



# Storyboarding

ICT Training  
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## Job Aid

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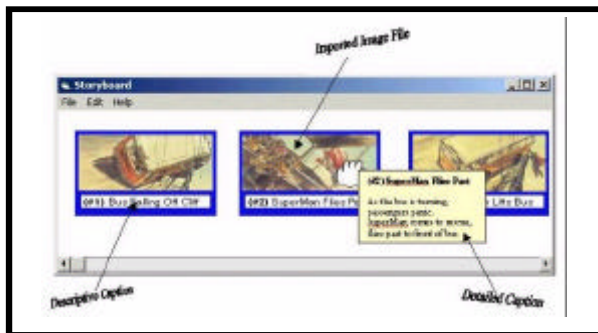
### Storyboarding video and multimedia projects

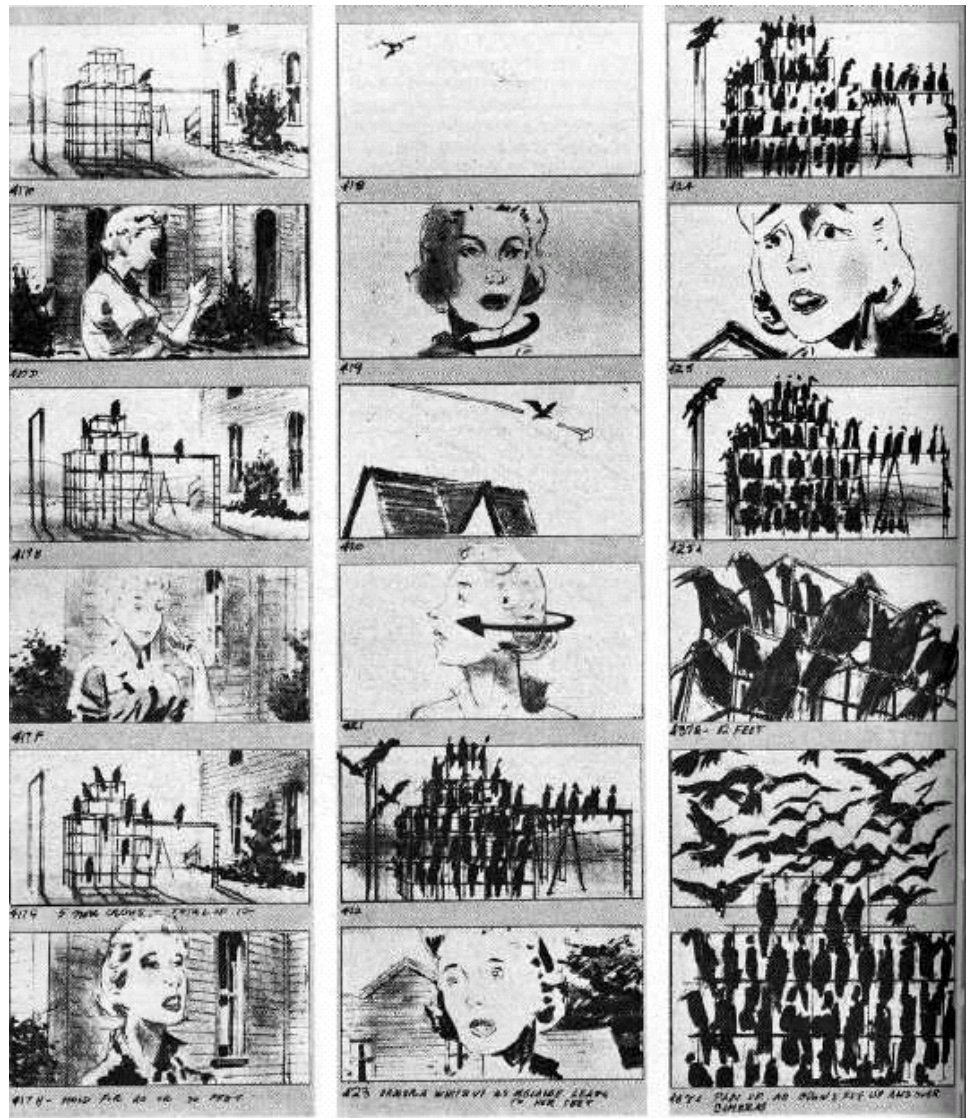
Developing video or multimedia projects without storyboarding is like trying to go some place you've never been without directions. Storyboarding is an essential tool for planning any multimedia (including Website design) or video production. Using a storyboard will reduce production time and frustrations.

#### What is a storyboard?

Think of the storyboard as a visual script, which acts as a blueprint for the "look" of the completed project. What will you see on the computer screen or on a television? A storyboard shows not only the individual shots (in the case of a video) or screens (for computer-based multimedia), but the sequence as well. Storyboards come in many shapes and sizes, depending on the project requirements, the director, and the storyboard artist. (Some storyboard examples from Alfred Hitchcock's *The Birds* (1963) can be seen on pages 2-3). Follow the sequence from the top to bottom of each column. Alfred Hitchcock insisted that every shot of every sequence be carefully storyboarded before shooting ever began. Hitchcock's films follow the storyboard very closely. Notice that each of the shots is numbered, and that some shots also have brief captions describing such things as the action, how long the shot lasts, and camera movements.

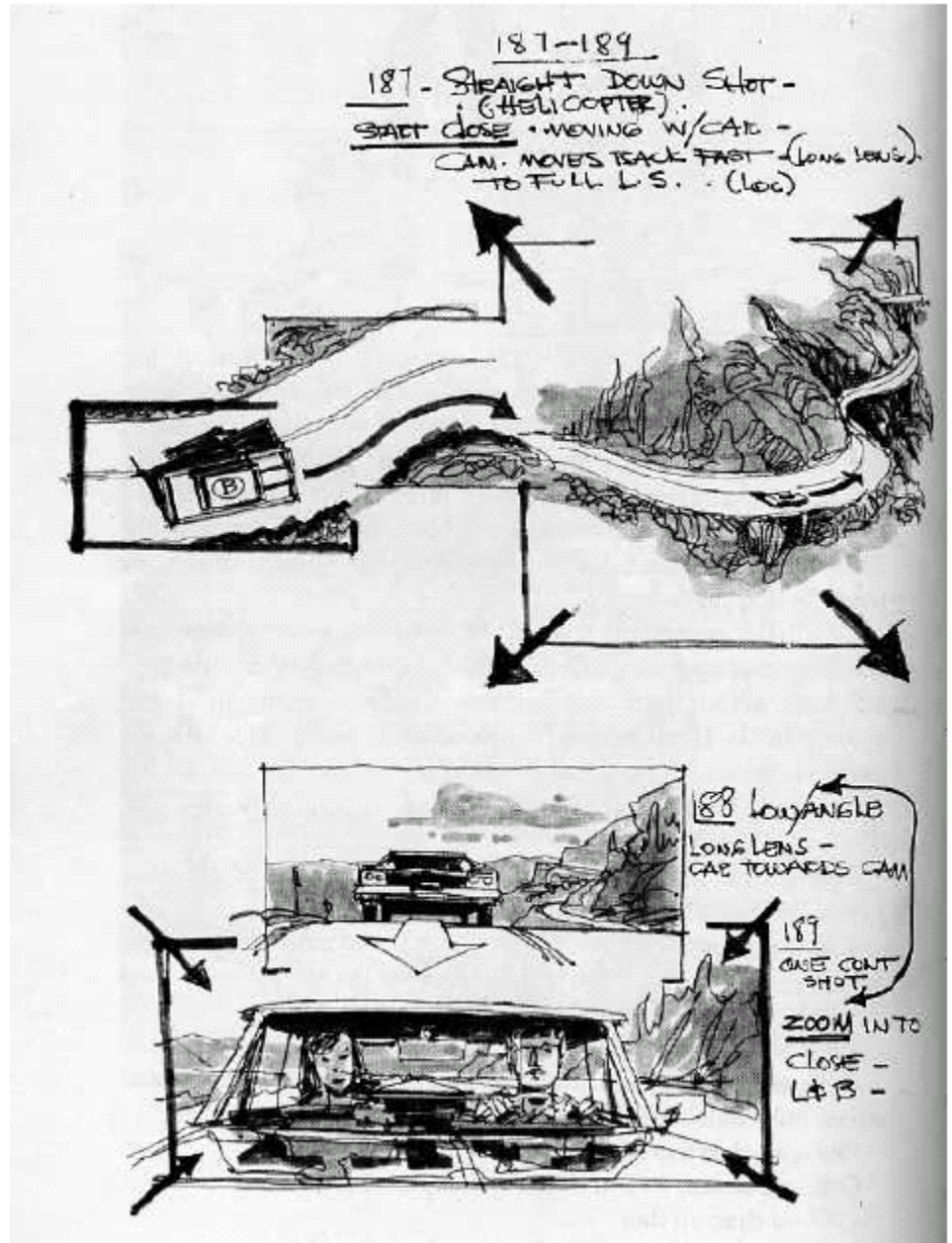
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Storyboard from Alfred Hitchcock's *The Birds* (1963). Follow the sequence from the top to bottom of each column.

The following storyboard was created for another Hitchcock film, *Family Plot* (1976), by a different storyboard artist. It has a very different style from the storyboard for *The Birds*, but is also very effective in conveying the look of the film.



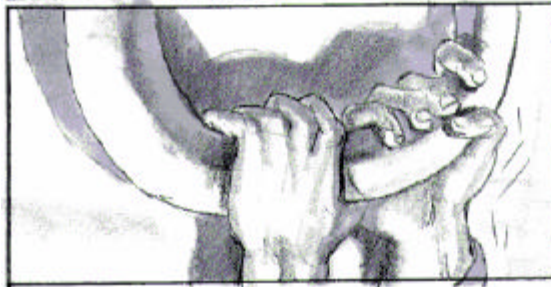
Storyboard from Alfred Hitchcock's *Family Plot* (1976).



## Why create a storyboard?

Whether you are working on film, video, or multimedia projects, storyboarding serves two basic purposes. First, it acts as a process tool. That simply means that the process of creating the storyboard helps visualize the final product. It allows you to work out visually how shots are framed in a video, or the layout of elements in multimedia. This is also an opportunity to work out the precise sequencing of your shots. It's much easier (and less expensive) to try out alternatives, and develop your project in this preproduction stage than it is during production (that is, during shooting).

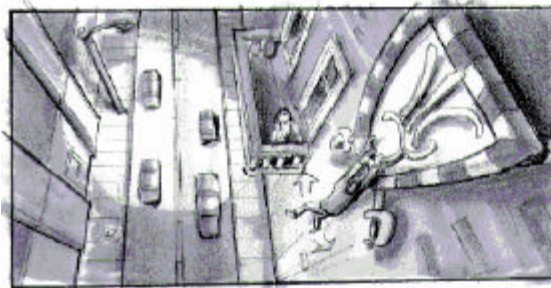
OUT OF TOWNERS



30.  
WENDY GRIPS  
THE SKIN  
FOR DEAR  
LIFE



31.  
CU —  
WENDY!  
HE STARTS  
TO SWING

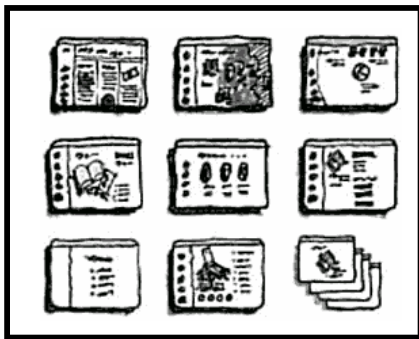


32.  
HIGH ANGLE —  
WENDY HANGING.  
STREET &  
TRAFFIC  
BELOW

Three-shot sequence drawn by Anthony Zierhut, for the film *The Out of Towners*.

A storyboard's second basic purpose is to act as a communication tool. Since even small video or multimedia projects usually involve teams of people, and often clients or producers, we need some way to convey the look and sequencing of a project to many different people. Like scripts, storyboards often undergo significant revisions as a project evolves, and as various specialists offer feedback. In film or video, a finished storyboard provides cinematographers and lighting specialists a crucial guide. In multimedia production, the storyboard communicates important information to computer graphic artists and programmers. Of course, changes inevitably occur during the production stage, but a project that is well-planned in the pre-production stage will go much smoother and faster in the production stage.

For the teacher facilitating student productions, storyboarding is an important skill for students to learn. Advances in production equipment such as video camcorders and multimedia applications, especially in their ease of use, can mean that students too quickly jump into the production stage without having a clear concept of




what they are doing and how they will do it. Pre-production activities such as scriptwriting and storyboarding encourage students to focus on generating and polishing ideas, instead of fooling around with hardware. And since hardware (whether camcorders or computers) are almost always in short supply in the classroom, students will learn that a lot of the creative work and planning should be done before a camcorder is picked up or a computer turned on.

### **How do I make a storyboard?**

A storyboard can be as simple or as elaborate as you like. Begin with a few quick sketches, using a pencil so you can easily erase and modify. Do not get bogged down in too much detail, especially in the beginning. Focus on the essential details of the scene. Use standard letter-size paper (it is commonly available, fits in a binder, is easy to fax or photocopy, etc), and either find a template or create your own. You may go with one shot or screen per page, or up to three or four per page.

\* \* \* \* \*

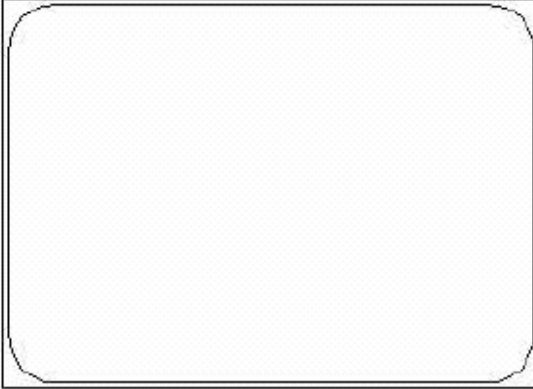
## Template sample for video storyboard

Project Title	
Scene	
Shot	
Direction	
Text	

The 'Directions' box is used for information such as shot length, camera movement (e.g. pan, tilt, etc.). Also label your shots by type. Common shots include: long shot (LS), medium shot (MS), and close-up (CU). This is also where you describe special transitions, such as fade in, fade out, or dissolve between two shots. The 'Text' box can be used for actual dialogue, or for voice-over narration.

## Template sample for multimedia storyboard

Multimedia Project title \_\_\_\_\_

Screen ID	Screen Type	Page
	Next Screen ID(s):	
	Text files:	
	Graphic files:	
	Audio files:	
	Video files:	
	Animation:	
Description (interaction, programming, feedback, links)		

A template for a multimedia storyboard may contain many types of information, such as the names of associated media files (audio, text, graphics, animation, etc.), and especially in the case of Web sites, the links to other pages. Since individual Web pages can have titles, make sure to include that information as well. Create the screen layout (where various elements such as buttons, images, and text go). Identify font and relative font size and colour, as well as background colour or pattern.



## Can I use a computer to help create a Storyboard?



Even today, a lot of storyboarding is still done by hand, simply with pencil and paper. Quick sketching is often easier this way than trying to use a computer. However the computer offers some useful capabilities. For instance, you can:

- Scan in your drawings, and modify and add colour in a graphics application. You can also create a background once, and then simply copy it for other shots in the same location.
- Easily re-arrange a sequence using standard software such as AppleWorks Presentation or Microsoft PowerPoint.
- Use a dedicated storyboarding application such as Storyboard Quick, which contains libraries of figures in different positions so you don't have to resort to stick figures.



But, be careful of becoming too reliant on the canned images in a dedicated storyboarding application.

Remember to focus on the concept and on the overall look and sequencing, rather than getting stuck on drawing nice looking pictures.





# Storyboarding

## Activity

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#### To Do:

- Design storyboards for a Web site.
- Think about how the storyboards will flow from one to another.
- Plan to use hyperlinks and images or graphics
- Share your work

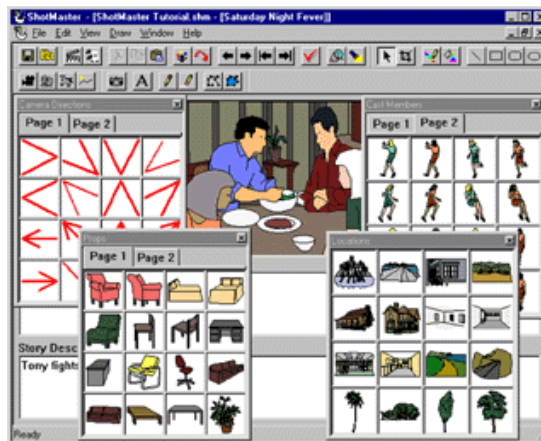
This activity should be completed before beginning the Dreamweaver workshop. Participants may work alone or in small groups.

1. Using the storyboard templates, design four storyboards for a Web site about skiing. The four storyboards should include a home page, also known as an index page, named Skiing, a page named 'Learning to Ski', the third named 'Ski Equipment' and finally one named 'Famous Skiers'.
2. Sketch simple drawings depicting the layout of each storyboard's images, texts, and directions. Remember to label everything.
3. For content and image ideas, search the Internet on the following sites:

[www.ifyouski.com/technique/alpineskiing/basics](http://www.ifyouski.com/technique/alpineskiing/basics)

[www.skishopingguide.com](http://www.skishopingguide.com)

[www.skibumnews.com/skiers.htm](http://www.skibumnews.com/skiers.htm)





# Storyboarding

## Trainer Notes

The key for the success of this workshop is to prepare in advance.

### **What must you do:**

- Discuss the importance of using storyboards when planning a Web site.
- Provide some storyboard examples.
- Use a flow chart to help illustrate the process.

### **Things you will need for your workshop:**

- Handouts for all participants
- Projector and a computer with live Internet connection
- PowerPoint presentation on Storyboarding

### **Resources**

Storyboard Artist at About.com

<http://filmmaking.about.com/movies/filmmaking/cs/storyboard/>

A useful set of links to other sites about storyboarding.

Challenge 2000 Project-Based Learning & Multimedia Web Site

<http://pblmm.k12.ca.us/TechHelp/Storyboarding.html>

See the Storyboarding Guide at this site, which is directed at students and teachers, and introduces storyboarding in a relaxed conversational style, using words and illustrations.

Herrell, Adrienne; Fowler, Joel. Camcorder in the classroom: Using the video camera to enliven curriculum. Upper Saddle River, NJ: Prentice Hall, 1998.

This great little book was written for teachers and includes a short section on storyboarding.

PowerProduction Software

<http://www.powerproduction.com/home.html>

This is the commercial site for the storyboarding application mentioned in this job aid, Storyboard Quick.

**CSLP**