

# 2D FINAL

## STORYBOARD

*Sequential story telling through various compositions in color*



**Storyboard** – A panel or panels on which a sequence of sketches depict the significant changes of action and scene in a planned film, as for movie, TV show, comic book .the art of sequential story telling through imagery.

Storyboards are a critical component of visual storytelling.

Movies, TV, commercials, animations, video games, all require storyboarding before any real production is started.

Graphic novels and comics are elaborately complete Storyboards and illustrate the entire story and may include text.

## IMPORTANT DATES



This assignment is Due:  
VMA-102-1 – Dec. 15<sup>th</sup> 10AM  
VMA-102-2 – Dec. 16<sup>th</sup> 10AM  
VMA-102-3 – Dec. 17<sup>th</sup> 10AM

Assignment must include:



- Hand written story
- Sketches
- Rough draft
- Final draft

## Format

- Must be on 14" x 17" Bristol board Mounted on black foam core.
- Clean and perfectly presented
- Minimum of 9 cells to tell the story
- Must have color
- Should include evidence of composition and color theory discussed in class



*Know the true value of time: snatch, seize, no idleness, no laziness no procrastination...*

## ASSIGNMENT: overview

You will create your own Storyboard based on short story by Aesop. Your storyboard will be made up of at least 9 separate images or shots. You should not use any text to tell the story.

Your story should be a visual interpretation of the short story, very much like a comic book. If you think about comic books we see visuals of the story as it progresses. Different shots help to tell the story and help the story move forward/progress so that it makes sense to the viewer. You must first find the short story before you can create the storyboard. Once you are ready to

create the storyboard do so by figuring out the layout in your sketchbook. You should print out multiple copies of your layout to speed up the process.

Composition and color relationships as well as lighting are very important and will let me know you have successfully completed all the learning outcomes for the course.

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## Step by step BREAKDOWN

**Step 1** – Select one of Aesop’s fables over 650 to choose from.

**Aesop's Fables** or the **Aesopica** is a collection of **fables** credited to **Aesop**, a **slave** and storyteller believed to have lived in **ancient Greece** between 620 and 560 BCE. Of diverse origins, the stories associated with Aesop's name have descended to modern times through a number of sources. They continue to be reinterpreted in different verbal registers and in popular as well as artistic mediums.

- Try to tell the story visually in about six (9) frames.
- The biggest mistake you can make on this assignment is to describe too many details, Characters, events or actions.
- Simplify your ideas

**Step 2** – Intro to visual “shot types” used in visual storytelling – information to use in you compositions.

Next, before we continue we must go over the types of shots typically used in visual storytelling. They are several popular shot types, which are typically used in Visual Storytelling.

Establishing Shot (Exterior, shows scene location)

Long Shot (talent in their environment aka master shot)

Medium Long Shot (talent shown head to toe in the environment)

Medium Shot (talent shown the waist up)

Close Up (talent shown head and shoulders)

Extreme Close Up (very detailed, reveals something of interest or can make emotional)

**Step 3** – Describe, in sketch form Just like you did for the first assignment. Assign each image a particular scene.

- Add a very short description of what the shot or frame will contain
- Do this for all the shots in your storyboard.
- Remember your story needs to be able to be told visually in at least six frames. You can do more but keep it in increments of 3.

• For example: with 12 shots

(ES) Vegas Strip, shows skyline with various casinos

(MS) Joe is cheating while playing the slot machines

(MLS) Joe wins Jackpot, gets a big Check

(LS) Joe is being followed by an undercover agent

(MS) Joe reads a blackmail note

(ECU) Details of note

(MS) Joe drops of money bag at secret location

(MLS) Joe and the con man are both arrested

(LS) Money bag is found by a bum and left in the donation box

(ECU) Money bag is found in the donation box

(LS) Orphanage is saved, kids are happy, it's also Xmas

(LS) Joe and Con man are stuck in jail

**Step 4** – sketch to Rough draft - Create your storyboard using a template or create your own.

- Before you get started research what your possibilities are go to Google and look up storyboarding.
- Remember you will need a minimum of 9 frames.
- Create a storyboard template digitally or by hand, then print out the template so you can have several iterations of your story in sketch form.
- Begin visually drawing (on the storyboard template) each of the shots you previously identified.
- Use a pencil to draw out each of your shots.
- Choose the best design and clean up as the rough draft.

**Compositions should include:**

1. Rule of thirds
2. Textures
3. Value
4. Color harmony
5. Emphasis

**Step 5** – Finalize Color storyboard

- The last step is to finalize the storyboard
- Each of the boxes in the storyboard must be clean and meticulously crafted. Each cell or frame should be outlined with a micron pen.
- Storyboard must look professional, if you did drawings in pencil you may need to go over in black pen to make it look finished.
- Please number your shots if they are not obvious, shots should go left to right from top to bottom
- Optional, add arrows in shots to depict the camera movement or character movement

**This is one of Aesop's fables**

### The Man and the Serpent

A Countryman's son by accident trod upon a Serpent's tail, which turned and bit him so that he died. The father in a rage got his axe, and pursuing the Serpent, cut off part of its tail. So the Serpent in revenge began stinging several of the Farmer's cattle and caused him severe loss. Well, the Farmer thought it best to make it up with the Serpent, and brought food and honey to the mouth of its lair, and said to it: "Let's forget and forgive; perhaps you were right to punish my son, and take vengeance on my cattle, but surely I was right in trying to revenge him; now that we are both satisfied why should not we be friends again?" "No, no," said the Serpent; "take away your gifts; you can never forget the death of your son, nor I the loss of my tail." Injuries may be forgiven, but not forgotten.

## SOURCES FOR REFERENCE

<http://en.wikipedia.org/wiki/Storyboard>

<http://images.google.com/images?q=storyboard>

**View the following videos for examples of shot types**

<http://www.youtube.com/watch?v=TuGvRu5N9v4>

<http://www.youtube.com/watch?v=3VS2iNhzi80>

<http://www.youtube.com/watch?v=GjFUGAV2dqM>



*Black & white draft composition vs. color final composition*

*All of this information is available on the site  
[www.floresoma.weebly.com](http://www.floresoma.weebly.com)*

## PROFESSOR

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### Final assignment DUE DATES for visual design Composition and color

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