

Building Visual Narrative Tools for Film-to-Comics Adaptations

Jamie Williams

June 5, 2018



About me

Day job: data scientist (present)
software engineer (2006–2012)
theoretical physicist (1999–2006)

Interests: machine learning
data visualization
quantified self
creative coding
generative art
visual storytelling / comics

Where: St. Louis, MO



graphic novel



start



graphic novel

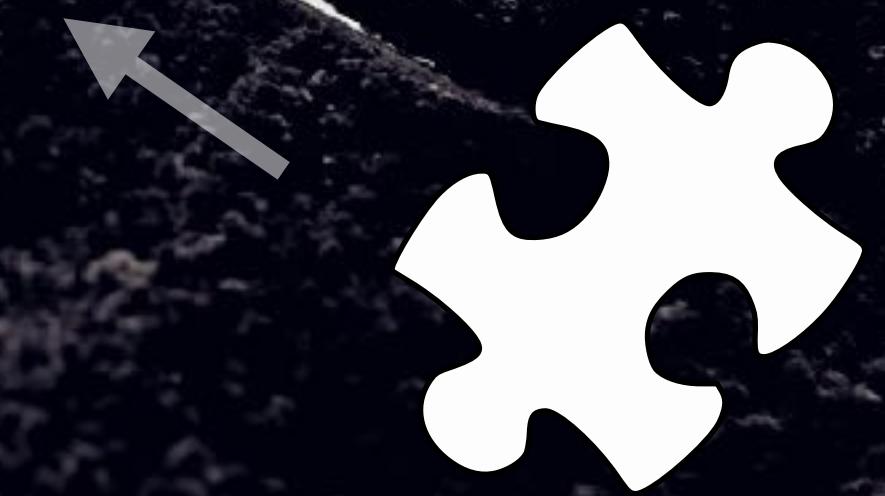
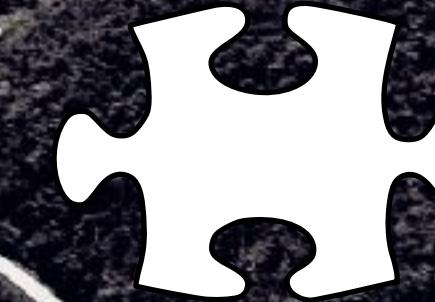
coloring & lettering



drawing & inking



thumbnails



writing / storytelling



graphic novel



coloring & lettering



drawing & inking



thumbnails



writing / storytelling



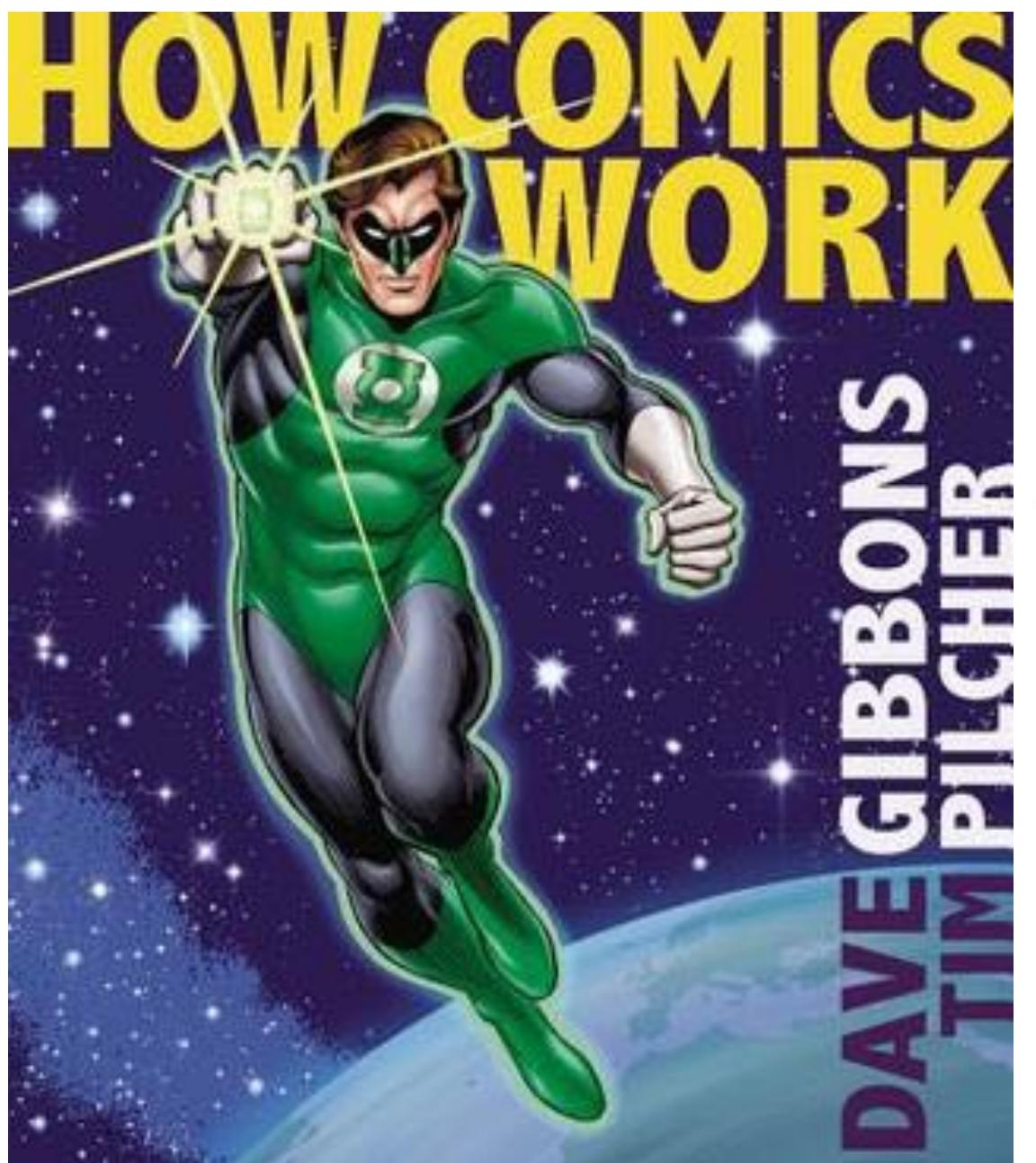
graphic novel



coloring & lettering



drawing & inking



ADAPTATION

Examine a novel, movie, or play that you love, pick a scene that appeals to you, and then adapt that into a comic script. This will help you practice the craft of telling a story in words and pictures without having to worry about coming up with an actual plot. Consider what the most important elements in the scene are—the character's actions, the setting, or their speech, perhaps? You'll also need to consider how many panels are on each page, the pacing, and how you would

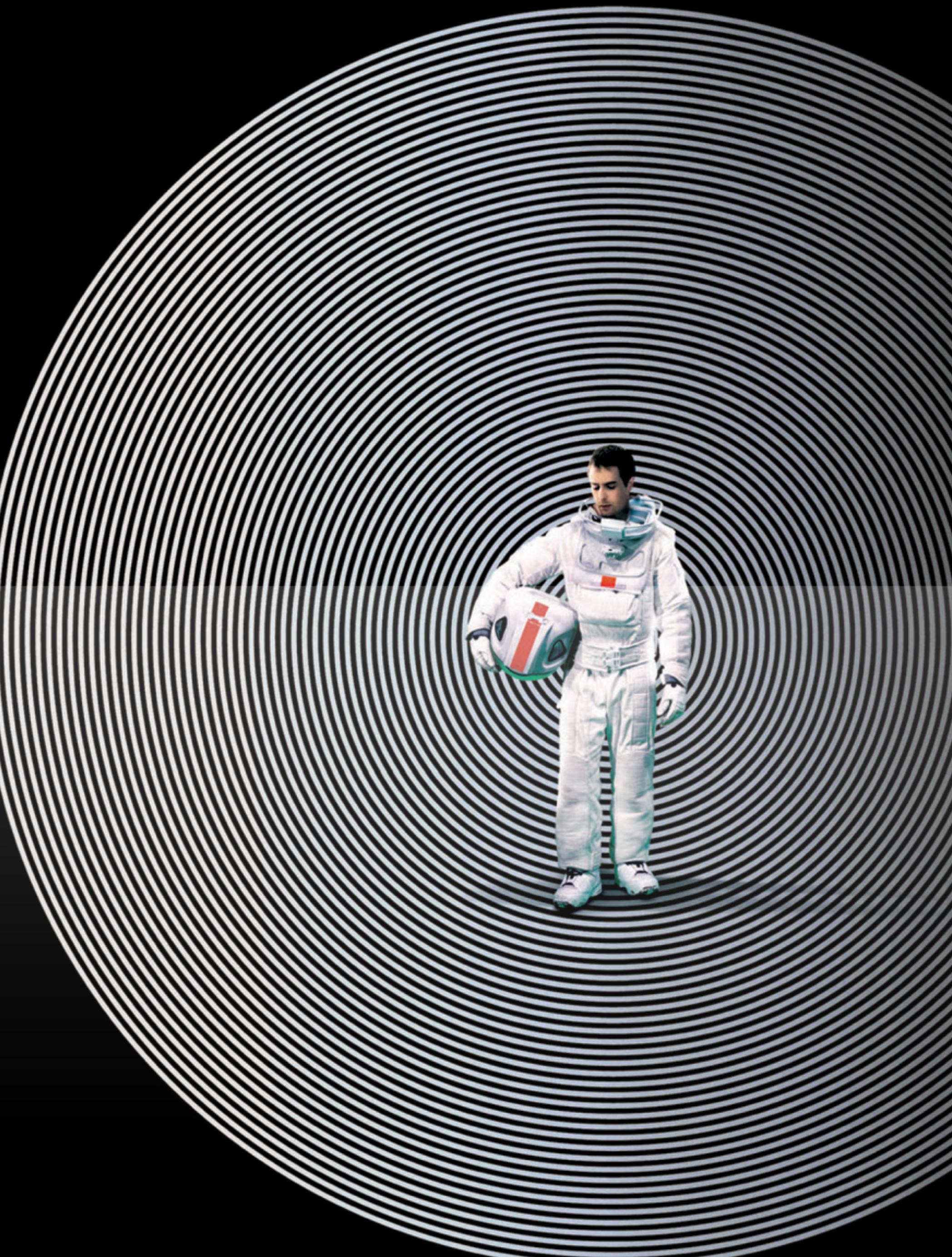


thumbnails



writing / storytelling

SAM ROCKWELL
SAM ROCKWELL
SAM ROCKWELL



250,000 MILES FROM HOME,
THE HARDEST THING TO FACE...
IS YOURSELF.

MOON

A SONY PICTURES CLASSICS RELEASE A LIBERTY FILMS PRODUCTION IN ASSOCIATION WITH XINGU FILMS AND LIMELIGHT SAM ROCKWELL "MOON" DOMINIQUE McELLIGOTT
KAYA SCodelario BENEDICT WONG MATT BERRY MALCOLM STEWART CASTING DIRECTORS JEREMY ZIMMERMAN AND MANUEL PURO MAKE-UP AND HAIR DESIGN KAREN BRYAN DAWSON
COSTUME DESIGNER JANE PETRIE CONCEPTUAL DESIGN GAVIN ROTHERY PRODUCTION DESIGNER TONY NOBLE VFX & CHARACTER ANIMATION BY CINESITE DIRECTOR OF PHOTOGRAPHY GARY SHAW MUSIC BY CLINT MANSELL
EDITOR NICOLAS GASTER LINE PRODUCER JULIA VALENTINE EXECUTIVE PRODUCERS MICHAEL HENRY BILL ZYSBLAT TREVOR BEATTIE BIL BUNGAY CO-PRODUCERS NICKY MOSS ALEX FRANCIS
MARK FOLIGNO STEVE MILNE STORY BY DUNCAN JONES WRITTEN BY NATHAN PARKER PRODUCED BY STUART FENEGAN TRUDIE STYLER DIRECTED BY DUNCAN JONES

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Film



start

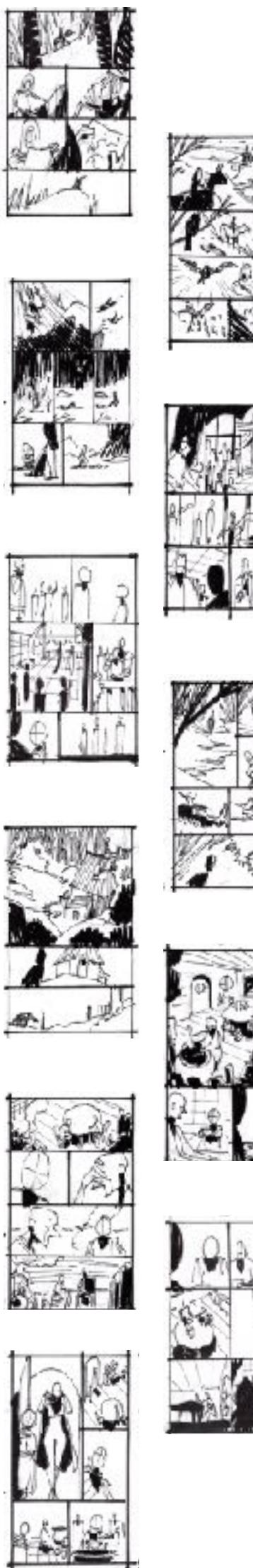
30m

1h

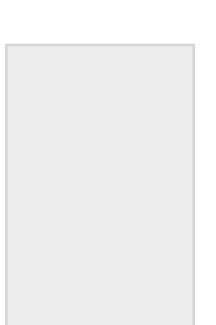
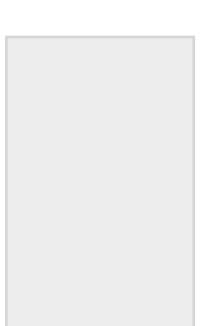
1h 30m

STORY
FLOW

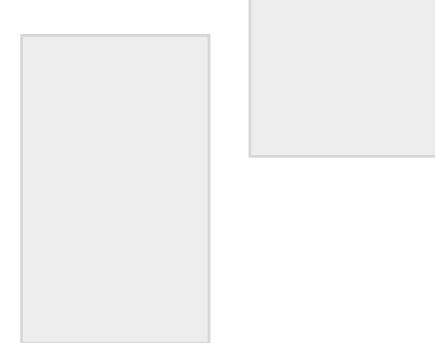
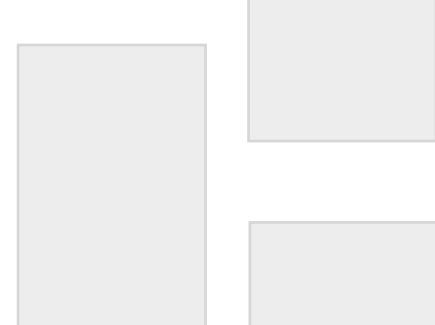
PRODUCTION FLOW



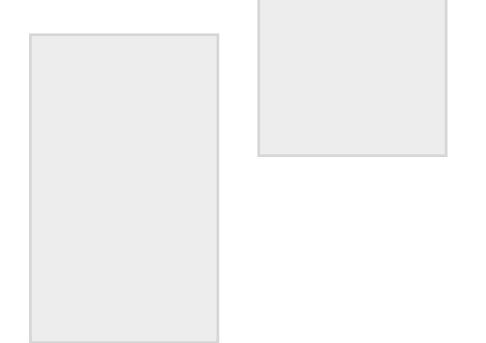
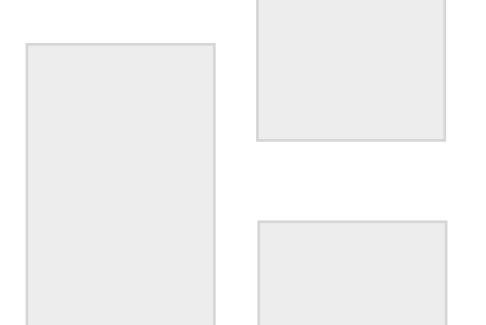
Thumbnails



Pencils



Inks



Colors



excursion



graphic novel



coloring & lettering



drawing & inking



thumbnails



writing / storytelling

SHOTS →

SCENES



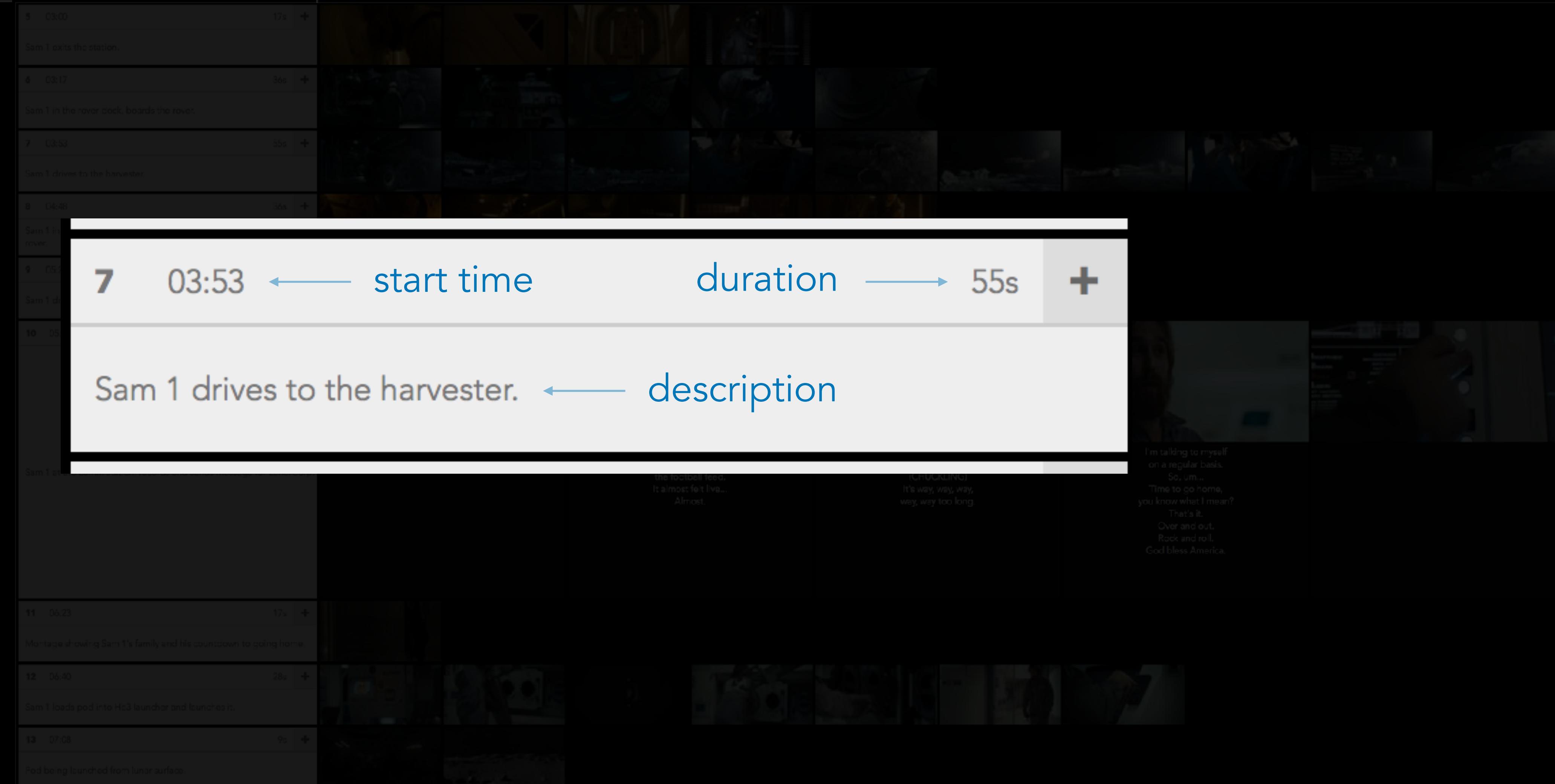
5 03:00	17s +										
Sam 1 exits the station.											
6 03:17	36s +										
Sam 1 in the rover cockpit, boards the rover.											
7 03:53	55s +										
Sam 1 drives to the harvester.											
8 04:48	36s +										
Sam 1 in the harvester belly, transfers the pod from the harvester to the rover.											
9 05:24	18s +										
Sam 1 drives back to the station.											
10 05:42	41s -	<p>How are things down there? You guys been to any good parties or anything? Oh, thanks for the footbell feed. It almost felt live... Almost.</p> <p>But, uh, three years is a long haul, you know. (CHUCKLING) It's way, way, way, way, way too long.</p> <p>I'm talking to myself on a regular basis. So, um... Time to go home, you know what I mean? That's it. Over and out. Rock and roll. God bless America.</p>									
Sam 1 at the comm station, records and sends message for LunarCorp.											
11 06:23	17s +										
Montage showing Sam 1's family and his countdown to going home.											
12 06:40	28s +										
Sam 1 loads pod into H-3 launcher and launches it.											
13 07:08	9s +										
Pod being launched from lunar surface.											

Screen stills from the film *Moon* (2009), Liberty Films UK, dir. Duncan Jones.

SCENES



SHOTS →



Screen stills from the film *Moon* (2009), Liberty Films UK, dir. Duncan Jones.

SHOTS →

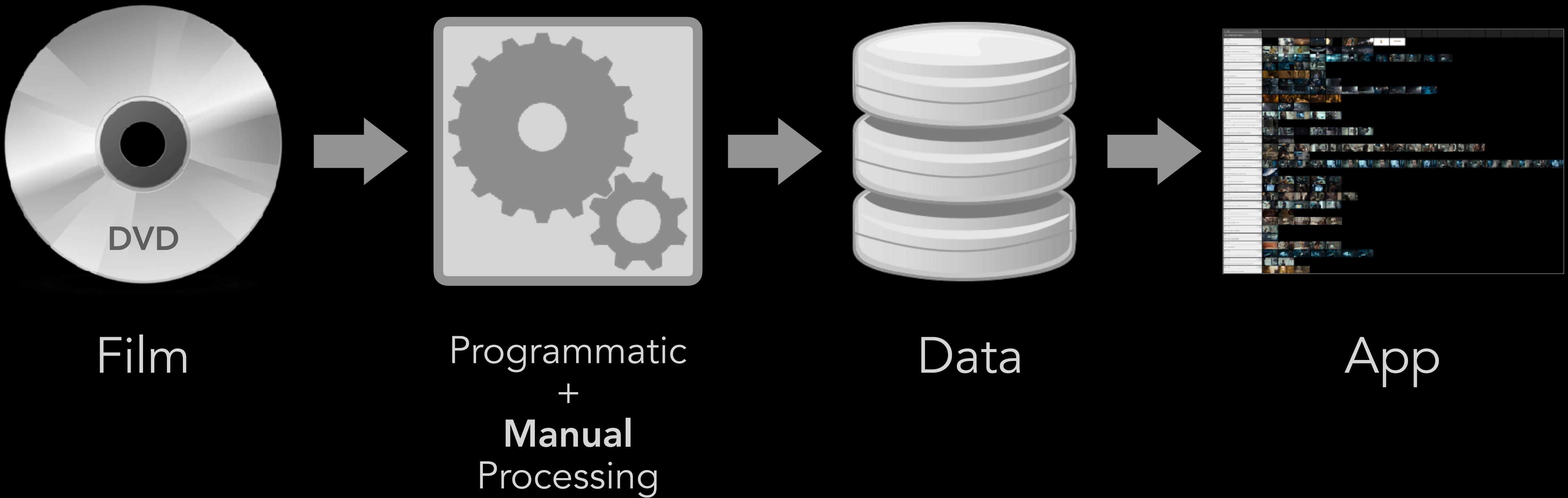
SCENES



Each row can be expanded to **enlarge** the shot images and reveal the **dialog**

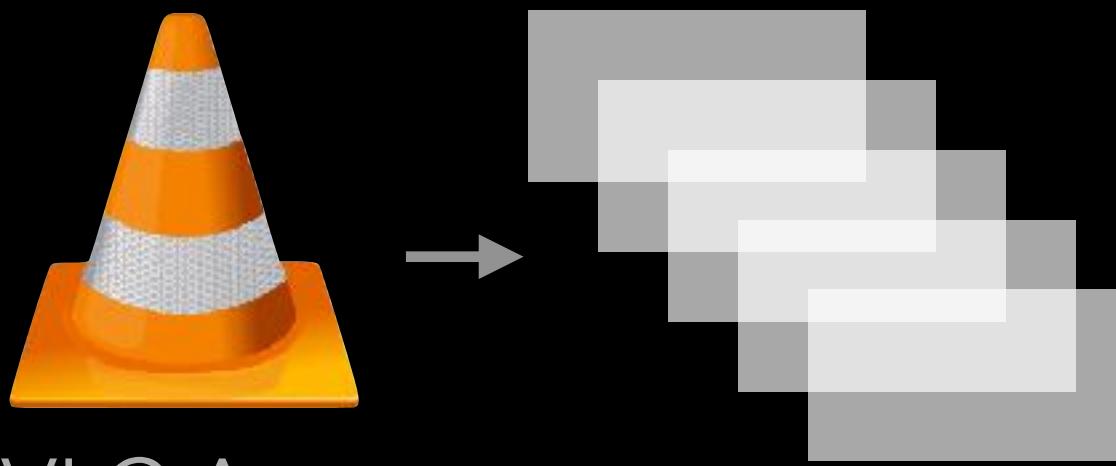
5 03:00	12s +					
Sam 1 exits the station.						
6 03:17	36s +					
Sam 1 in the rover cockpit, boards the rover.						
7 03:53	55s +					
Sam 1 drives to the harvester.						
8 04:48	56s +					
Sam 1 in the harvester cabin; transfers the pod from the harvester to the rover.						
9 05:26	18s +					
Sam 1 drives back to the station.						
10 05:42	41s -					
Sam 1 at the comm station, records and sends message for LunarCorp.						
11 06:23	17s +					
Montage showing Sam 1's family and his countdown to going home.						
12 06:40	28s +					
Sam 1 loads pod into Ho3 launcher and launches it.						
13 07:08	9s +					
Pod being launched from lunar surface.						

Screen stills from the film *Moon* (2009), Liberty Films UK, dir. Duncan Jones.



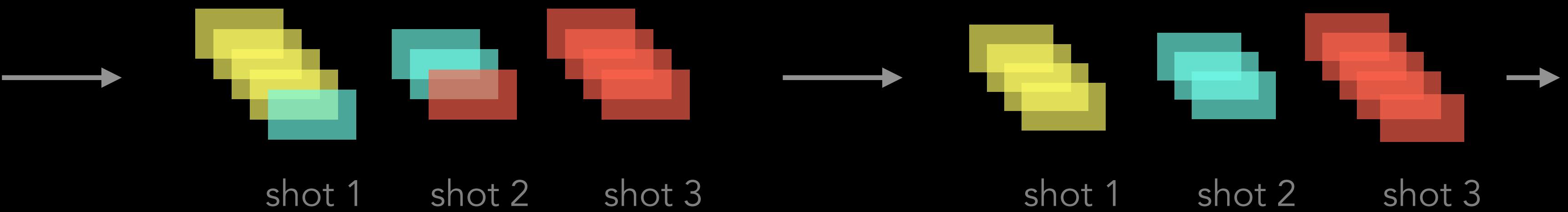
Step 1

Capture Screen Stills (1/s)



Step 2

*Programmatically Group
Images into Shot Segments*



Step 3

*Manually Clean Up
Shot Groups*



Step 4

*Manually Select
Representative Images*



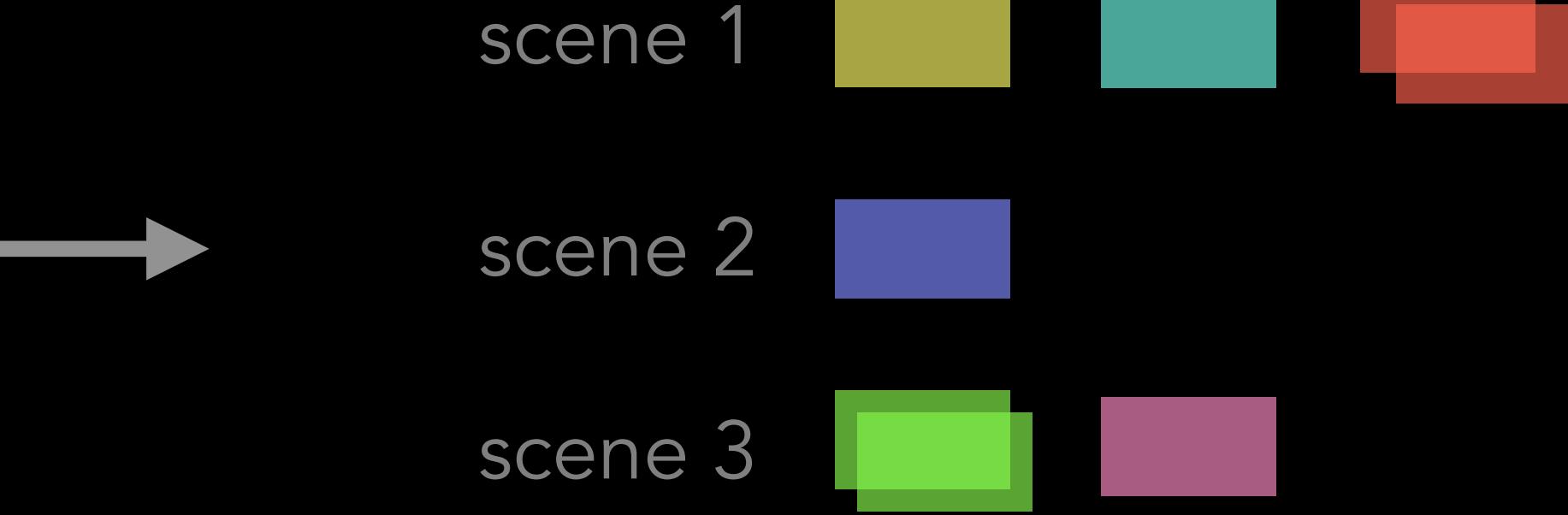
shot 1

shot 2

shot 3

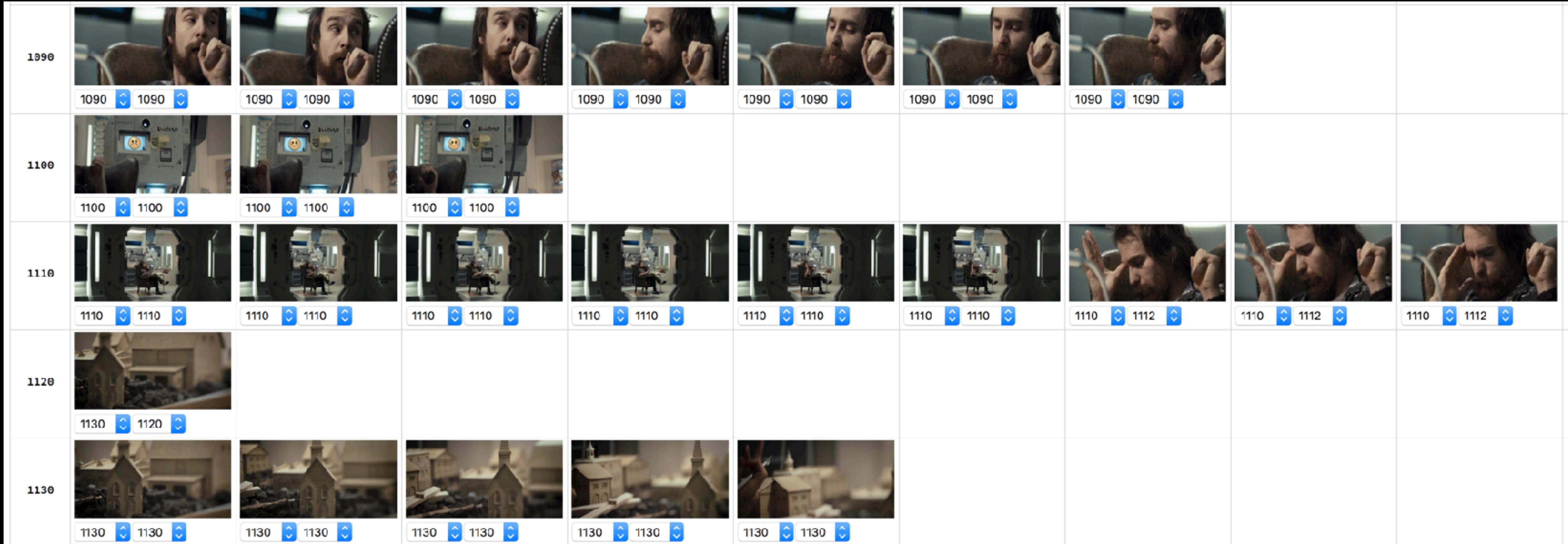
Step 5

*Manually Group
Shots into Scenes
(and write descriptions)*

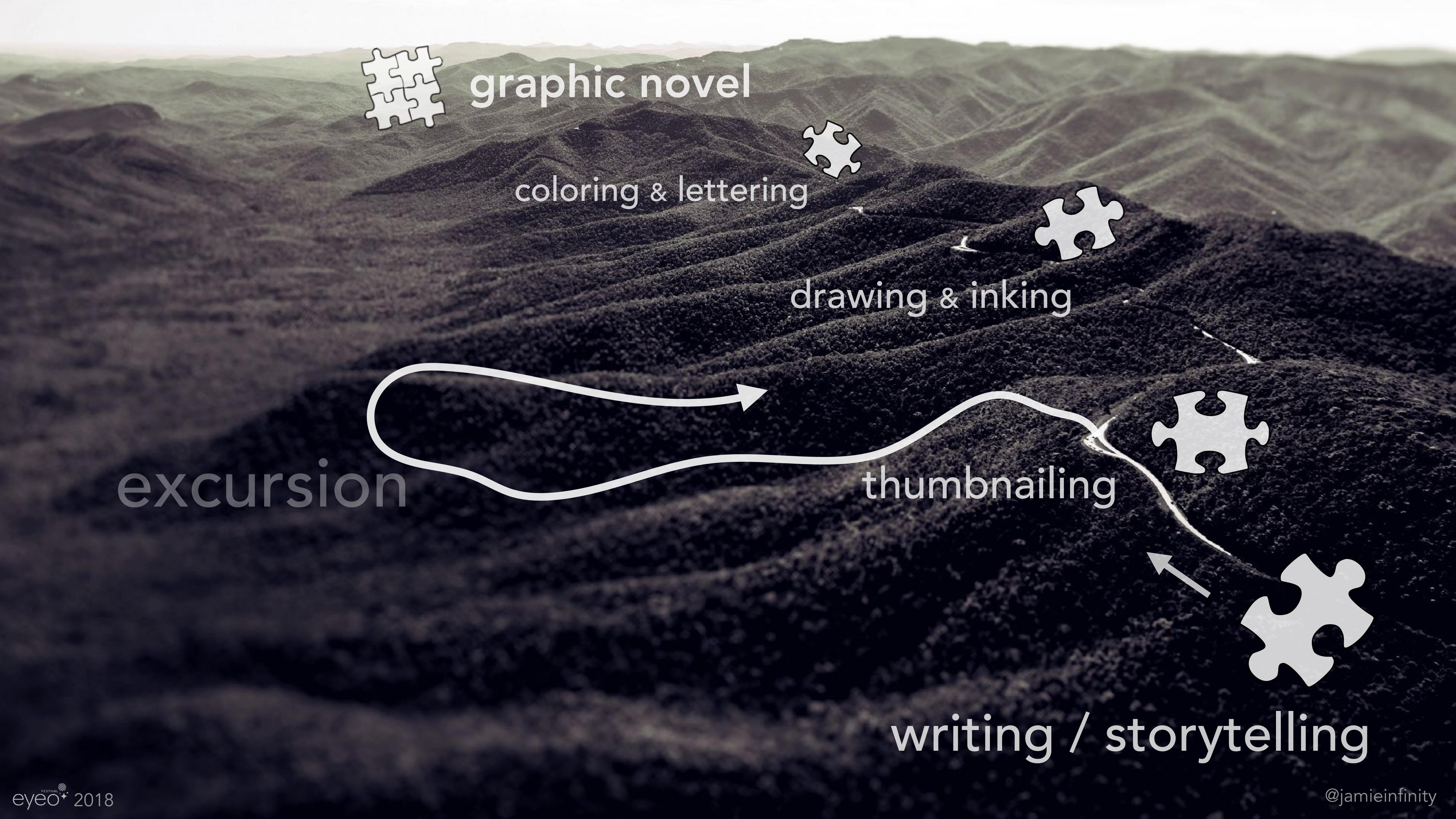


Manual Cleanup of Shots

A spreadsheet-like grid with drop-down menus made in *Mathematica*.



Screen stills from the film *Moon* (2009), Liberty Films UK, dir. Duncan Jones.



excursion



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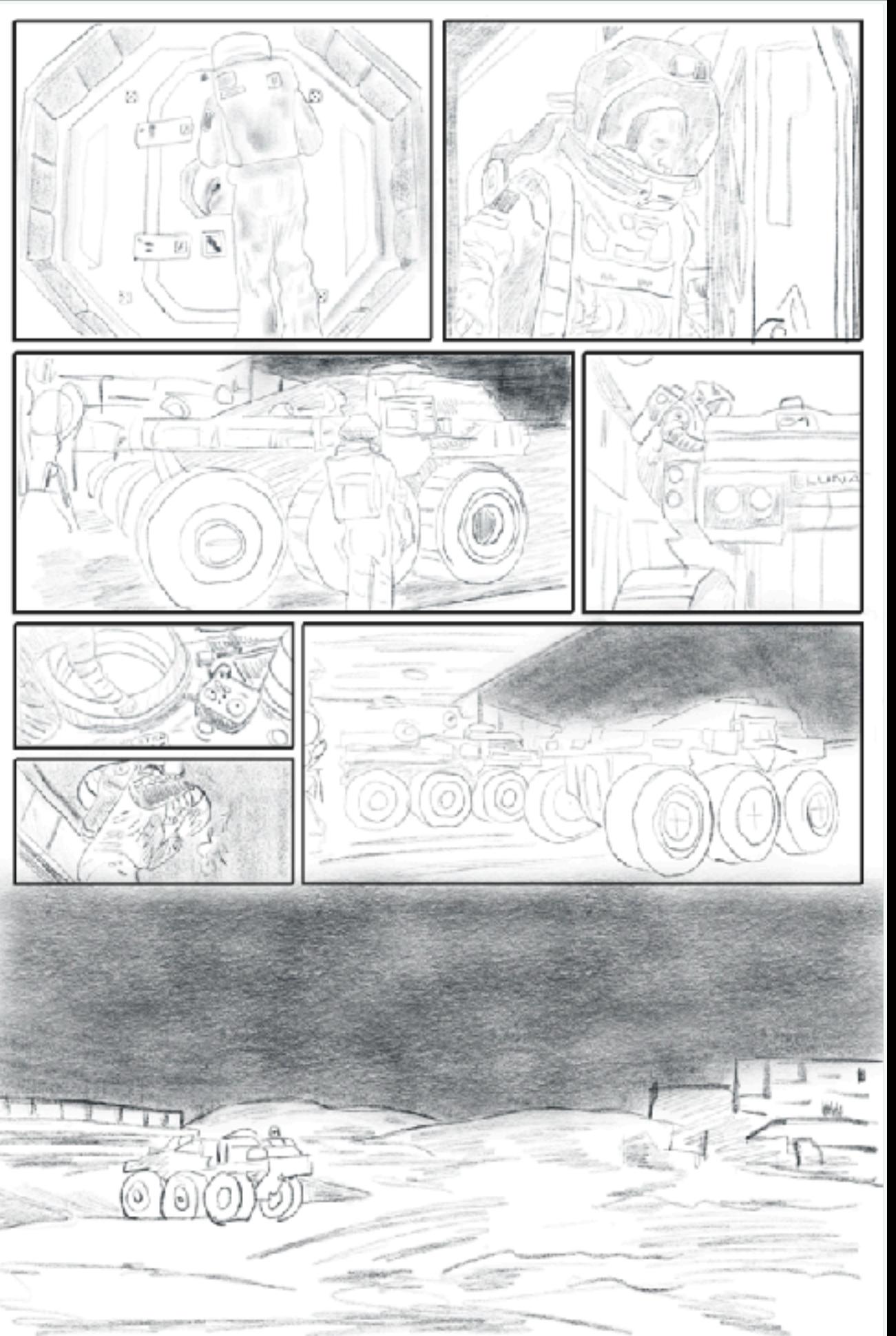
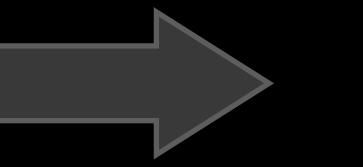
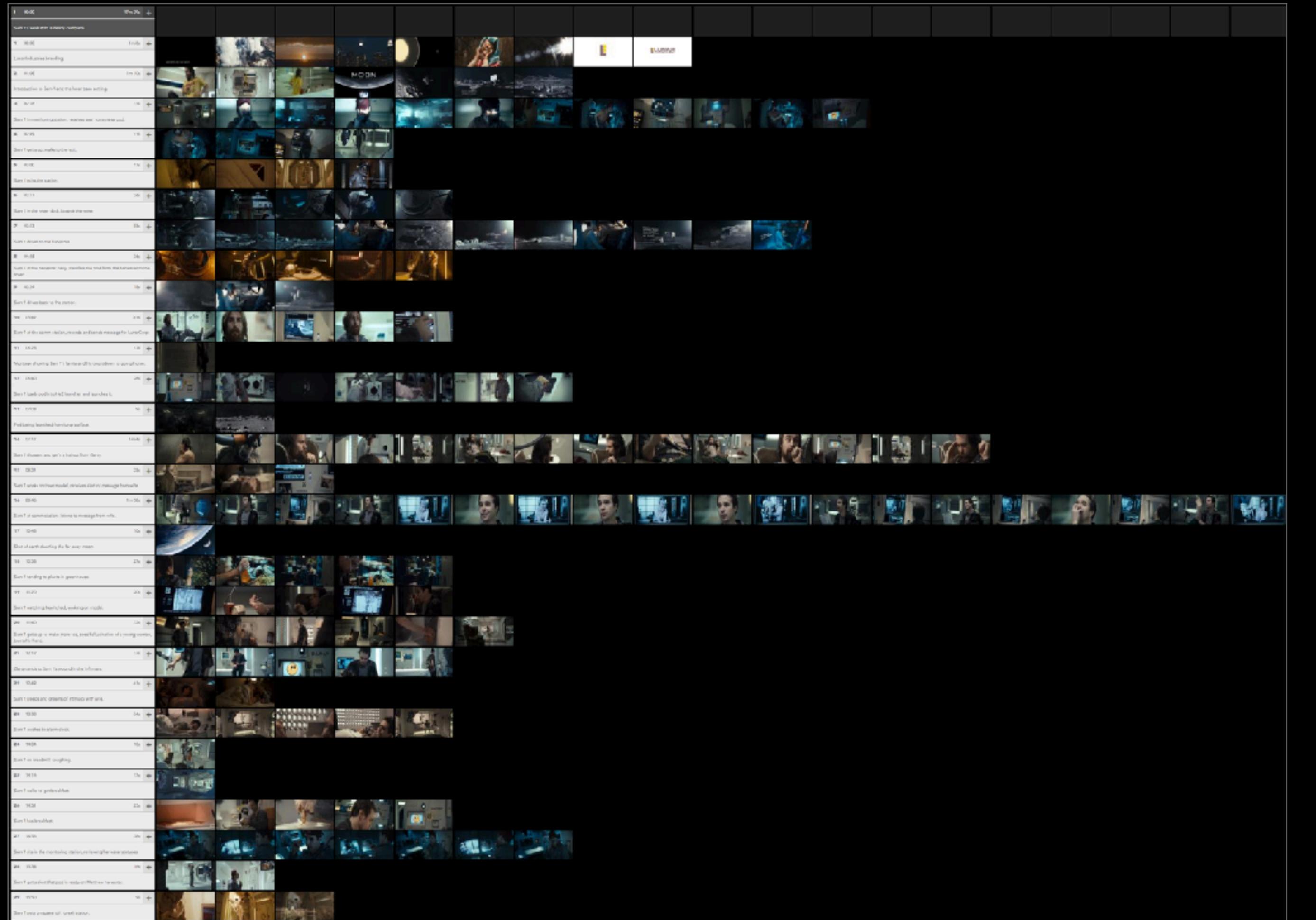


thumbnails



writing / storytelling





Screen stills from the film *Moon* (2009), Liberty Films UK, dir. Duncan Jones.

Thank You.

I'm Jamie Williams (@jamieinfinity)
https://github.com/jamieinfinity/movie_map