2, Scene 3 - Shot 1a, scene 3 - shot 1b, etc.

SCENE	PAGE		
SHOT #	SHOT #	SHOT #	SHOT #
ACTION	ACTION	ACTION	ACTION
DIALOGUE	DIALOGUE	DIALOGUE	DIALOGUE
FX	FX	FX	FX



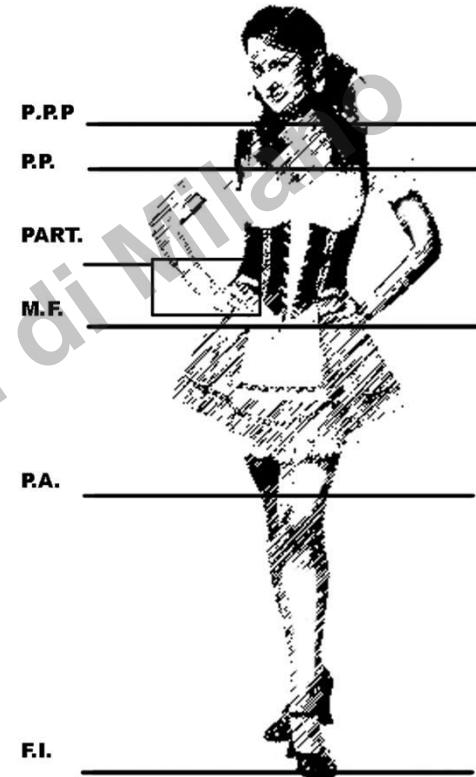
# A storyboard template with 3 parallel sequences

- It can have 3 (or more) parallel sequences

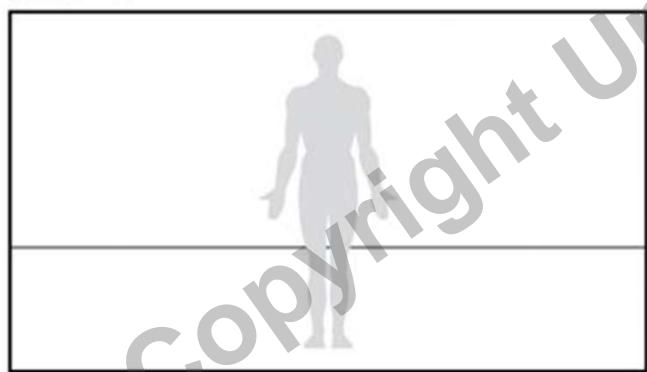


# Close-ups and Shots

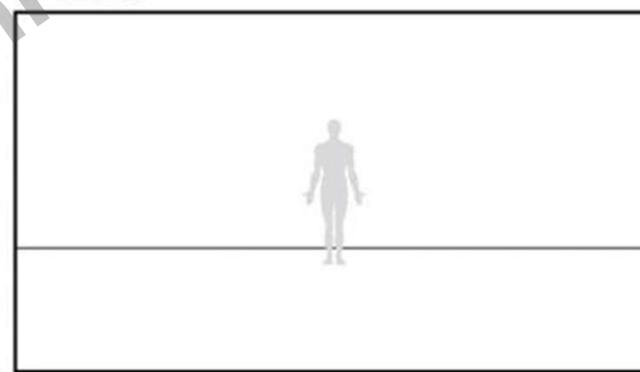
- You can borrow from film-directors knowledge to decide how to represent a certain scene in your game (and - before - in your story board)



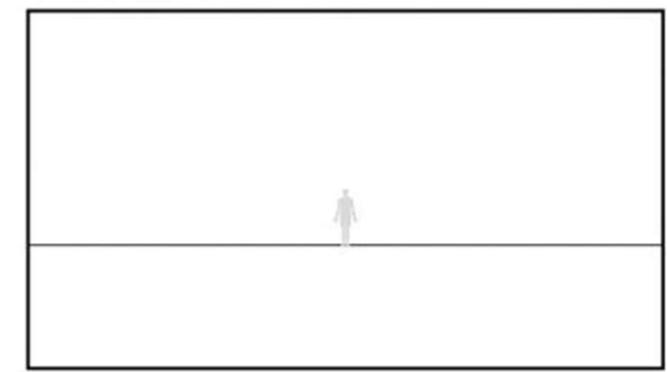
CAMPO MEDIO



CAMPO LUNGO

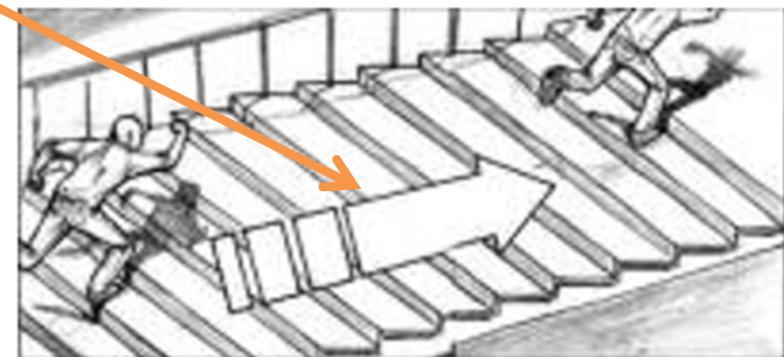
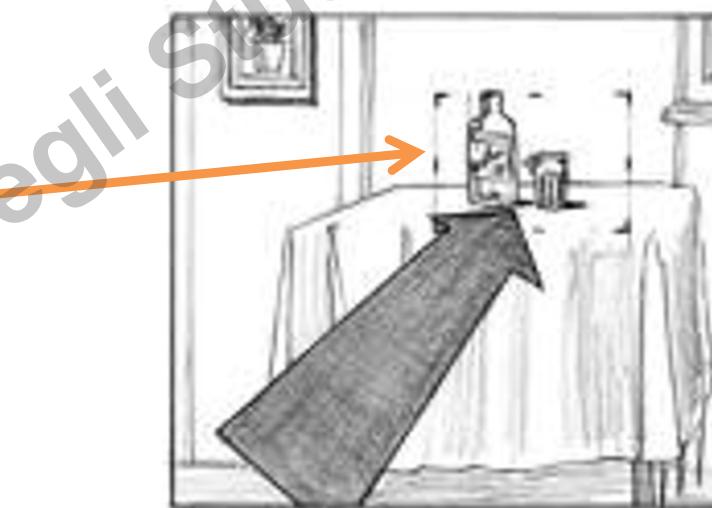
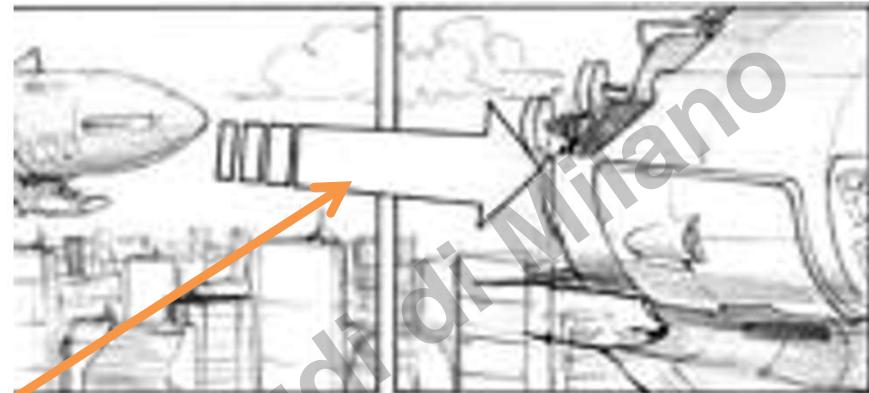


CAMPO LUNGHISSIMO



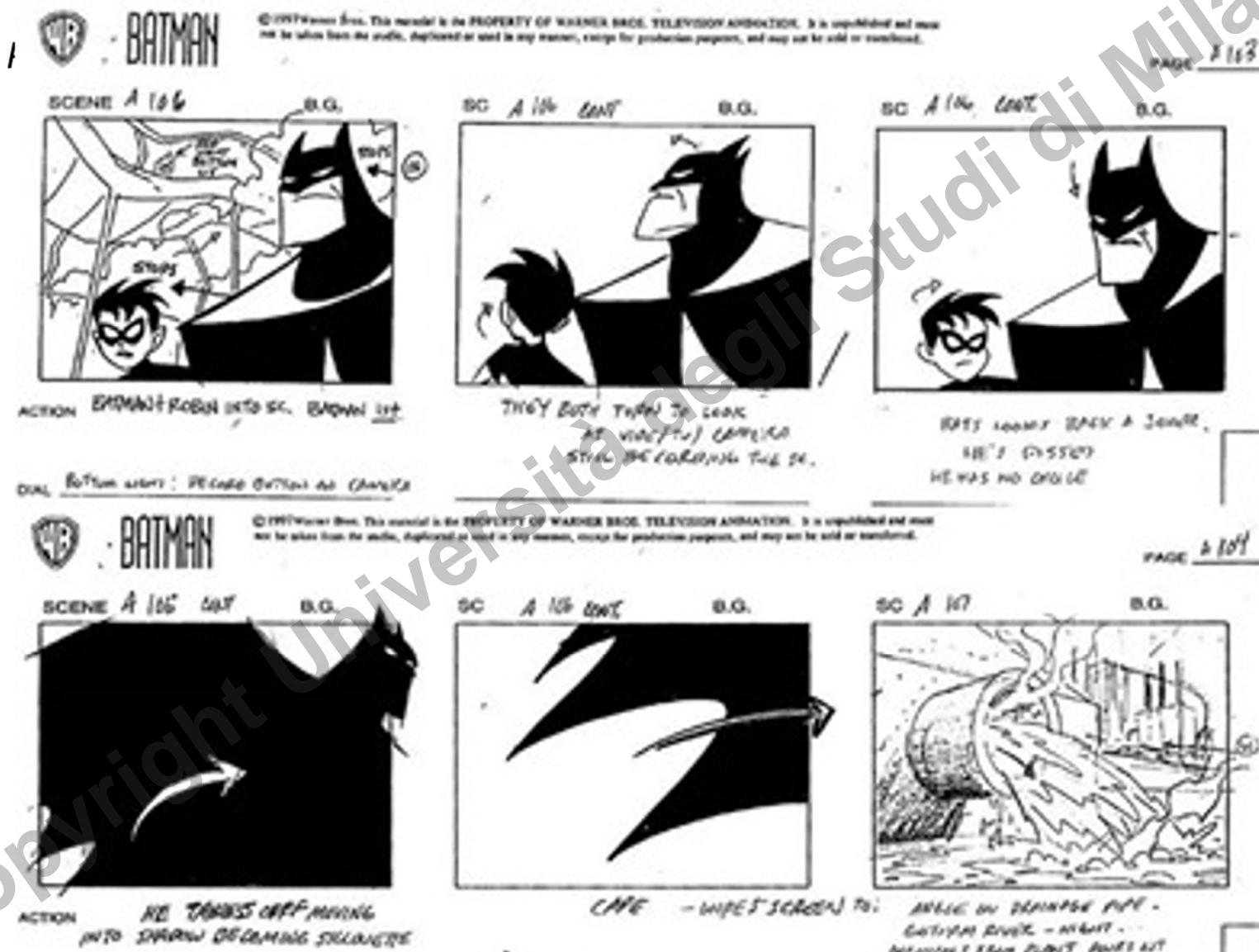
# Storyboard «signs»

- You can add **graphics** to your scene to represent different stuff, such as:
  - Camera movements:
    - zoom-in on the engine
    - Zoom-in and final shot
  - Character movement (and direction)



NOTE: there are no predefined rules about the use of these graphic signs: just remember to choose always the most comprehensible solution

# Example of storyboard



# Visual storytelling & storyboard



# Visual storytelling & storyboards



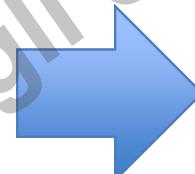
- Visual storytelling exploits images to tell a story

## Advantages:

- Our brain processes images quicker than text
- Our brain likes more to learn stuff from a story

# Visual storytelling & storyboards: goals

- **Sponsorship:** to promote the key features of your project to someone (e.g. your lead designer, etc.)
- **Communication:** to share ideas with your team and help them to visualize what you (the game designer) have in mind
- **Pitch:** to convince someone (usually a stakeholder, such as, e.g., your producer, a publisher, an investor) that your idea is worth developing

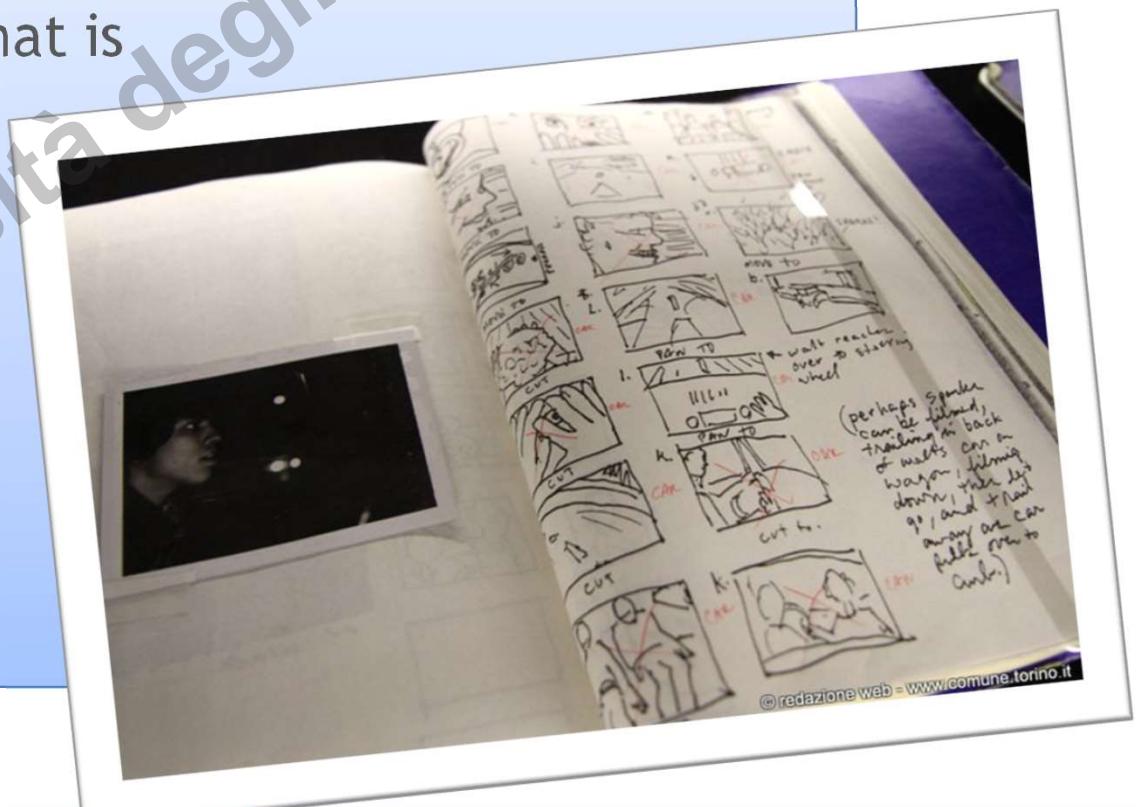


# Visual storytelling & storyboards

- In our case visual storytelling is a key tool to support a shared design and development of a visual artifact.

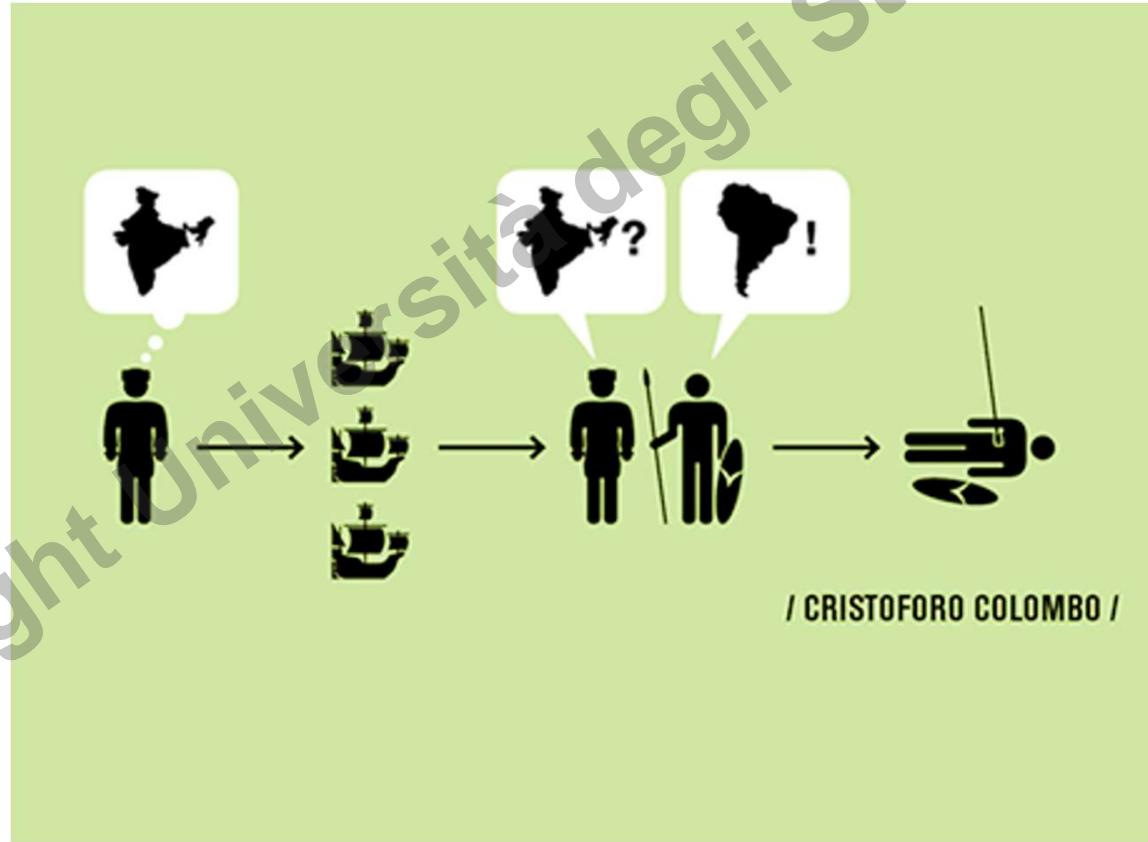
That is to say:

- An effective way to share knowledge about what we are trying to obtain that is immediately comprehensible to the whole team
- A way to help artists to understand which types of assets they have to produce



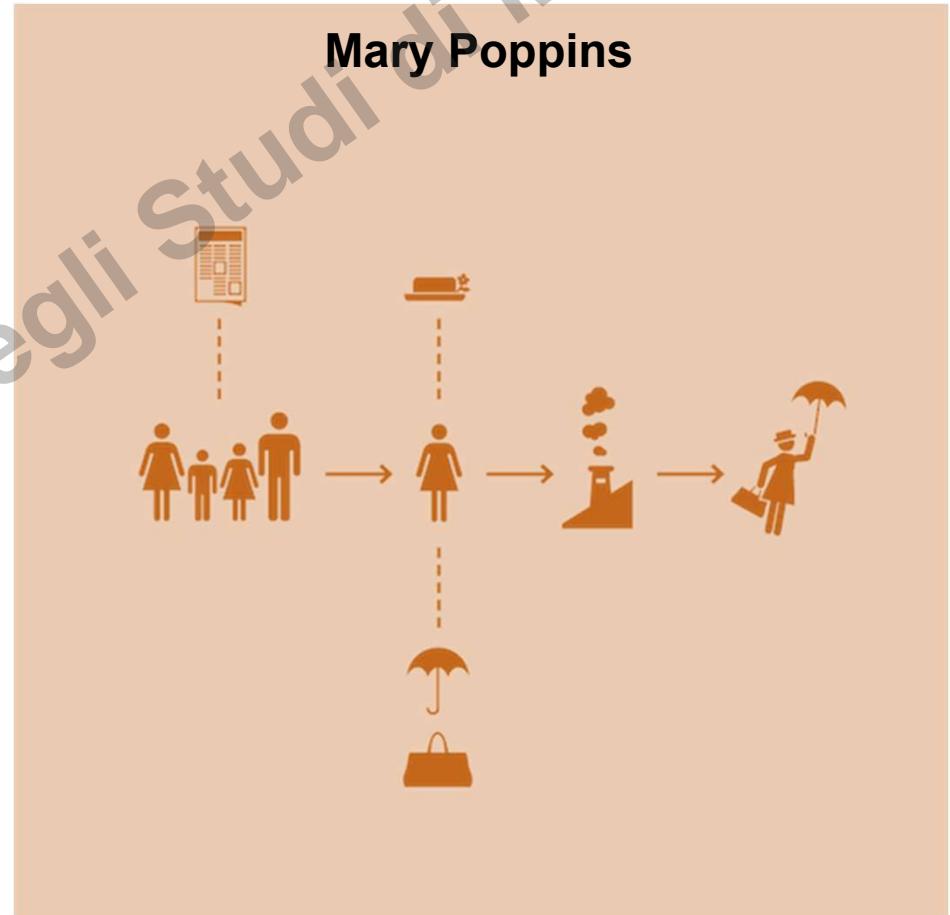
# Visual storytelling & storyboards

- As a consequence ... **You must be extremely clear** when conveying your ideas ...



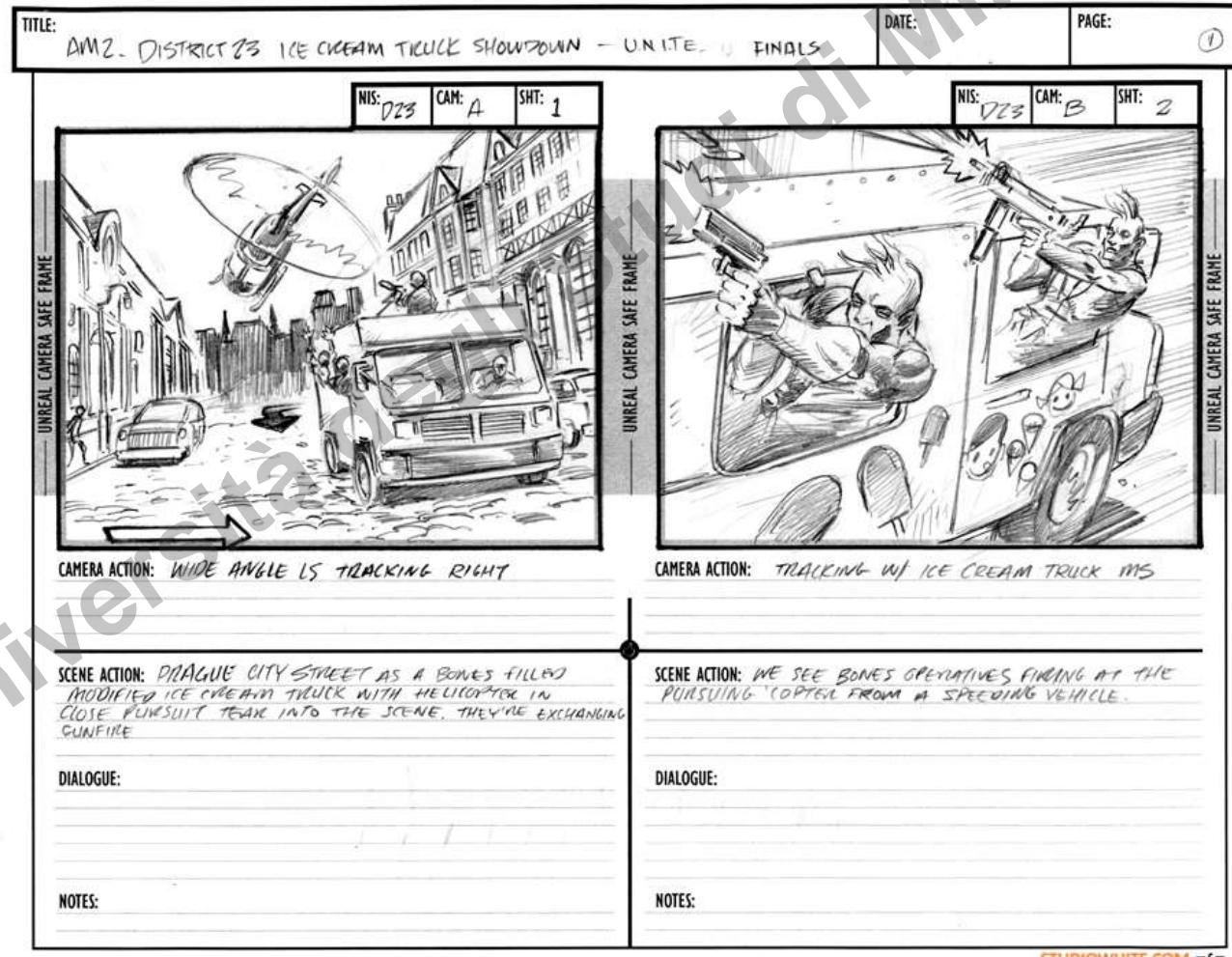
# Key guidelines to create storyboards

- Decide and plan **which are** the key points that you need to show/underline
- Describe **how** you want to show those key points
- Do not underestimate the relevance of **emotions**



# Key decisions when creating a storyboard

- Select
  - moment
  - shot
  - images
  - text
  - flow



# Selection of a moment and a shot

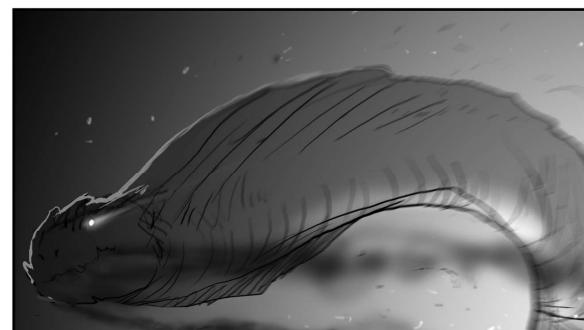
- You have to decide which are the **moments** that you need to include in your story and **how they are showed** (i.e. which type of shot or close-up you want to use)



CINEMATIC  
WE SEE THE DEMONIC SNAKE CLEAR. THE SMOKE OF THE HEART COMES OUT OF ITS MOUTH.



CINEMATIC  
WE SEE BAYEK SHOCKED



CINEMATIC  
THE SNAKE DISSAPPEARS IN THE DARK TAKING THE HAEART ALONG.



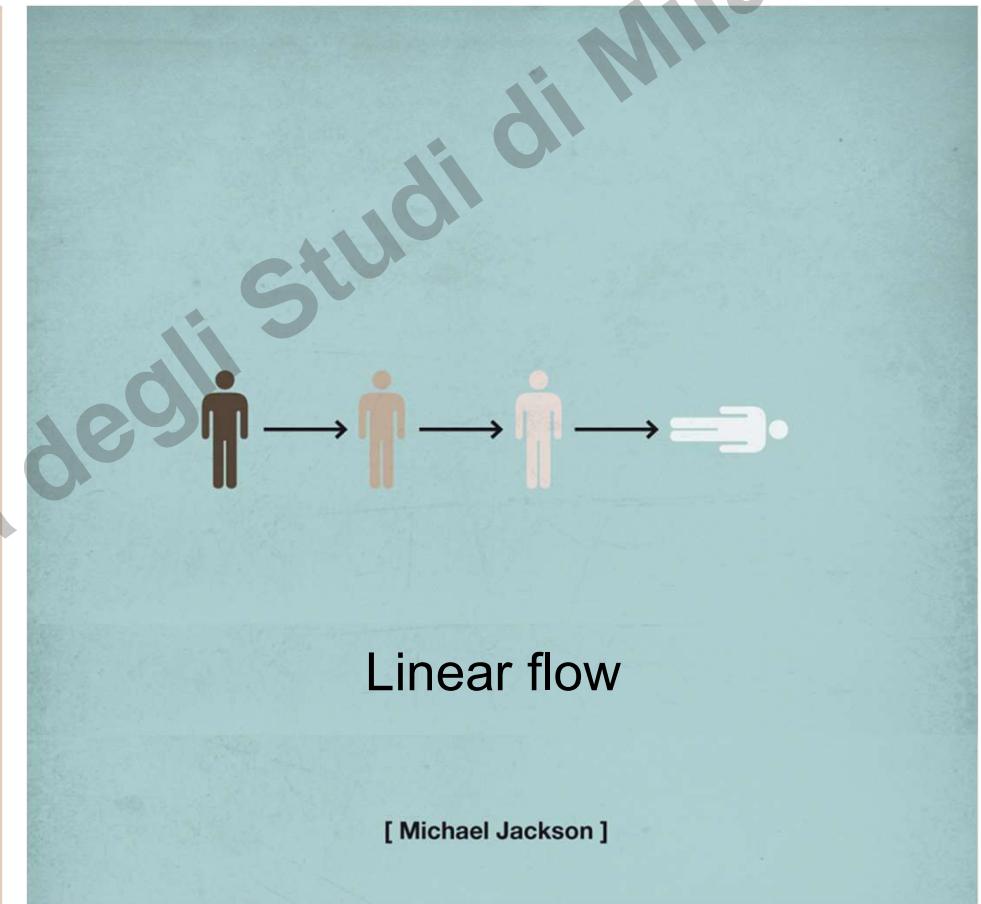
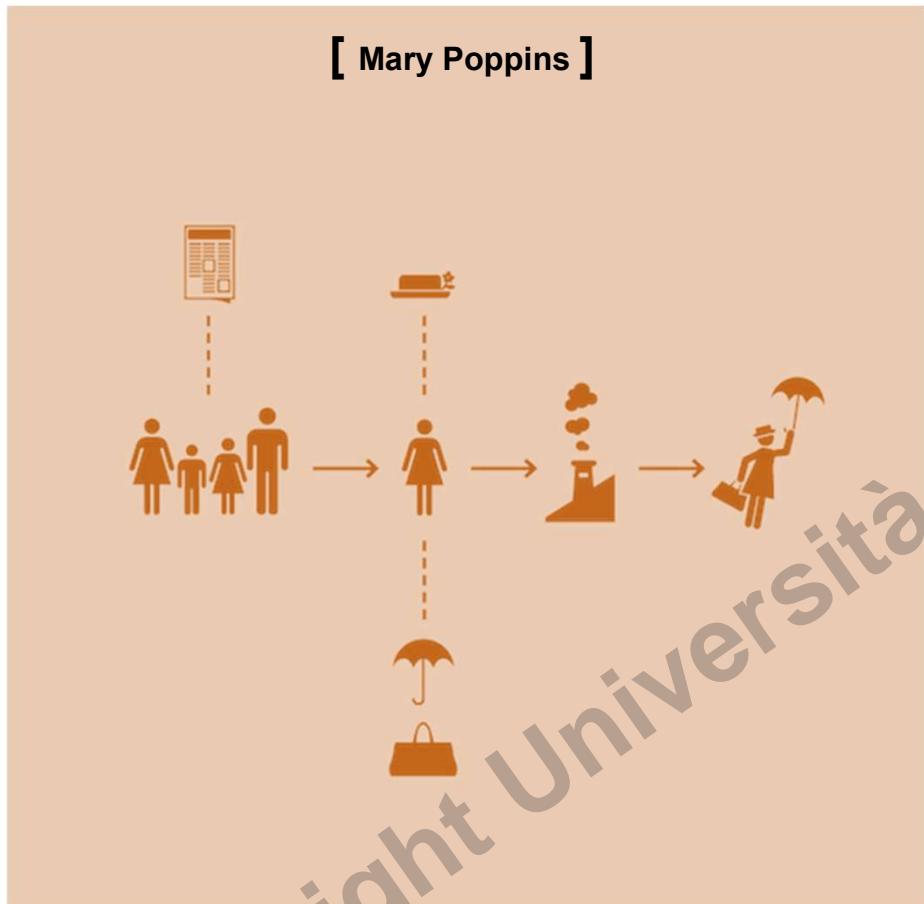
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# Select images



# Selection of the flow type



- Different types of flow

# Golden rules of storyboarding

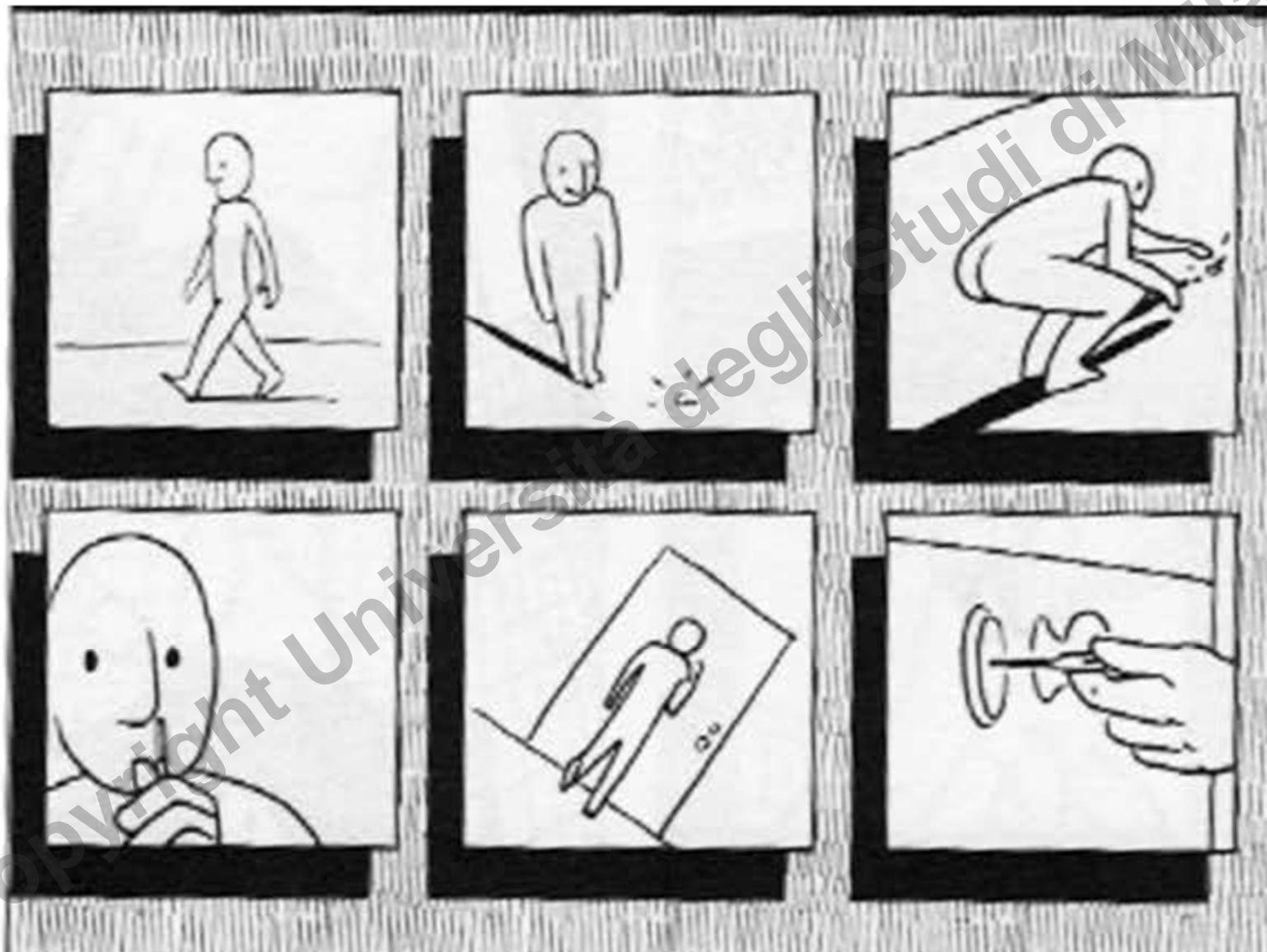
1. Each scene must have a **goal**
2. **Do not move camera** if not needed
3. Do not represent what **is not needed**



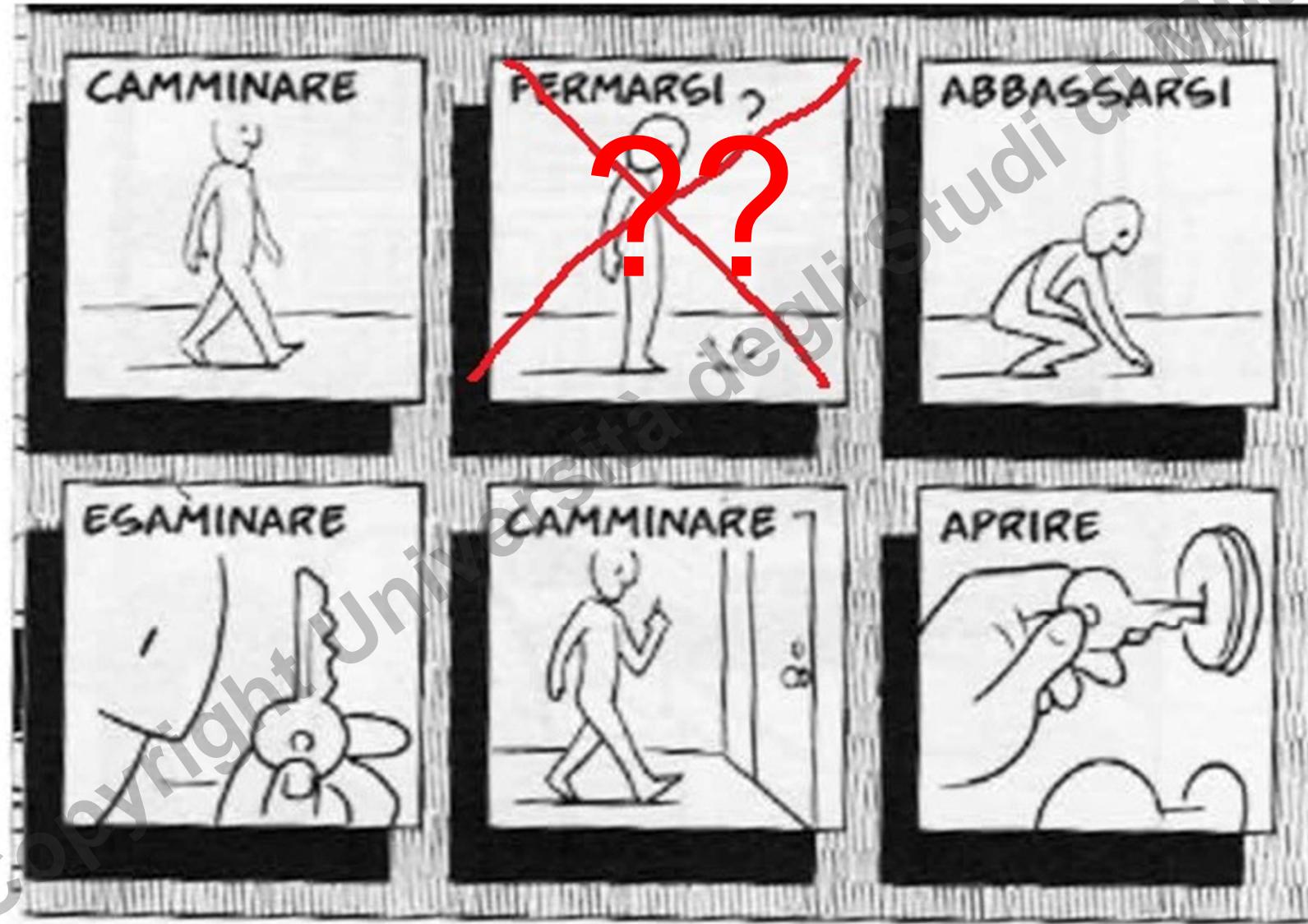
# Each scene must have a goal



# Do not move camera if not needed



# Do not represent what is not needed



# Being good drawers is NOT important

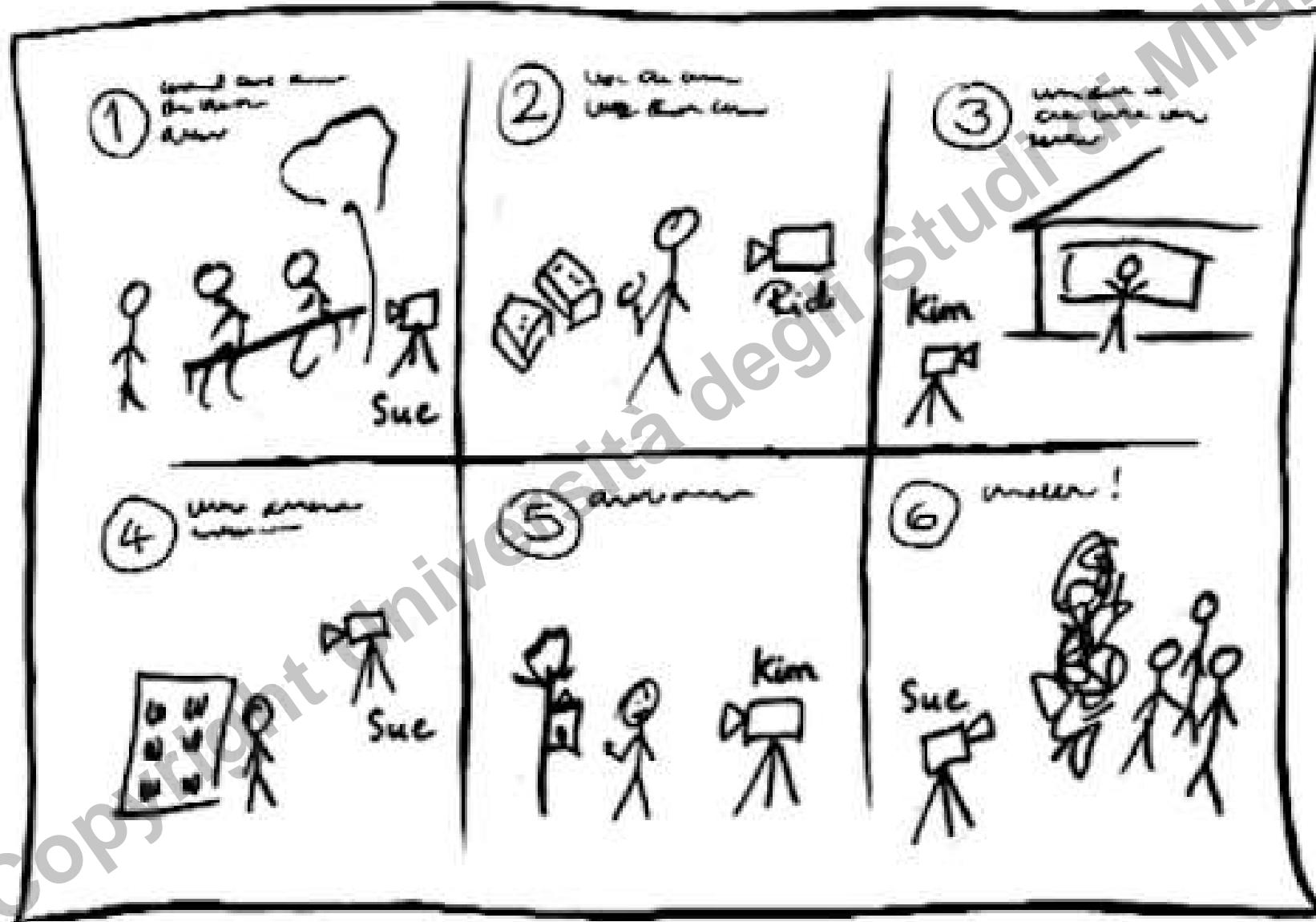
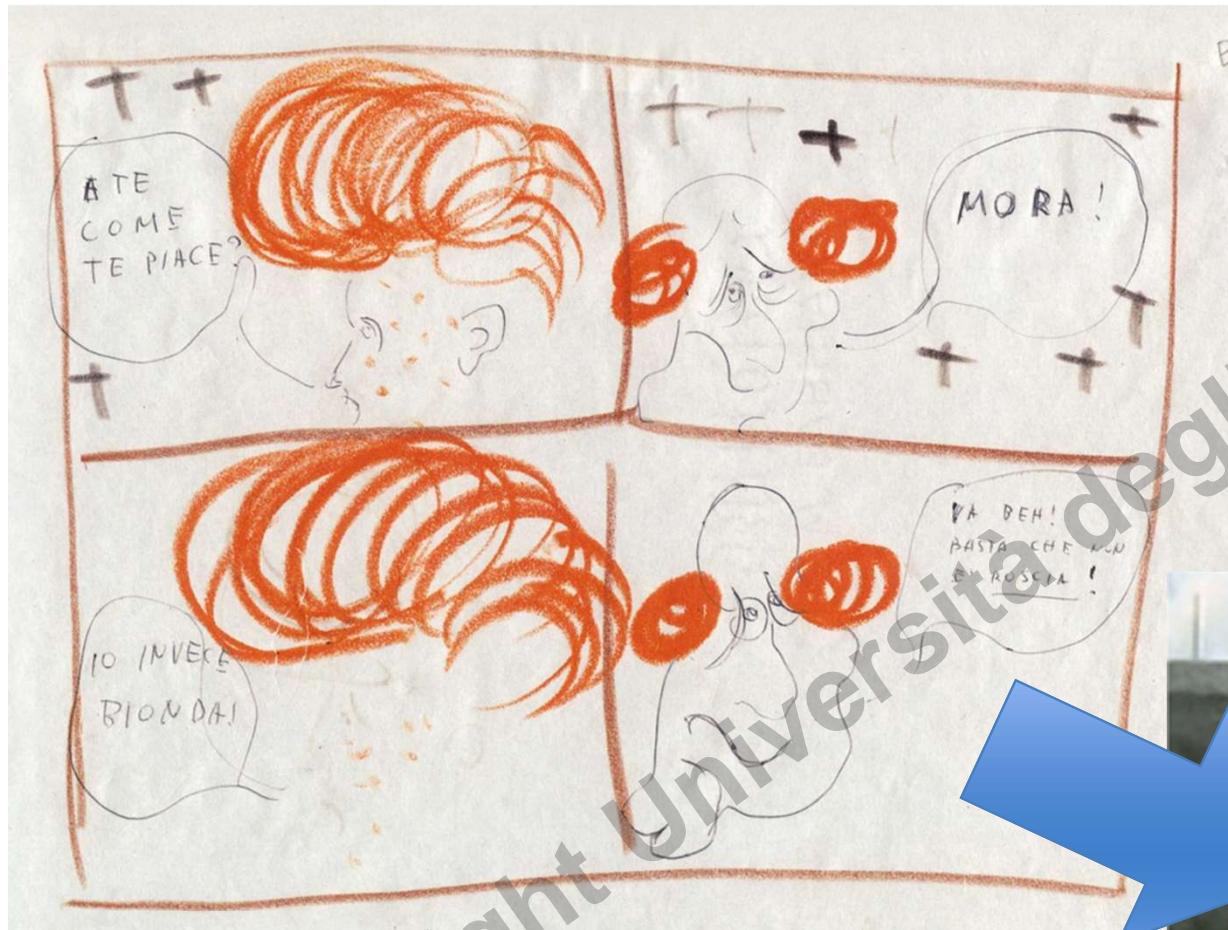


Photo: Insight

# Ex. Storyboard by P.P. Pasolini



- The focus is on the **FUNCTION** of the storyboard NOT on how skillfully it has been drawn !!



# Ex. Technical storyboard for a client (advertising)

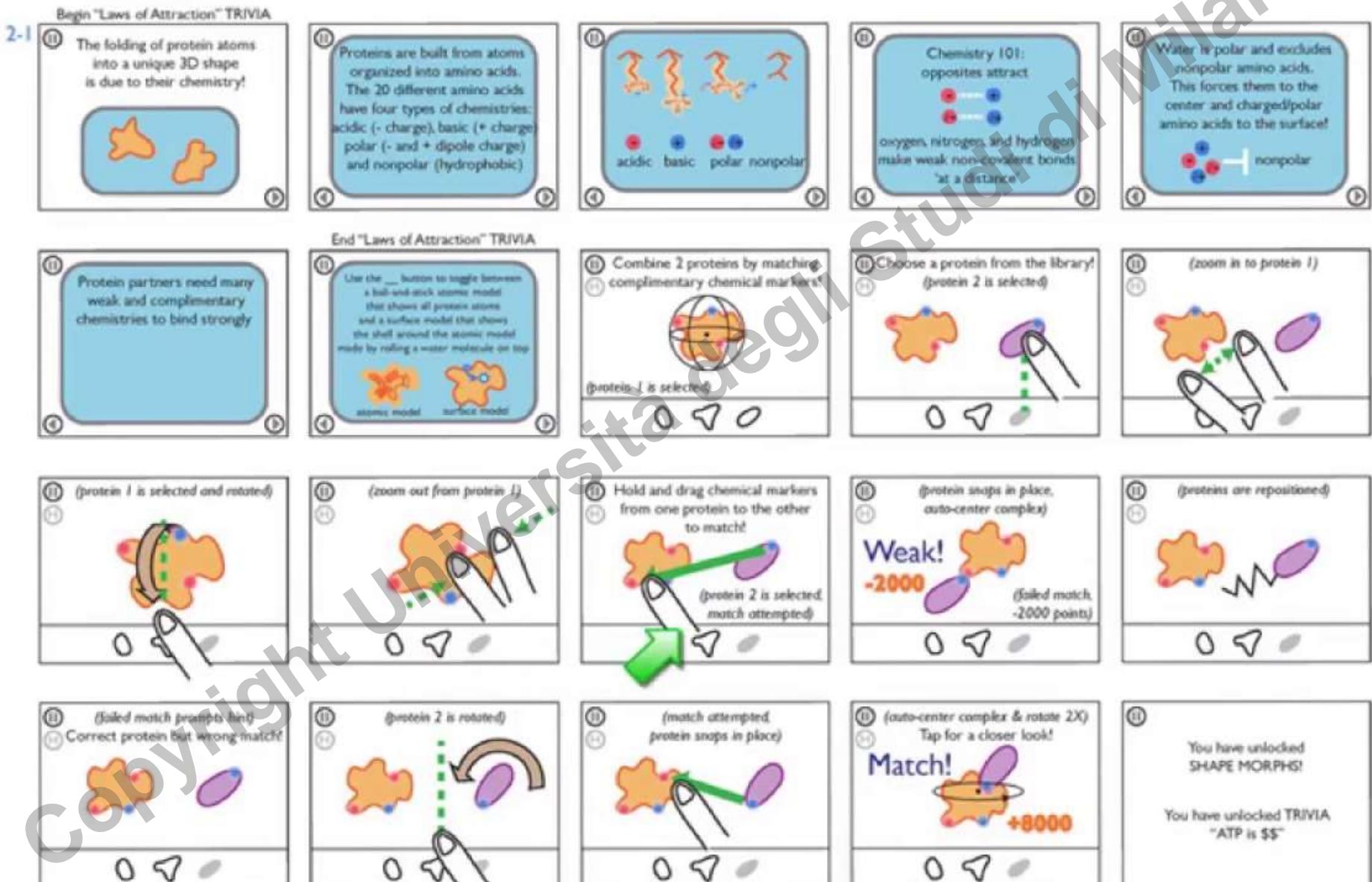


- the function here is to show to the client something that resembles the final result ...

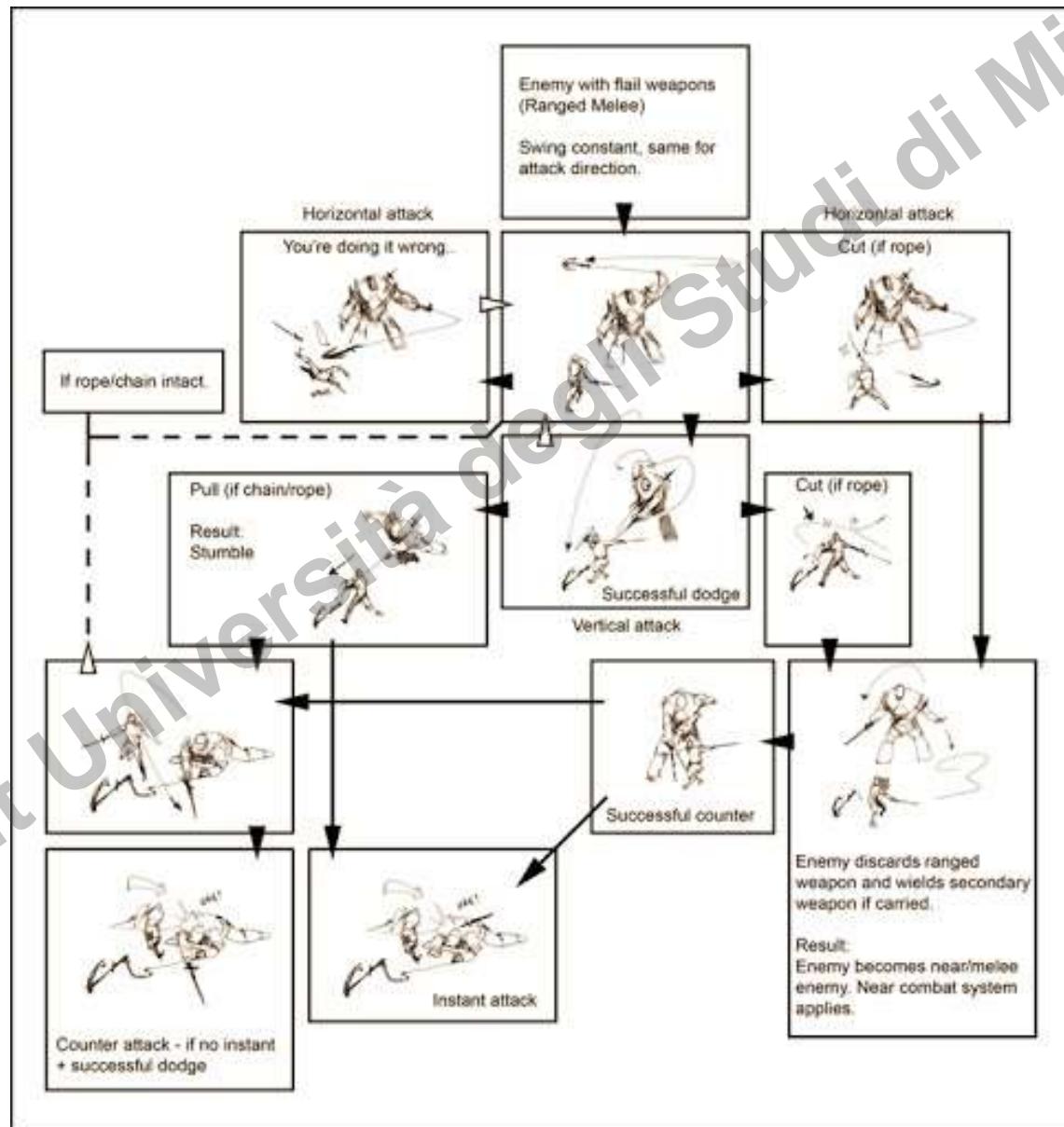
# Examples of storyboards for video games



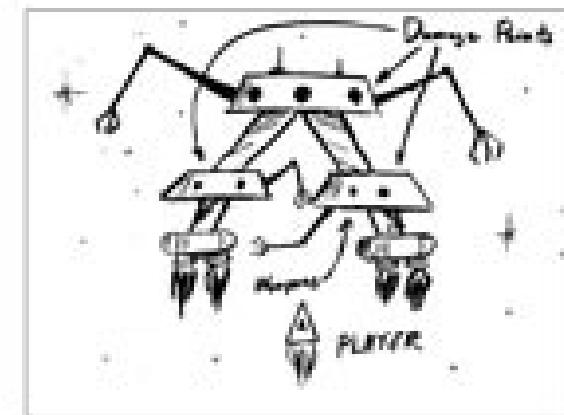
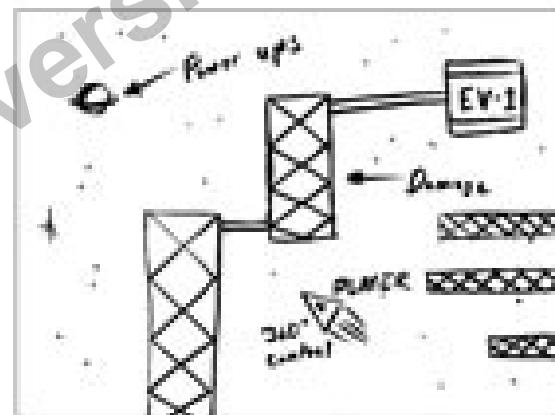
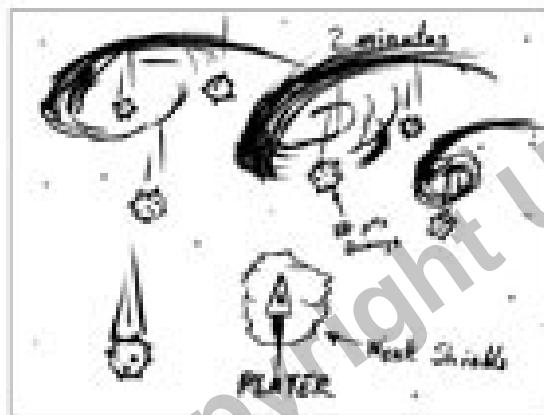
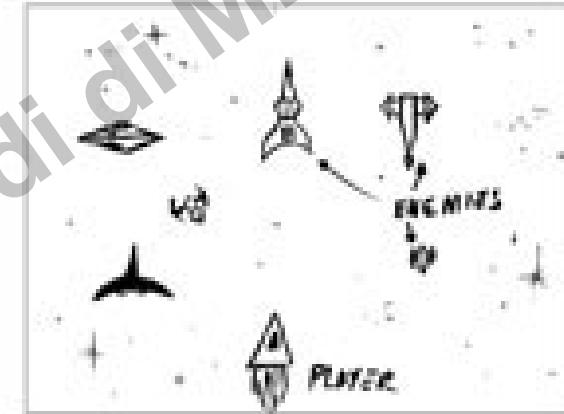
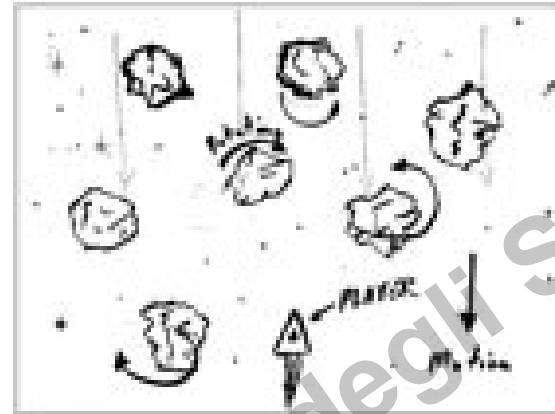
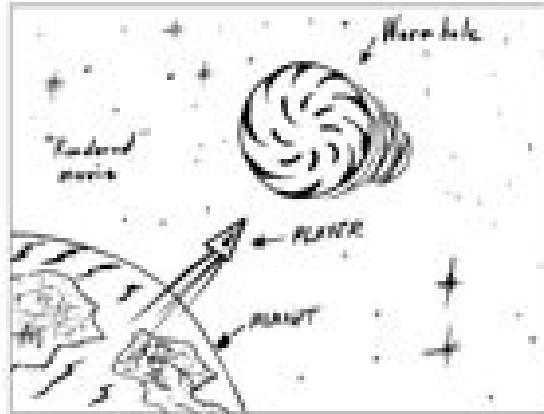
# Storyboarding for video games - ex.



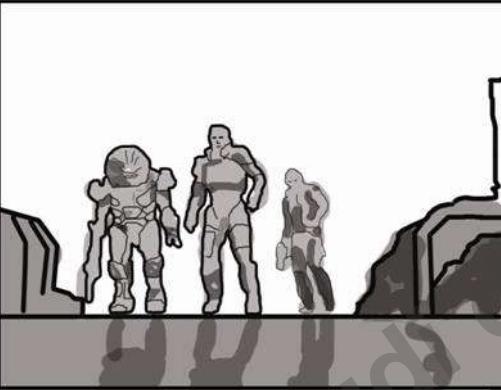
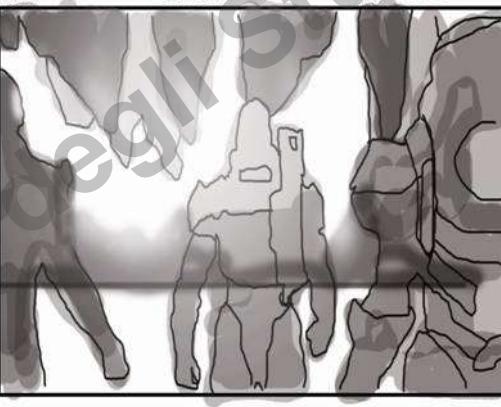
# Storyboarding for video games - ex.



# Storyboarding for video games - ex.

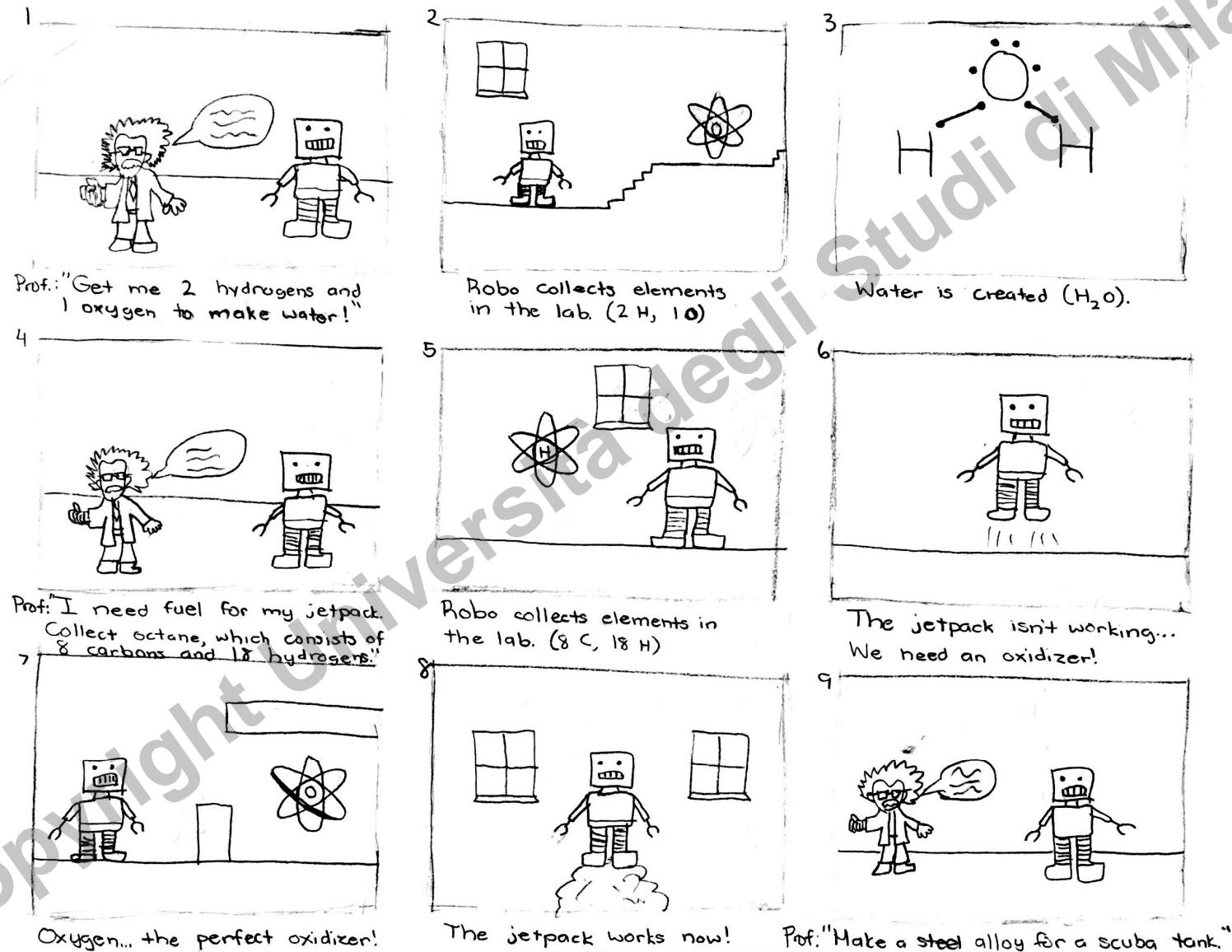


# Storyboarding for video games - ex.

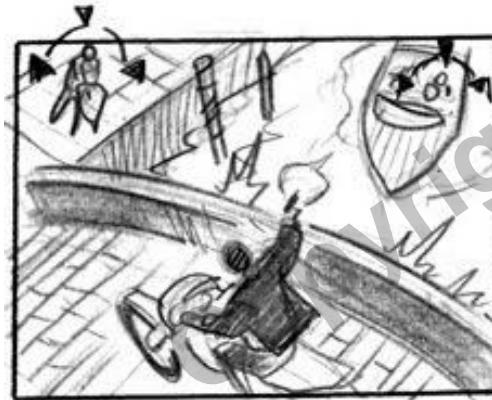
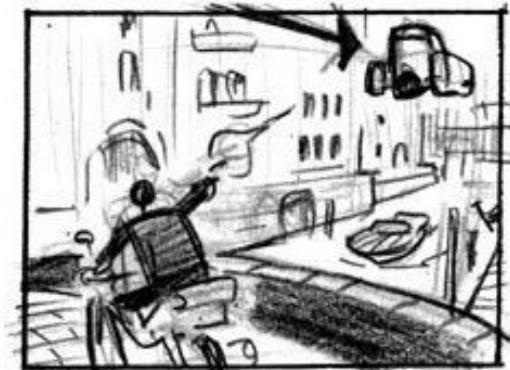
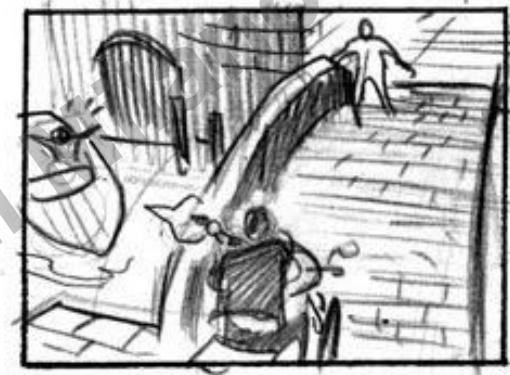
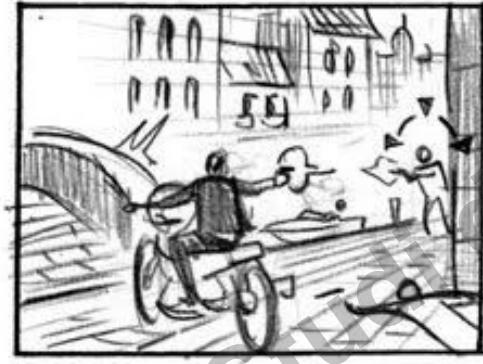
SC:	SHOT:	PANEL: 1	DIALOGUE: N/A
			ACTION: Party approaches the blinding light it shows by the reflections on their armor
			FX: Music
SC:	SHOT:	PANEL: 2	DIALOGUE: N/A
			ACTION: Group starts to grab their weapons, preparing for battle
			FX: Music
SC:	SHOT:	PANEL: 3	DIALOGUE: N/A
			ACTION: The light shines brighter on the city
			FX: Music

4:3 (TV) Vertical Film Template | Karen J Lloyd's Storyboard Blog | <http://storyboardblog.com>

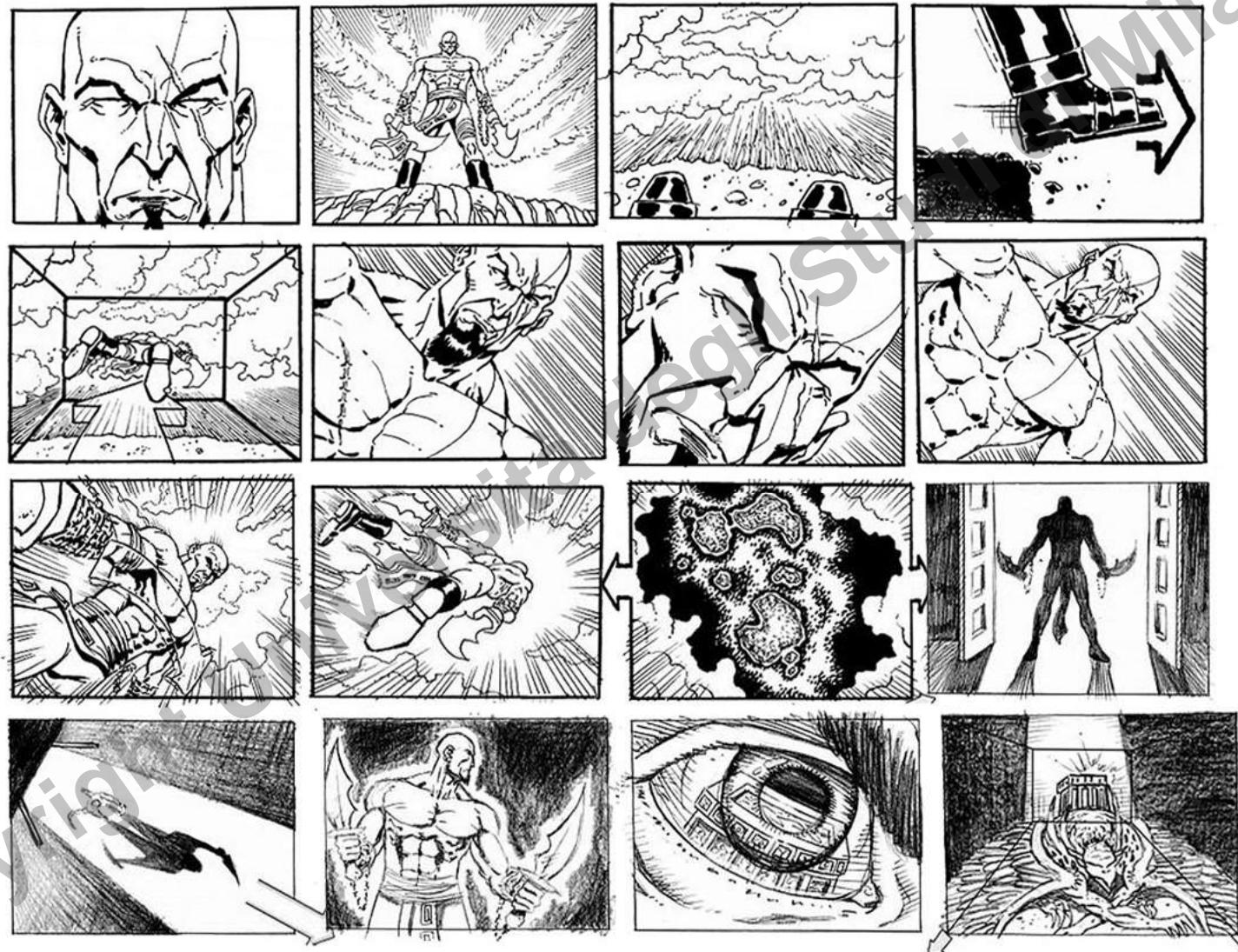
# Storyboarding for video games - ex.



# Storyboarding for video games - ex.



# Storyboarding for video games - ex.

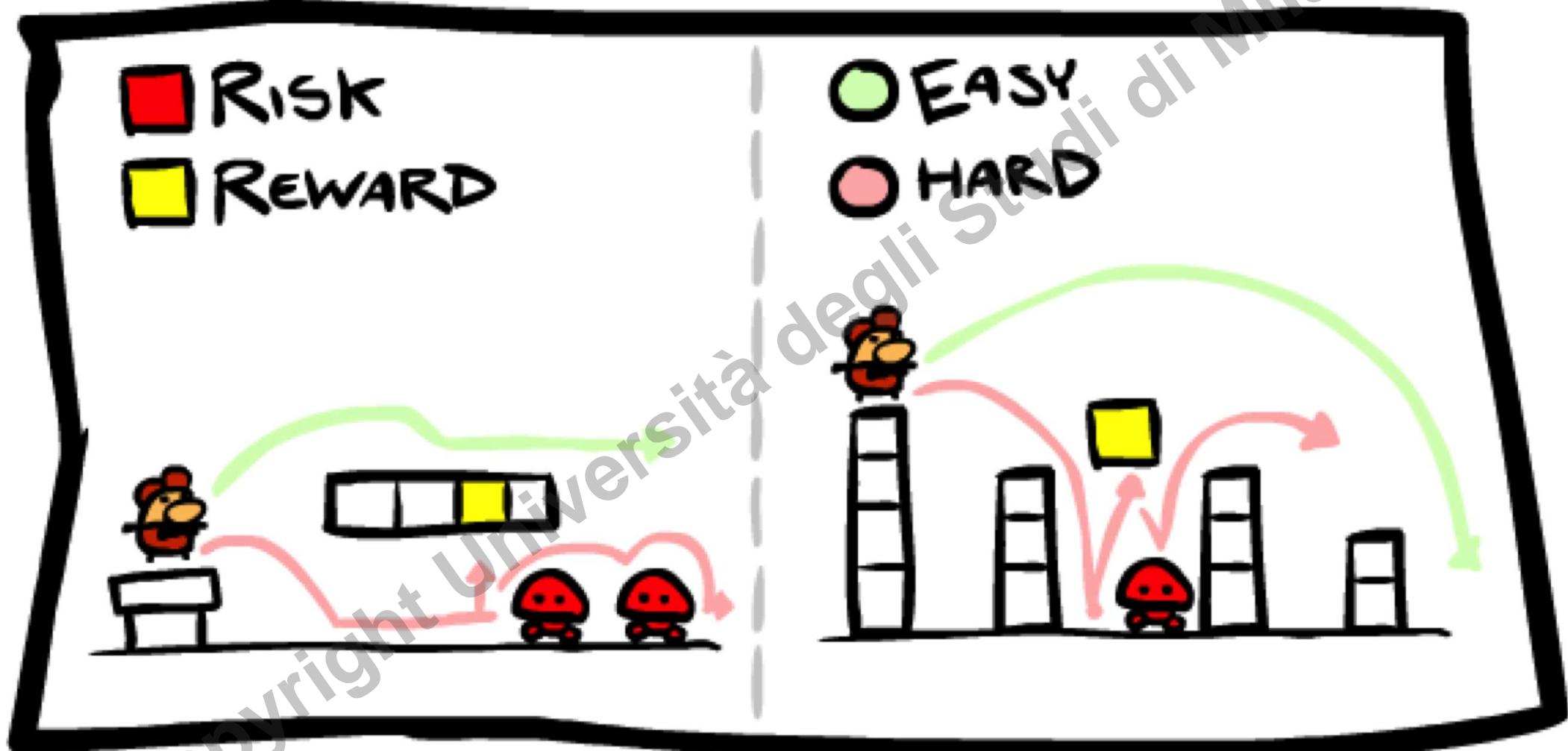


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Brad Vancata

# Storyboarding for video games - ex.



# Storyboarding for video games - ex.

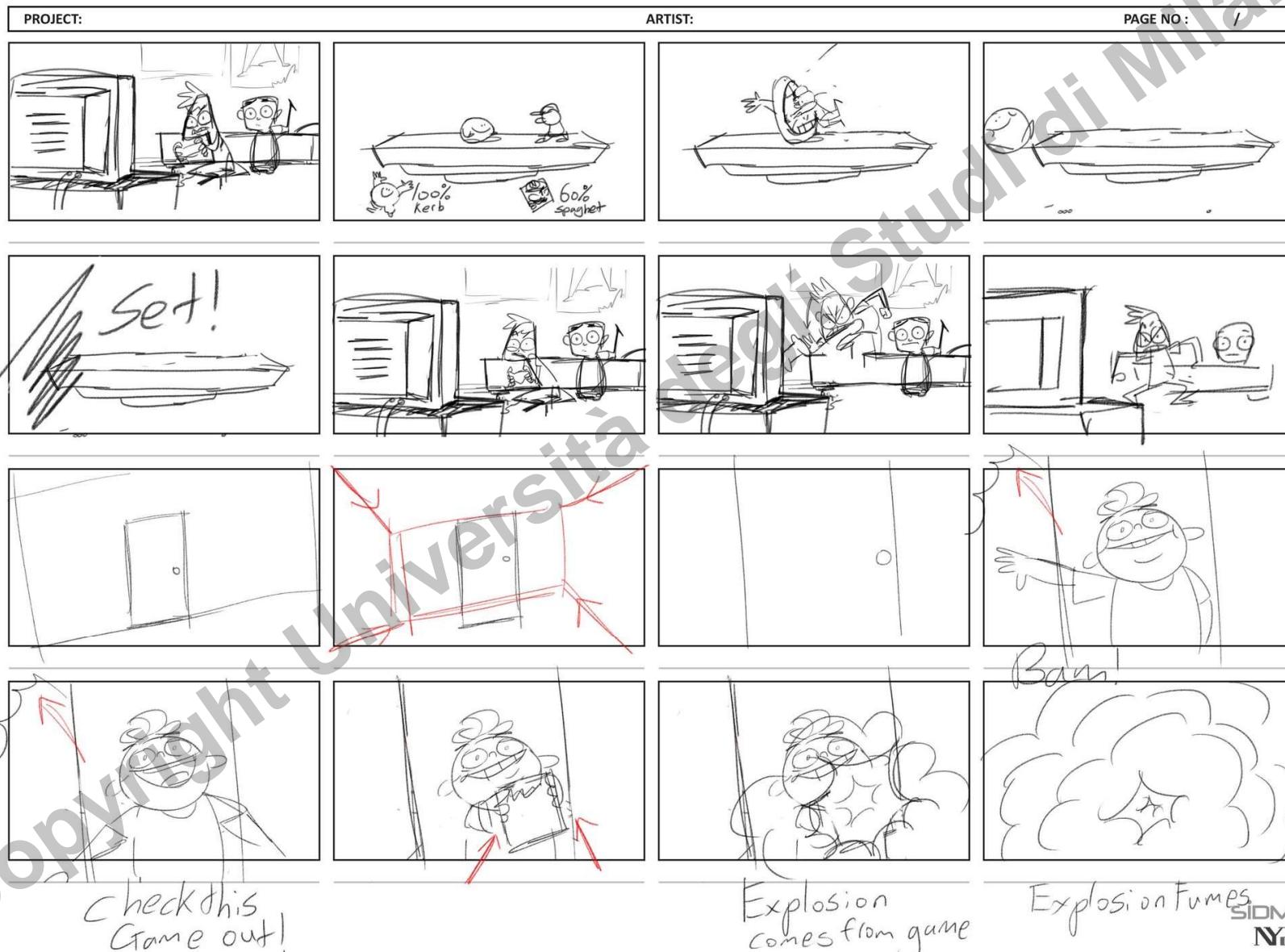
Main Menu	Start of Game	Scoring
<p>PENGUIN JUMP</p> <p>Play!</p>	<p>Player</p>	<p>Score: 0</p> <p>Player</p>
Main menu shows the game title and the button to play	Player will be playing as a penguin to jump upwards on the above ice platforms. As the game progresses, the boiling water will rise up. If the player hits the boiling water, the health will be deducted by 1.	As time moves on, there will be boiling water rising up beneath the penguin. The score increases over time, so as the speed of the rising boiling water.
Gain Health	Game Over	Victory
<p>Score: 0</p> <p>Player</p>	<p>GAME OVER!</p> <p>Restart</p> <p>Main Menu</p>	<p>Victory!</p> <p>Score: 1000</p> <p>Player</p> <p>Main Menu</p> <p>Restart</p>
At some point, the platform will randomly spawn fish which gives the penguin health. The penguin has a total of 3 health and the fish will not increase the maximum health but only to replenish.	The player will be displayed "Game Over!" when the health has dropped to 0. The player has the option either to return to the main menu or restart.	As the player has reached the top, the player has achieved victorious for the game. The game will then display restart button and button for main menu and the score for the game.

Create your own at Storyboard That

# Storyboarding for video games - ex.



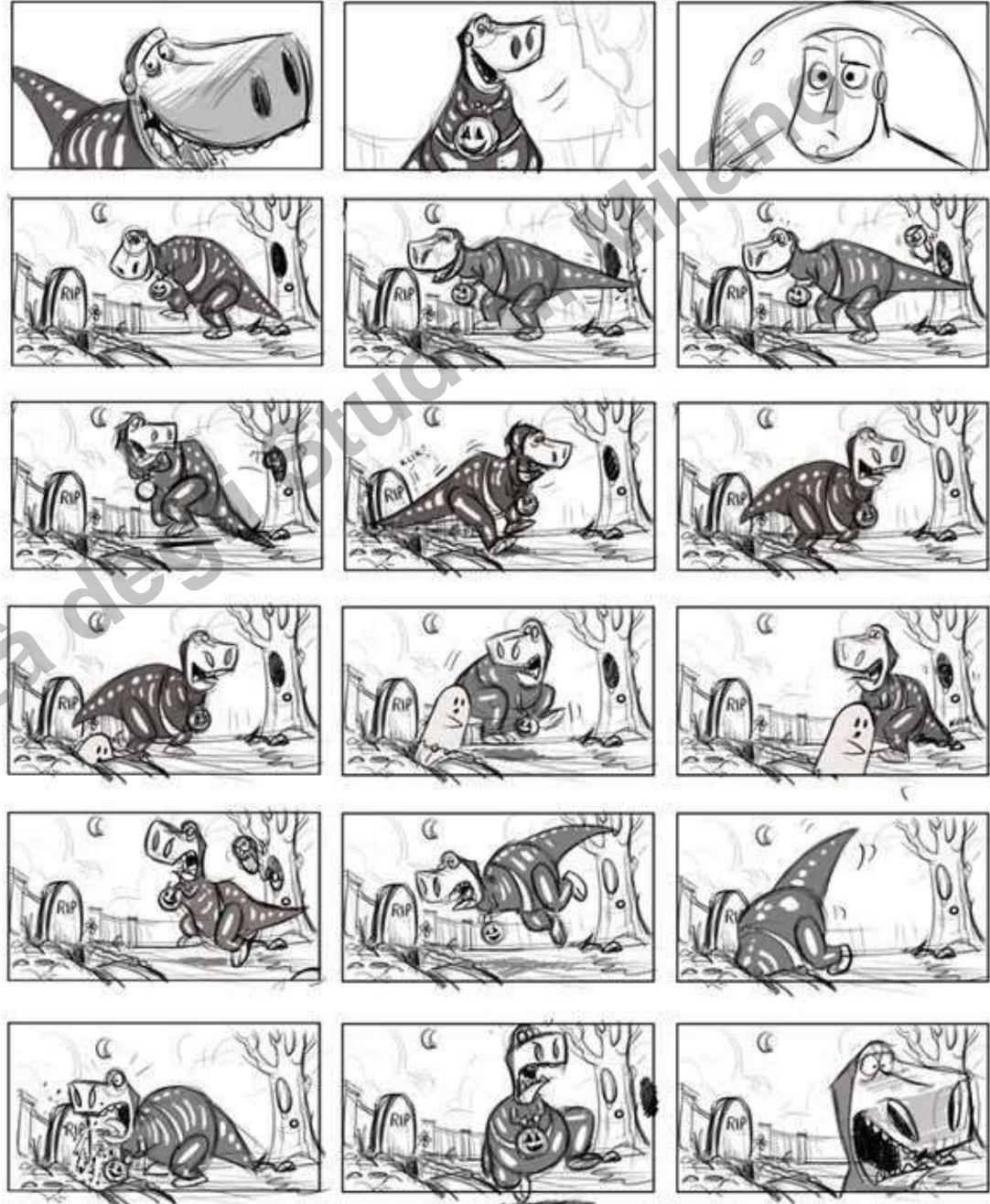
# Storyboarding for video games - ex.



# Storyboarding for video games - ex.

TOY STORY 3; THE VIDEO GAME

© DISNEY/PIXAR



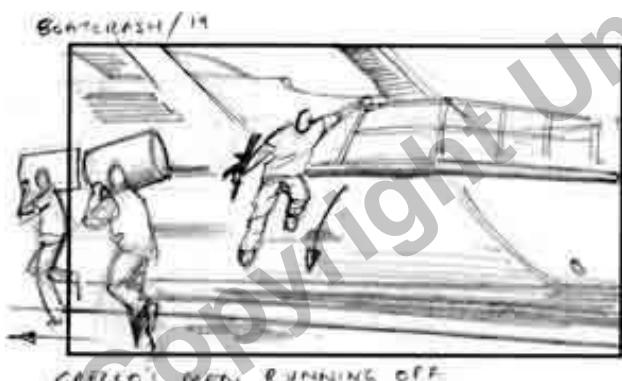
# Storyboarding for video games - ex.



CUT AND TRACK WITH BOARD HITTING GROUND, GRENADE FALL AND INTO A ROLL. IN BACKGROUND, BOAT HITS WALL & EXPLODES



CUT AWAY TO GRECO'S MEN.



GRECO'S MEN RUNNING OFF



BOAT BACKS UP TO BOY - SECONDARY EXPLOSIONS FROM BOAT IN BACKGROUND



CUT TO C/U ON  
COND TO ANTHONY  
TO LOOKING AT  
BOAT

MIB-HQ.COM

# Storyboarding for video games - ex.



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ORIGINS

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ASSASSIN'S  
CREED  
ORIGINS

... etc. etc. ...

# External resources

- How to Make a Storyboard (ft. Star Wars)
  - <https://www.youtube.com/watch?v=238eypcdOzU>
- How to draw A-grade storyboards (even if you can't draw!) | Media studies tutorial
  - <https://www.youtube.com/watch?v=NPrkxj2MyZI>
- Intro to Storyboarding
  - <https://www.youtube.com/watch?v=RQsvhq28sOI>
  - Includes the original 2° world war documentary that Lucas used - literally! - «as a storyboard» for spaceships dogfights in Star Wars

