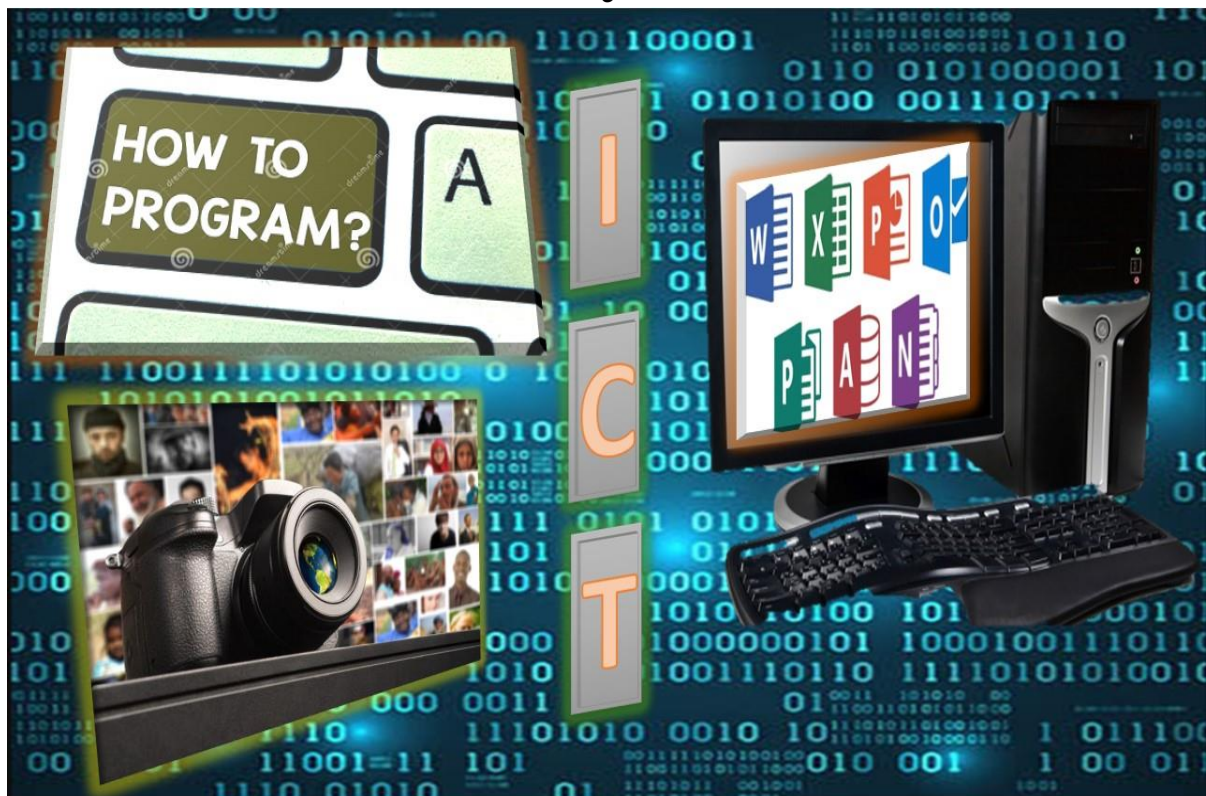




ICT 10 Activity Sheet

Quarter 3 | Week 2

Storyboard



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WRITERS

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Introductory Message

Welcome to ICT 10!

The **Learning Activity Sheet** is self-directed instructional materials aimed to guide the learners in accomplishing activities at their own pace and time using the contextualized resources in the community. This will also assist the learners in acquiring the lifelong learning skills, knowledge and attitudes for productivity and employment.

For learning facilitator:

The **ICT 10 Activity Sheet** will help you facilitate the leaching-learning activities specified in each Most Essential Learning Competency (MELC) with minimal or no face-to-face encounter between you and learner. This will be made available to the learners with the references/links to ease the independent learning.

For the learner:

The **ICT 10 Activity Sheet** is developed to help you continue learning even if you are not in school. This learning material provides you with meaningful and engaging activities for independent learning. Being an active learner, carefully read and understand the instructions then perform the activities and answer the assessments. This will be returned to your facilitator on the agreed schedule.

Name of Learner: _____ Grade and Section: _____
School: _____ Date: _____

ICT 10 ACTIVITY SHEET

Storyboard

Learning Competency:

Demonstrate understanding on the elements of storytelling.

Support Competencies:

1. Explain what is a storyboard.
2. Identify what are the methods and techniques of a storyboard.

Background information for the learners

Storyboarding is the practice of producing sketches for a script/concept. It is an essential part of the preproduction process. Storyboarding helps the production team envision and develop an idea, visualise and test out concepts, and highlight any potential obstacles with the structure or layout of a story before it heads into production.

In this lesson, you will learn what is storyboarding, the important methods and techniques behind an effective storyboard.

Activity Proper.

Activity 1

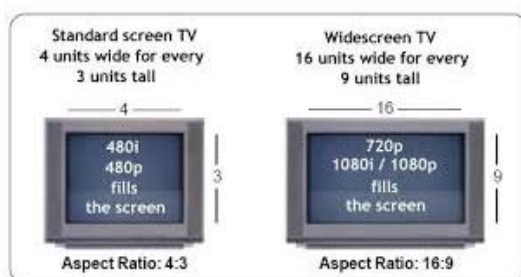
A storyboard is a sequence of hand-drawn sketches or visual images that are supported by script notes or dialogue and placed in a sequence, for the viewer to visualise an animation before production.

Each individual shot in a storyboard represents a type of camera shot, angle, action, or special effect, to effectively tell a story.

Storyboard methods and techniques

Film aspect ratios

Storyboards showcase a series of images, of what the audience will see on screen. These are shown in formats called a **Storyboard Panel** or **Storyboard Frame**, which is basically a rectangular shaped box presented digitally or on paper. The size and shape of the panels are different, depending on what is called the **Aspect Ratio** (the relationship between the width & height of your video). The most common aspect ratio are **4:3** and **16:9**.



Camera Angle. refers to the where the camera is shooting from. When storyboarding, always imagine yourself holding the camera, and ask yourself what's the best way to portray the action or subject in a scene.

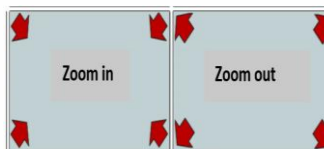
1. **Point of View (POV)** camera angles are used when you want the viewer to understand what the character is seeing. The view can be close, mid, or long.
2. **Over the Shoulder Shot (OSS or OTS** or also known as 'Third-Person') is a view from behind an individual and towards a subject. It's typically used between people in conversation, and the frame has one person/thing on the side of the frame.
3. **Two-Shot** is an angle where two subjects are both in a single frame together, and usually speaking. When drawing dialogue frames, alternate between two-shots and OTS shots.
4. **Up Shot / Worm's Eye View** are angles that look up at a subject/object.
5. **Down Shots / Bird's Eye View** are angles that look down at a subject/object.

Camera and Object Motions

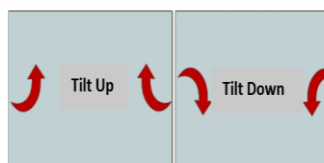
When creating a storyboard for film, it is imperative that the images reflect the script. Motion is central to these images: the motions of the characters and objects within the scene, as well as the motion of the camera observing it. Instead of providing description box with details of every action, let the image communicate the motion of a scene. Arrows are a simple and recognizable way to show motion or progression. This board covers some common uses of arrows:



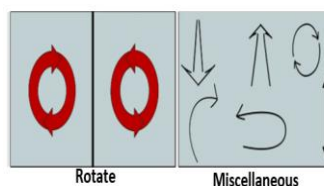
Pan right / Pan left. Arrows on the top and bottom of the cell pointing right/left indicate that the camera should move horizontally to the right / left.



Zoom In / Zoom Out. Four inward/outward arrows signals for the camera to zoom in/out.



Tilt Up/ Tilt Down. Curved arrows on the side pointing up instruct the camera to be tilted upward/ downward in angle.



Rotate

Miscellaneous

Rotate. Depending upon the direction of the area this symbol denotes which way the camera should rotate.

Miscellaneous. Camera motions typically fall near the edge of the cell while object motion symbols are inside and near a specific object. These are **free form arrows** and drawings that show the path of a specific item in the frame or its action.

Camera Shots

Establishing shot. This is a cell used solely to convey setting and position in the story. Establishing shots commonly open a film, or transition the plot to a different location.



Full shot. This is a zoomed in version of the establishing shot, usually showing an important character or object. The setting still occupies a significant portion of the cell, but other content is shown.



Mid Shot. The character or object is the focal point, with very little background.



Close Up. The camera is zoomed in; the character or object occupies all of the space.



Extreme Close Up. The shot focuses on the face of a character or a significant detail of an object, excluding everything else. This imparts crucial details or emotions.



Identify what camera angle was used for the group of pictures shown below.

1.



2.



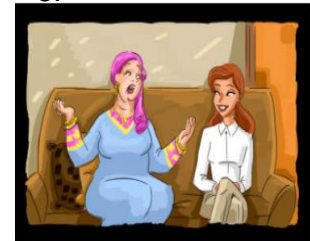
3.



4.



5.



Activity 2.

Read the story board and answer the given questions.



Action. Clark walks up towards the house as the door opens, revealing Adele in her fancy dress.

Sounds. Crikets in the backgrounds, the sound of passing cars.

Camera. Follows behind Clark, then focuses on Adele.



Action. Clark is taken aback.

Audio. (Internal dialogue) She looks amazing....

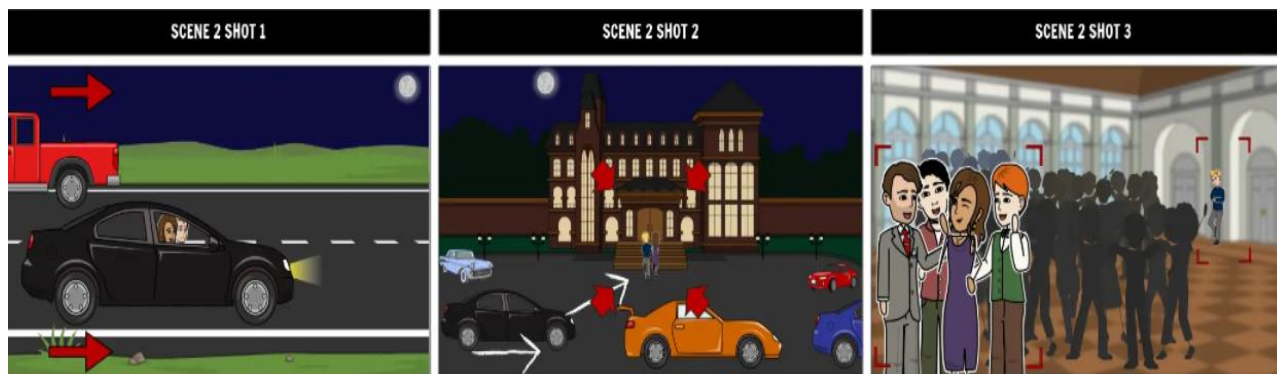
Camera. Zoom in to focus on his amazed expression.



Action. Scene cuts to Clark helping Adele into his car.

Audio. (barely audible) "You look nice", "Thank you". Rambling of the engine.

Camera. No movement.



Action. Car speeds down the road illuminated by moonlight.
Audio. Soft music begins to fade in.
Camera. Pan right to follow car down the road for a few moments.

Action. The car with Clark and Adelle pulls into a lot in front of a large mansion. The couple makes their way to the door.
Audio. Distant font noises.
Camera. Zoom into to follow the couple up the door.

Action. Party is alive, Adele is surrounded by excited talking men. Clark is in the back and ostracized.
Audio. Party music and loud chatter and laughter.
Camera. Crowd blurred, focused on Adele, and then on Clark.

1. What do you think the story is trying to tell to the audience?
2. Do you think the storyboard is effective enough to convey what the story is trying to tell? Why or why not?

Activity 3.

Answer the following questions.

1. What are the essential techniques that will make a storyboard effective?
2. What is the importance of story board in the of field video/film production?

Reflection.

Complete the statements below.

I understand _____

I don't understand _____

I need more information about _____



Links and/or Other References

<https://design.tutsplus.com/articles/how-to-storyboard-basic-guides-for-aspiring-artists--cms-30962>
<https://bgsu.instructure.com/courses/1152881/pages/week-10-day-1-storyboarding>
<https://www.studiobinder.com/blog/ultimate-guide-to-camera-shots/>
<https://www.storyboardthat.com/articles/f/camera-shots>

