A storyboard visually tells the story of an animation panel by panel, kind of like a comic book. It's a graphic organizer such as a series of illustrations or images displayed in sequence for the purpose of pre-visualizing a motion graphic or interactive media sequence, including website interactivity.

Developed at the Walt Disney studio during the early 1930s.

Acts as a preview and as a visual script for:
- Camera angles
- Lighting
- Montage
- Sound effects
- Actor arrangement
- Prop arrangement
- Narrative development and continuity
Why make a Storyboard?

✓ Creating a storyboard will help you plan your animation out shot by shot.
✓ You can make changes to your storyboard before you start animating, instead of changing your mind later.
✓ You will also be able to talk about your animation and show your storyboard to other people to get feedback on your ideas.

Types of Storyboard

• Production storyboard
• Conceptual sheet
• TV storyboard
• Digital (Rush) storyboard

Storyboard Language

• CLOSE-UP SHOT - A close range of distance between the camera and the subject
• DISSOLVE - A transition between two shots, where one shot fades away and simultaneously another shot fades in
• FADE - A transition from a shot to black where the image gradually becomes darker is a Fade Out; or from black where the image gradually becomes brighter is a Fade In
• HIGH CAMERA ANGLE - A camera angle which looks down on its subject making it look small, weak or unimportant

Storyboard Language

• JUMP CUT - A rapid, jerky transition from one frame to the next, either disrupting the flow of time or movement within a scene or making an abrupt transition from one scene to another
• LEVEL CAMERA ANGLE - A camera angle which is even with the subject; it may be used as a neutral shot
• LONG SHOT - A long range of distance between the camera and the subject, often providing a broader range of the setting
• LOW CAMERA ANGLE - A camera angle which looks up at its subject; it makes the subject seem important and powerful
• ZOOM - Use of the camera lens to move closely towards the subject.
**Storyboard Language**

- **PAN** - A steady, sweeping movement from one point in a scene to another
- **POV (point of view shot)** - A shot which is understood to be seen from the point of view of a character within the scene
- **REACTION SHOT**
  - A shot of someone looking off screen
  - A reaction shot can also be a shot of someone in a conversation where they are not given a line of dialogue but are just listening to the other person speak
- **TILT** - Using a camera on a tripod, the camera moves up or down to follow the action

**How do I make a storyboard?**

- Most commonly, storyboards are **drawn in pen or pencil**.
- If you don't like to draw, you can also **take photos**, cut out pictures from magazines, or use a **computer** to make your storyboards.
- Use **basic shapes, stick figures, and simple backgrounds**.

**Storyboard Elements**

- Arrows
- Floating frame
- Transitions

**1) Arrow**

- **Example:**
  a) Draw an arrow pointing into shot to show the camera's movement
  b) Use an arrow to show the movement of the head being turned
  c) Draw arrows pointing to the center, & draw in a new smaller frame to show the end of a zoom

![Example Images]
2) Floating Frame

- To show a camera panning
  - Illustrate one shot using more than one storyboard frame showing the key stages of the shot’s movement across a number of frames, or
  - Draw out the entire scene (e.g., the horizon of a city) and place a frame on it with an arrow indicating the direction of movement

3) Transitions

- Write these in the gaps between the frames
  - Dissolve to
  - Wipes
  - Push Cover
  - etc...

Storyboard Examples
Penerangan:
T1: Merujuk kepada tajuk utama projek ini
A1: Animasi
B1: Botong pertama di mana apabila ditekan akan membawa pengguna ke tayangan fakulti-fakulti
B2: Botong ini akan membawa ke paparan Kolej-kolej
B3: Botong ini akan membawa pengguna ke paparan kemudahan-kemudahan yang terdapat di universiti-universiti
B4: Botong ini akan membawa pengguna aktiviti-aktiviti yang terdapat di sekitar universiti
B5: Botong ini pengguna menamatkan persembahan yang telah dilaksanakan.

Storyboard Examples

- Traditional - frames with a sketch of what is on screen sometimes with some text underneath.
- Scored - Style applicable to multi-media presentations / dynamic designs. Uses notation that tells you what motion effects, sounds, animations are occurring.
- Text only: what images/text/other media are on screen, what’s happening – but using text only.

Categories of Storyboard

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...THE END...