

Storyboarding for Film

Wait wait wait... Jason van who?!

But I do film, why do I need storyboards?

(i.e. the difference between animation boards and film boards)

Where boards help

- Mid-to-complex staging/choreography
- Intricate timing
- Sharing with cast/crew on set
- Communicating with a post team
- Pitching tool

Types of boards

- Thumbnails
- Sketches
- Fixed-aspect
- Photographic
- Staging

But wait, there's more!

(sometimes, a storyboard isn't enough... even in live action)



Animatics

Pre-visualization

Animatics and Pre-viz

You get all the benefits of boards, plus:

- More clear timing
- A rough cut for your editor
- A starting point for post-production, visual effects, and music

Long story short:
Good boards and an animatic
saves you time...

and therefore saves you money

But but but... I can't draw

- Stick figures are often good enough
- Photo boards work well
- Storyboarding software
- If the project calls for it, hire a pro storyboard artist or pre-viz team

Useful resources

- **FrameForge 3D**
(www.frameforge3d.com)
- **Celtx**
(www.celtx.com)
- **Toon Boom: Storyboard Pro**
(www.toonboom.com/products/storyboardpro)
- **FilmMaker IQ: 500 Storyboard Tutorials**
(www.filmmakeriq.com/2010/10/500-storyboard-tutorials-resources/)

To Review:

1. Boards for film are different than for animation.
2. Boards aren't always necessary for live action.
3. However, they can be a HUGE help.
4. Animatics and Pre-viz save you time.
5. You don't *have* to know how to draw (but it helps).

Questions?

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