Savannah College of Art and Design

Professor: Dr. Alessandro Imperato

SANM 748: School of Animation and Motion M.A. Final Project

Assignment 3: Storyboards and Animatic

3a - Thumbnail Storyboard due: Class 7
3b - 2nd draft of Storyboard: Class 8
3c - Final Storyboard with Revisions due: Class 9
3d - Animatic Due: Class 10

Using the storyboarding template provided in the assignment folder, create a digital storyboard in Photoshop for your Final Capstone Project. Also, create an animatic with sound that times out your project.

Parameters:

Length of intended motion project: 30 seconds

Form of Storyboard: Photographic/and or Drawing (Digital or traditional)

The storyboard should include information concerning shots/angles/use of space whether 2D or 3D, transitions, edits, frames, sequences and graphic elements. Use arrows to indicate movement in the still frames. Also write descriptions of shots and camera movements. Such as:

Shots: extreme-close-ups, close-ups, mid-range, long-shot, establishing shot etc.

Angles: low, mid, high, cropping, tilts, bird's-eye-view etc.

Camera movements: zooms, dolly shots, pans etc.

Edits: cross-fade, overlay, super-imposition, cut, cross-cutting etc.

See: '**Guide to Creating Storyboards'** and **'Guide to the Grammar of Motion Design'** in the Assignment folder. Using your research and treatment for your concept, storyboard your idea.

A storyboard serves the same function in many visual presentations as an outline does in word-based projects. Storyboarding is a skill that is very important for directors to develop in order to pre-visualize shots and actions. It

is also a critical skill for the creation of motion sequences.

A storyboard is a visual script or conceptual planning aid. It is also a timed sequence in outline form. A storyboard involves a collection of single pictures (panels), each representing a distinct sequence or narrative element within a time-based work.

Length and Detail

1) **How many pictures to Use?**

Include as many panels per scene as is required to accurately preview that scene, plus notes and directions for movement. The text panel underneath each frame should provide information on action, lighting and camera instructions as well as dialogue and sound.

The number of panels required varies dramatically. Some scenes may be previewed with only two drawings. In practice there are usually two panels for each scene/change of action – one for the opening shot and one for the closing shot. Here you can see the transition between shots.

Transitions = 2 frames, the opening and closing shot.

2) **How much detail to include?**

The amount of visual detail within each panel depends upon each designer's desire to try out what is in her/his mind's eye. Include at least enough information and detail so that you or anyone else looking at the artwork understands exactly how the action will take place. A good storyboard does not need any explanation by the author but should communicate the idea clearly and effectively.

Many would say that the real creativity starts only after that inner idea has been given a visual and concrete first draft, however informal, via a storyboard. It facilitates experimentation. Try to view it as a practical not aesthetic tool.

Aim:

To create a clear, communicative working storyboard that demonstrates an understanding of screen space and reveals accurate camera direction.

Objectives:

- Frames should reveal intended shot depth.
- Frames should employ a variety of shots and form to sustain the viewer's visual interest.
- Frames should express drama and depth through strong tonal contrast. This can be completely inked digitally, or in ink wash, charcoal, soft graphite pencil or marker pens.

Recommended Reading:

Ch. 8 ‘Storyboarding & Animatics’, p. 100-113. In ‘The Animation Book’ by Kit Laybourne.

Grading Criteria:

Evidence of:

- Understanding of the subtext of the work
- Timing/shot-matching
- Screen depth and center of attention
- Clear communication of the message or idea
- Understanding of animation and film language
- God use of information to support a clear reading
- Good rendering technique
- Use of contrast to focus attention.

Treatment/ Proposal	The storyboards fully identify the various shots, how they develop, and include some notations indicating movement and synchronization to sound.	The storyboards mostly identify the various shots, how they develop, and include some notations indicating movement and synchronization to sound.	The storyboards partially identify the various shots, how they develop, and include some notations indicating movement and synchronization to sound.	The storyboards do not identify the various shots, how they develop, or include some notations indicating movement and synchronization to sound.
	The proposal details and presents in sections concepts that fully describe what the student will produce.	The proposal details and presents in sections most of the concepts that fully describe what the student will produce.	The proposal details and presents in sections some concepts that describe what the student will produce.	The proposal does not detail and present in sections concepts that describe what the student will produce.
	The collected imagery and information are clearly based on his or her answers to the motion-design questions.	The collected imagery and information are clearly based on his or her answers to most of the motion-design questions.	The collected imagery and information are partially based on his or her answers to some of the motion-design questions.	The collected imagery and information are not based on his or her answers to the motion-design questions.

	Exemplary	Good	Fair	Poor
Visual Project Guide	The project guide fully answers all the guideline topics and details what the student's project will be.	The project guide answers most of the guideline topics and details what the student's project will be.	The project guide answers some of the guideline topics and partially details what the student's project will be.	The project guide does not answer all the guideline topics or does not detail what the student's project will be.
Style Frames	The student's style frames demonstrate the graphic styles, type treatments, and aesthetic tests required to focus his or her project and resolve questions.	The student's style frames demonstrate most of the graphic styles, type treatments, and aesthetic tests required to focus his or her project and resolve questions.	The student's style frames demonstrate a few of the graphic styles, type treatments, and aesthetic tests required to focus his or her project and resolve questions.	The student's style frames do not demonstrate the graphic styles, type treatments, and aesthetic tests required to focus his or her project and resolve questions.
Creating the Storyboard	The student's storyboard and animatic plan are excellent examples of the project for number of panels per scene, text panels, and at least two panels per scene.	The student's storyboard and animatic plan are very good examples of the project for number of panels per scene, text panels, and at least two panels per scene.	The student's storyboard and animatic plan are adequate examples of the project for number of panels per scene, text panels, and at least two panels per scene.	The student's storyboard and animatic plan are not adequate examples of the project for number of panels per scene, text panels, and at least two panels per scene.
	The student's storyboards have fully identified all the images, scenes, and movements to be performed in animating the shots.	The student's storyboards have mostly identified all the images, scenes, and movements to be performed in animating the shots.	The student's storyboards have partially identified all the images, scenes, and movements to be performed in animating the shots.	The student's storyboards have not identified all the images, scenes, and movements to be performed in animating the shots.

Specifications for Animatic:

1) Time-code should be present on the animatic
2) Sound must be used, whether voice-over, foley sound effects or music (or all three combined).
3) Shots should indicate the camera movement through animation of the panels.
4) Codec Apple pro-res 422HQ and h264 or mp4 for fast viewing
5) Size: 1920 by 1080 pixels (1020p) at 29.97 fps (NTSC).

Animatic	The animatic approximates the length of the project, effectively gives length and timings of each scene, and includes all the appropriate camera moves.	The animatic approximates the length of the project, effectively gives length and timings of each scene, but does not include all the appropriate camera moves.	The animatic barely approximates the length of the project, is only partially effective for length and timings of each scene, and does not include all the appropriate camera moves.	The animatic is not effective in approximating the length of the project or the length and timings of each scene, and does not include all the appropriate camera moves.

All Deadlines Due:

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