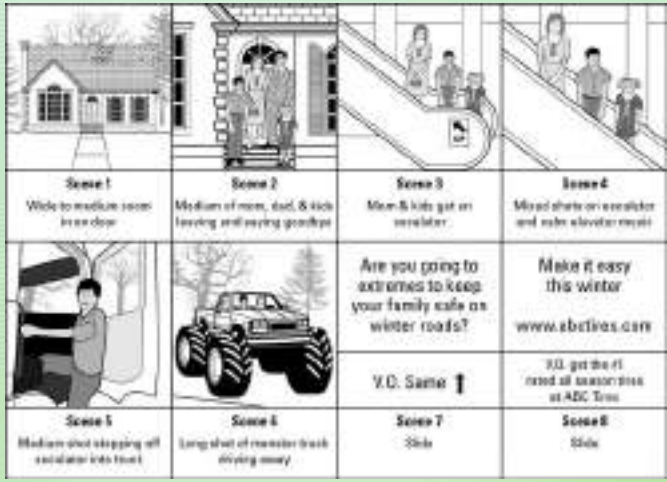
Storyboard
Shooting Script
Edit Script



WHAT IS A STORY ?

For the purposes of visual storytelling a story can be defined as

A progression from point A to point B

- The difference in change from A to B doesn't have to be very big. But the absence of any change means there is no action and therefore nothing to document with images.

- A story can even go from point A back to A, but we need change during the journey in order to document the story

The emotional journey of a character in their pursuit of going from point A to point B.

Structure of Story

- Acts
- Sequences
- Scenes
- Shots
- Beats
- Gestures

Structure of Story

ACTS

The story is usually divided into three acts.

- The first act is the set-up and identification of characters and the problem.
- The second act is the process of dealing with the problem and
- The third act is how the problem is finally resolved.

SEQUENCES

Each act is a collection of sequences.

A sequence is a collection of closely related scenes that form a unified whole, generally to drive home a particular story point of the act.

SCENES

Each sequence is divided into scenes.

A scene is a collection of dramatic beats unified by character, location, time, or theme.

Each scene needs an objective.

The scene objective must relate to the overall objective for the arc of the story.

Each scene must cause change to occur.

Each scene causes change or turning points in four ways:

- Surprise—wow the audience with unexpected reversal information.
- Increase curiosity—what's going to happen next?
- Insight—fills the gap of the set-up from previous scenes.
- New direction—changes the course in the film after established event

SHOTS

Once a story begins to be expressed in the language of cinema, each moment can be expressed through a series of camera set-ups, known as shots

As a story artist each shot is defined by a number of decisions you have made, which include:

- Which subjects is the camera looking at?
- How high off the ground is the camera?
- Which direction is the camera pointed?
- Is it a wide-angle or long-lens shot?
- How is the image cropped?
- What part of the action is being shown at this moment and when does it start and stop?

In a given shot, the answers to these questions become easier to identify once you ask yourself the following questions:

- What does my character want and why should we care?
- What do the audience need to see right now?

BEATS

Each shot is a collection of beats.

Beats are collections of actions that describe a single thought.

A beat is the smallest unit of action within a visual story

example, a character taking a sip of water and then looking to the right.

Grabbing a cup as beat 1, drinking as beat 2, and then looking to the right as beat 3.

ACTIONS

Each shot is usually expressed as a series several actions by characters in the shot. Each action a character takes begins somewhere and ends somewhere else, relaying a pertinent piece of information.

Live action storyboards are usually drawn down to the level of shots or actions. Animation storyboards often take that a step further to the level of gestures.

GESTURES

Each action can be divided into a number of gestures

Gestures are about how an action is taken.

Gestures are acting.

Character decisions are revealed through acting.

The progression of the above terminology in story structure is as follows:

Gestures create actions, actions create beats, beats create shots, shots create scenes, scenes create sequences, sequences create acts, acts create the story.

There are specific elements of story structure that also play a role in creating the story.

Protagonist :
The protagonist is the subject of the story.

Motivation :
This is the driving force inside the protagonist, motivating their decisions to act.
The protagonist conceives of an “object of desire,” which creates this motivation to act.

Conflict :
These are the forces working against the protagonist.

There are three levels of conflict:

- Inner conflict—self.
- Personal conflict—friends, family, acquaintances. Outer/extra-personal.
- conflict—society at large, etc.

Antagonist :
The antagonist is the personification of the major force working against the protagonists.
This can be a villain, a nemesis, or even the weather.

Inciting Incident :

The inciting incident is an event that propels the protagonist into an active pursuit of the “object of desire.”
The inciting incident radically upsets the balance of forces in the protagonist's life.
The inciting incident either happens directly to the protagonist or is caused by the protagonist.
The inciting incident throws the protagonist out of balance then that arouses the desire to restore the balance.

Plot

A plot is the action of the story, usually external conflict.
A story can have many subplots.

Climax

The climax is the point of maximum emotional intensity or conflict. Without the climax you have no story.

Resolution :

This is the final winding down of the story.
The resolution serves as a beat for the audience to gather their thoughts and ponder their emotional journey in the film.

Shooting Script

Name of the story?

Opening shot

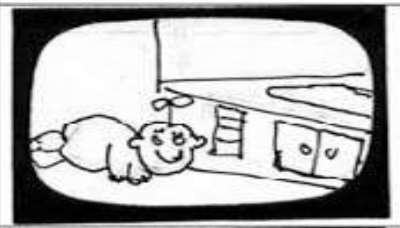
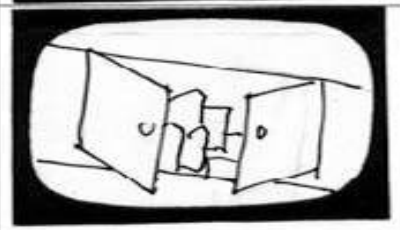
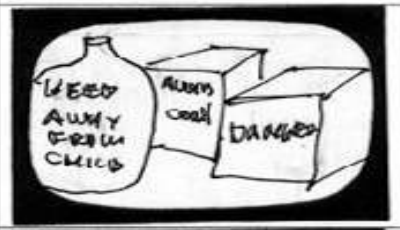
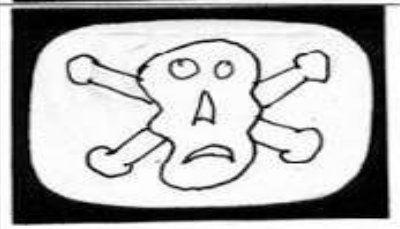
- Stock footage with a panic situation video- in the city **- 10 Sec**
- Starting with narration by Dr. Paro
  - How the situation started to get bad during the second wave
    - The voice will go in the background and the video will show the facilities and and services arranged in the campus- **20 Sec Brolls to be shot**
    - Advisories issued
  - The doctor's interview - **30 Sec shot**
    - The voice will go in the background and while the doctor talk, the visuals will show things he is talking about- **Brolls to be shot**
  - Mess canteen – narrations - **30 sec Brolls**
    - The video showing food being delivered to hostel rooms
    - And students talking to caretakers
    - Nurse taking chart of the student's health
  - Students interview to cover anything left to cover - **1 Min Bytes by students**
- Ending by the narration of Dr. Paro on mental health and other facilities provided. **10 Sec Brolls**

Edit Script

Shot	Story	Footage	dur	Score	Talent	Location
closeup shot	the opening shot of various students wearing mask,few bytes or particular words of their struggle during a pandemic,	Graphis with Text of words that students say .This will come and disappear.	15 sec	Suttle music with Anticipation	4 to 6 students	In their hostel rooms or campus
Mid Shot	byte of a doctor describing the situation during 2nd wave.	some stock footage of the chaos	10 Sec	Suttle music with Anticipation	Doctor /Nurse	Infirmary
Stock footage showing chaos in the city	Narration about the second wave of covid.	Stock Footage of the City with Chaos Situation and Graphics showing (Struggle, Pain, death, no Oxygen)	10 sec	Tension & panic music	Random footage of People walking in the crowd with Mask	Govind Puri metro station
IIITD campus wide & Mid shot	Narration telling about the facilities at IIITD.Shot establishing the logo of the institute and moving into the shots showing facilities that were available.	Brolls of Isolation zones and docking station, health centre	20 Sec	Rhythmic music with calm notes		
Interview shots Closeup/ Mid and Wide	Students bytes, Doctors Byte , Canteen People Bytes	Some Brolls of doctor and nurse helping students and canteen staff providing with provision for the students infected	1 min	No Music		In rooms of students or cafeteria , canteen
Closeup and wide shots	Smiling and happy faces of students and staff , Narration on Mental health	some stock footage or Brolls	10 Sec	Happy and energetic music	Random	Random location

Editing Script

POISON CONTROL — **30 sec.**
Distribute to employees — **8/23/06**

VIDEO		AUDIO
1. FADE IN MS CHILD PLAYING IN FRONT OF KITCHEN CABINET		1. VO: Your home contains some of the
2. MCU FRONT OF CABINET WITH DOORS OPENING-CHILD APPROACHES . BOTTLES OF CHEMICALS MARCH OUT OF CABINET		2. half million poisons that can be
3. CU CHEMICAL-ZOOM TIGHT TO LABELS		3. disabling, if not deadly
4. XCU CROSSBONES POISON LOGO		4. MUSIC: URGENT VO: The life and well being of someone you love may depend on how quickly you reach
5. CU HAND WRITING DOWN EMERGENCY NUMBERS		5. A Poison Control Center at these numbers: 831-6633 or 471-6026

1917 Movie shots

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