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DGM 2660 – Digital Storyboarding

Self-Assessment 04/23/2019

I learn quite a bit this semester about storyboarding. I’m grateful for the time that Professor Rodayne put into teaching us an in-depth history of storytelling and storyboarding. Although it was hard for myself to put my ideas on paper, I did learn the process. The first assignment, which was to pick one minute from a film and do quick thumbnails, was really fun because we didn’t have to be perfect but we were still able to get the idea of the scenes across. I chose the action scene from Disney’s Atlantis, and I felt like it turned out good and my peers enjoyed it.

My attendance in this class was important to me. There were some days that I had to miss due to personal issues, but I didn’t want to miss important days, such as the days we got together with our groups to evaluate our work. I think that time was valuable and I enjoyed getting my peers comments and feedback. I think Rodayne’s idea of group evaluations helped us all to understand where our storyboard and animatics needed to go to please the audience.

I think a flaw that I possess that really stood out to me was trying too hard to make my thumbnails perfect for my animatic. I put too much time in the detail, and when the detail didn’t turn out how I wanted, I would start over and it really delayed my work. But now I know that I need to improve my process and be smart about my time and organization. But all in all I am pleased with the work that I did and I know that with more practice I could get better at storyboarding and share great stories with others.

When it comes down to evaluating myself, I’m pretty hard on myself but I need to step back and realize that there is so much going on in the animation program that the only thing I can do is my best to do my work and to improve. I feel like I did well in this class. If I had to give myself a letter grade, it would be a B-. I thank the professors and my peers for being helpful in driving each other to be better.