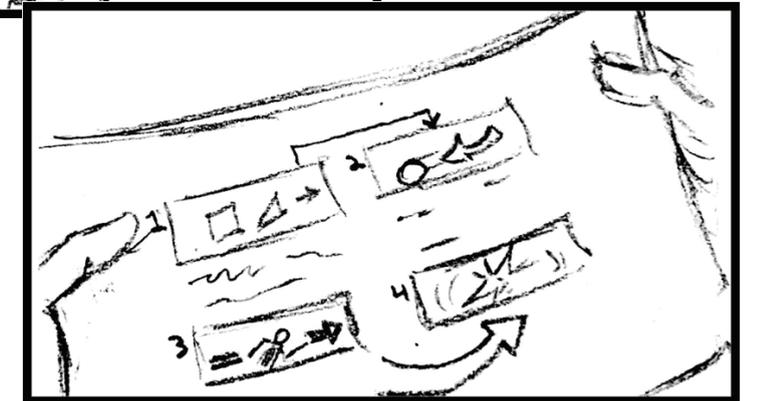
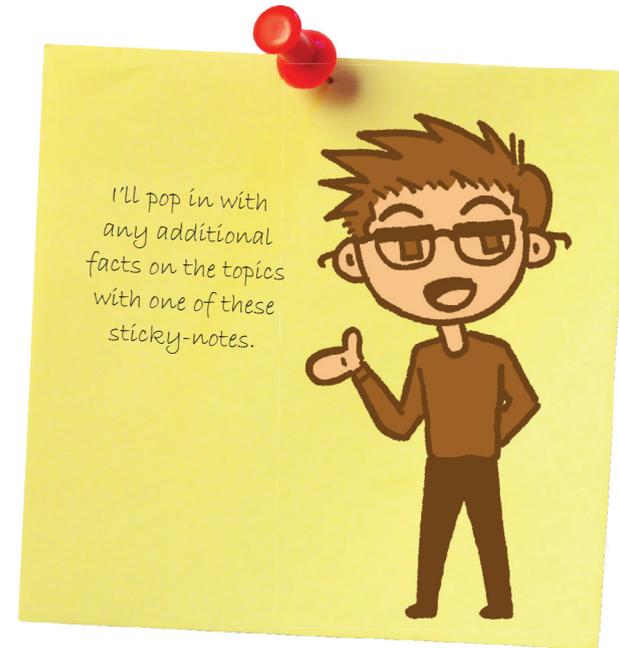


**Matt's**  
**EXPRESS GUIDE TO**

# **Storyboard Design**

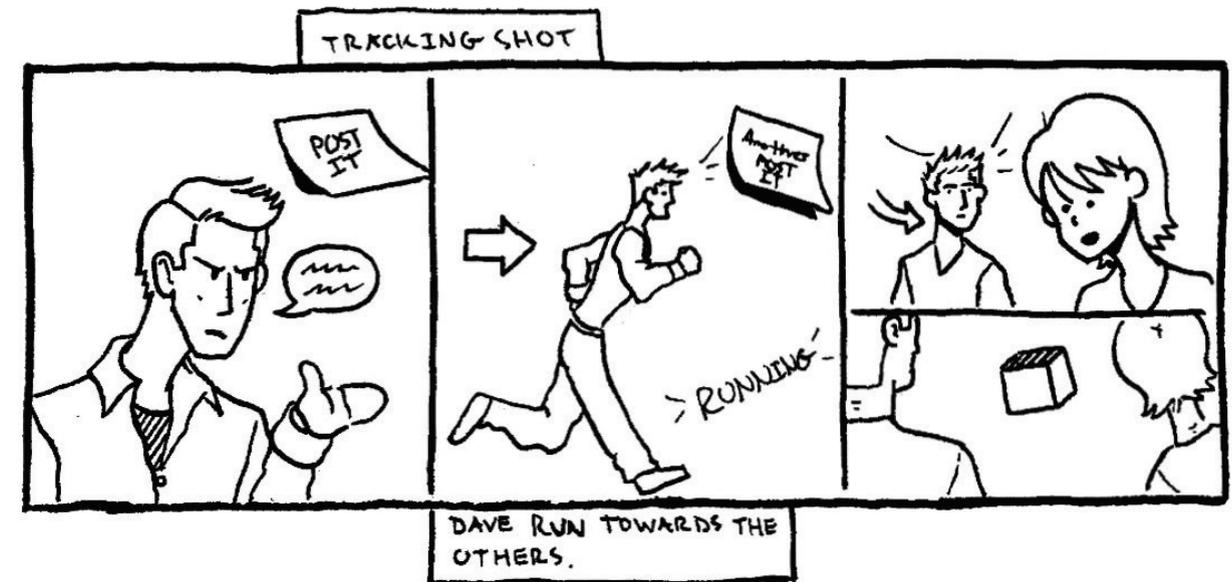
The art of drawing and illustration goes hand in hand with many principles of design. But there is one big component of design that's crucial to the making of a product or project: Storyboards. No matter how big or small a project may be, you can bet there's someone behind the scenes drawing out and building the project before the actual making begins.

In this booklet, I'll be guiding you on the basics of designing a storyboard.



## WHAT EXACTLY IS A STORYBOARD?

A storyboard is a collective graphic diagram, meant to help pre-visualize a wide range of motion and interactive designs. Storyboards use illustrations and visual language elements to map out components within a sequence. In short, it's a collection of drawings meant to map out any type of project, highlighting key moments and interactions taking place within the project. Storyboards can be used in a number of different types of mediums, like film, animation or motion graphic video, game design, as well as in user-interface and interaction design.





Typically storyboards are drawn with enough space to add in details like arrows and other visual materials, with a clear area to write in additional information.

**ARROWS**

9. Kyle falls to the ground and stammers to get up.	10. Alex goes in for another hit, but is kicked backwards.	11. Alex is kicked backwards to the ground, as Kyle gets up and runs away.	12. The two run towards an empty tractor trailer and climb on top.
13. Alex goes in for a strike on Kyle.	14. Kyle deflects two hits from Alex, but is hit on the third punch.	15. The two swap positions on the tractor trailer, fight continues through entire tracking shot.	16. The two continue their fight up until Alex knees over Kyle towards the trailer's edge.

STORYBOARD #1	PANELS 1-8	FEBRUARY - 15 <sup>TH</sup> - 2020	GUMMANDS AIRFIELD - CALVERTON
THESIS - LIVE ACTION FILM SEGMENT			

**PANEL INFO.**

**VERY DETAILED**

**SPACE FOR TEXT TO BE WRITTEN IN**

Depending on the type of project and task at hand, storyboards can range from being in depth and detailed, to a series of quick panels roughly sketching out simple movements and sequences. The most important aspect of the storyboard is to convey information. While a technical skill in illustration certainly helps, you don't have to be a drawing expert to create a storyboard. As long as you get your point across as to what action is taking place, or what's going on in the scene, then the storyboard has done its job to help form the foundation of the project.

There's really no rules to how to storyboard should look. This layout works just as well in showing off features like which direction the person & camera will move in this scene.


← Same position held here →

Camera pans all the way around →

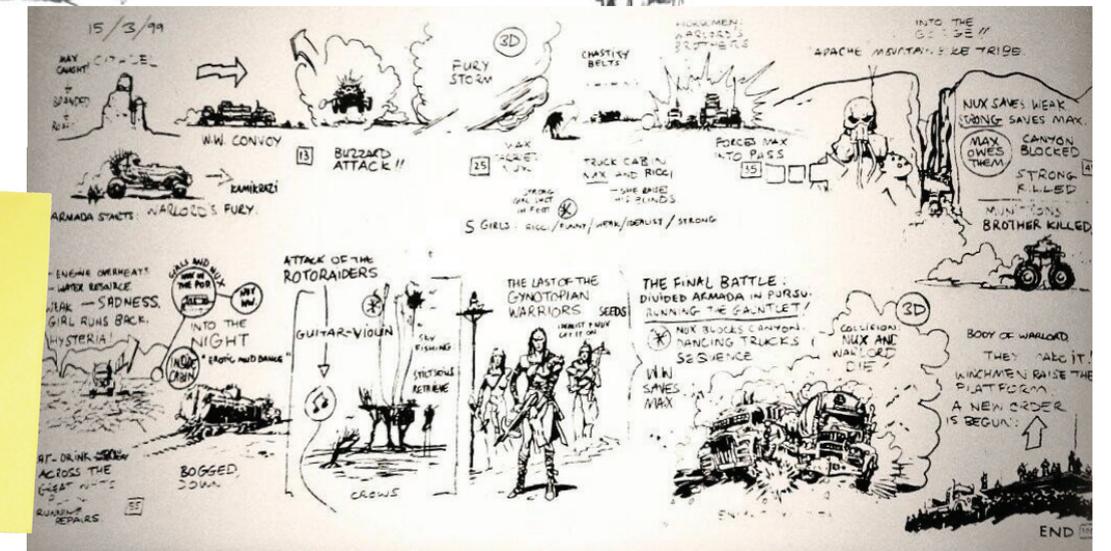
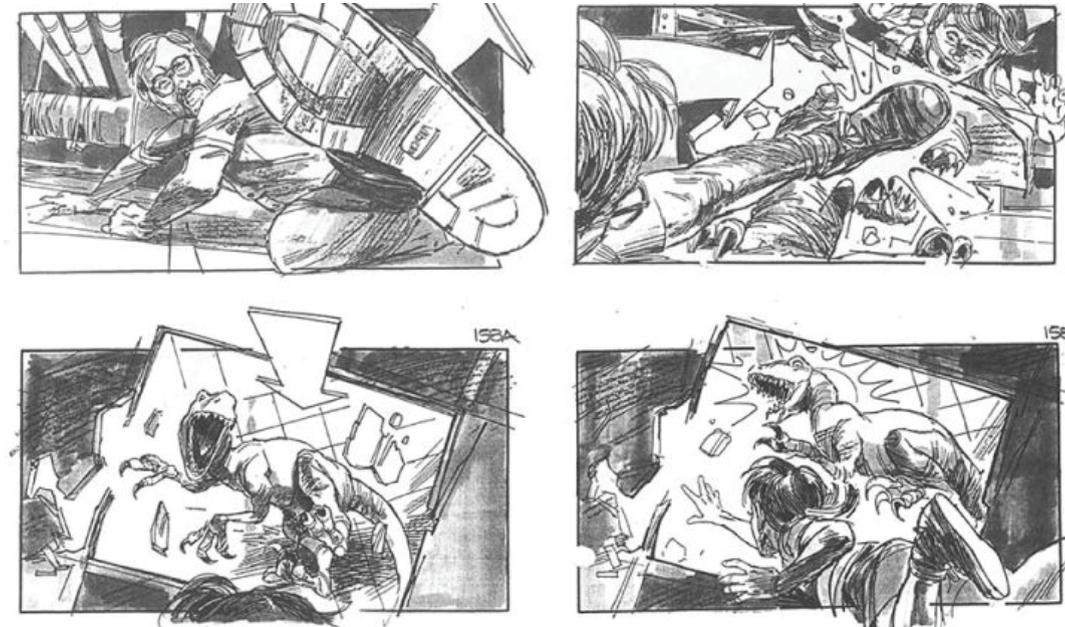
**MINIMAL DETAIL**



The use of storyboards dates back all the way to the 1930's. You may have heard of a guy named Walt Disney. He and his production team were among the first group to begin utilizing this process of mapping out their films.

There's a lot happening within a film and the written script alone isn't enough to plan out how things will take place. Directors and Screenwriters will sit down with illustrators or Graphic Designers to help them previsualize how each scene in the script will go. It's then up to the illustrators and designers to bring the script to life in a sequence of rough drawings. These drawings help the stage crew, camera crew, and stunt coordinators have that visual info to create the scene. They all need to have a general understanding of these important aspects that will take place upon filming: camera angles, motion of characters and objects, and establishing shots or transitions. All of these are elements that you might not think about upon watching a movie, but are essential to what gives the film its identity, style, feeling, and other nuances.

### JURASSIC PARK DAVE LOWRY (1993)



For a film like Mad Max Fury Road, the entire storyboard was essentially the film's script because of the heavy visuals and action scenes.

### MAD MAX FURY ROAD GEORGE MILLER (2012)



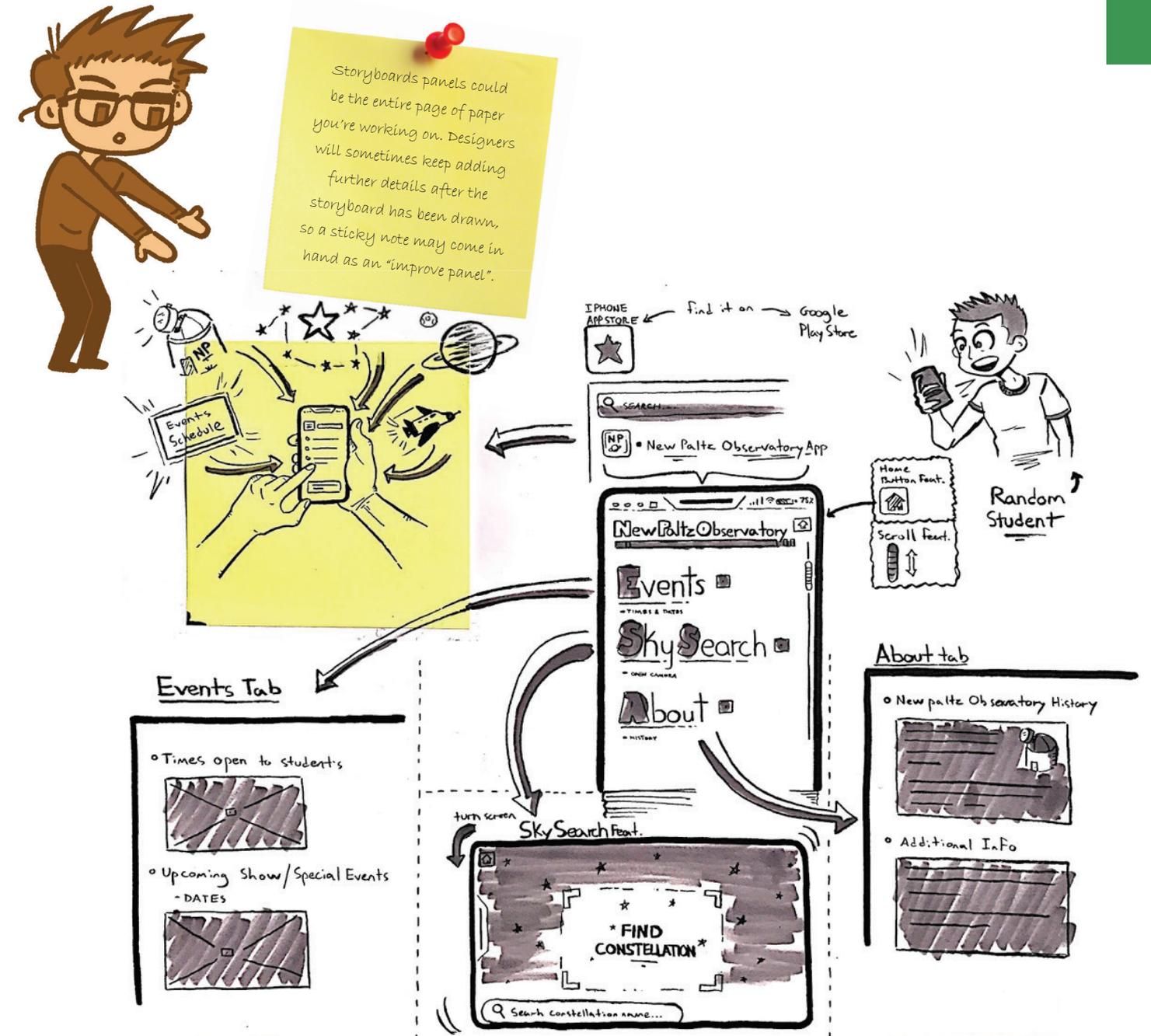
## IT ALL STARTS WITH A PANEL



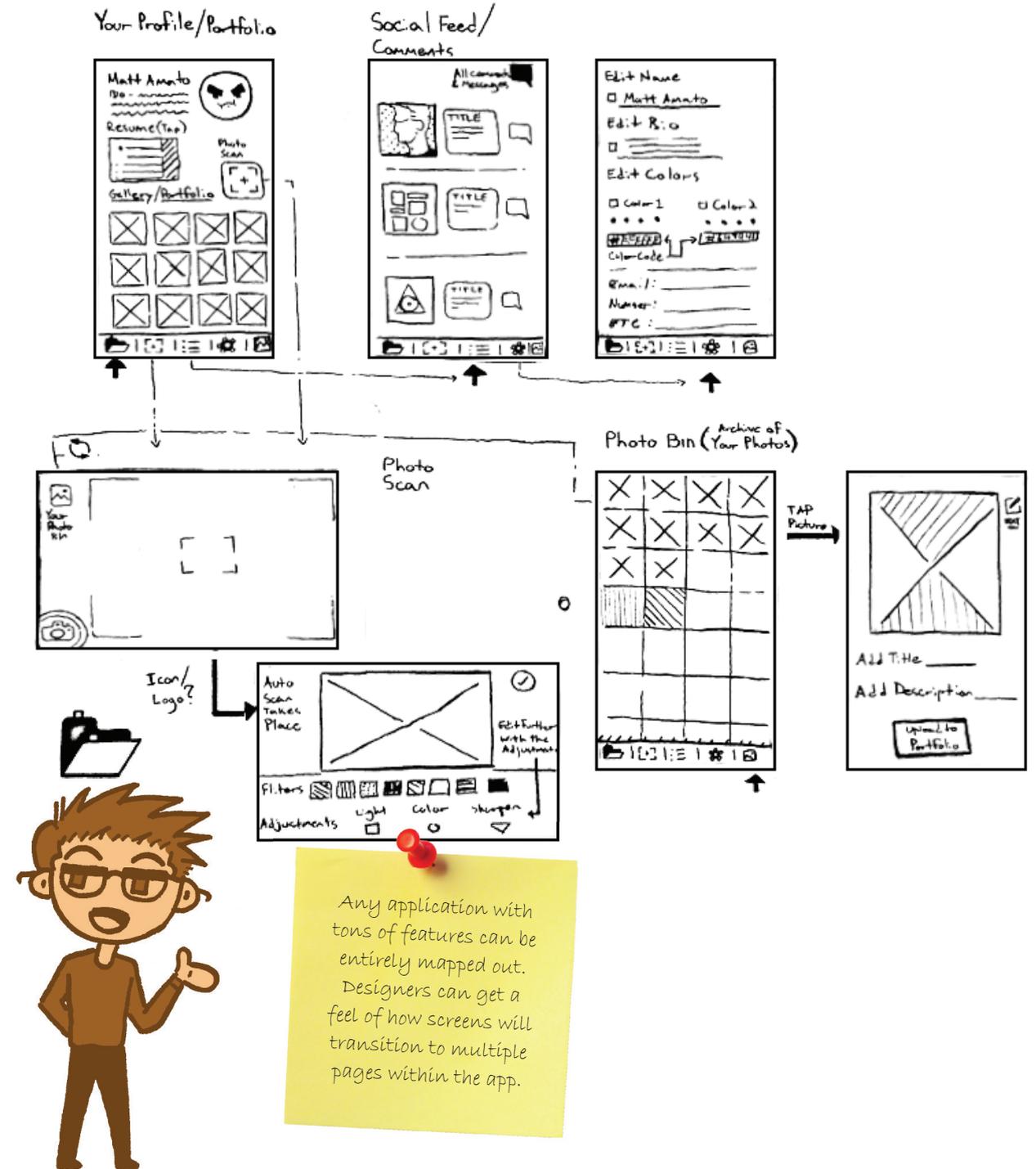
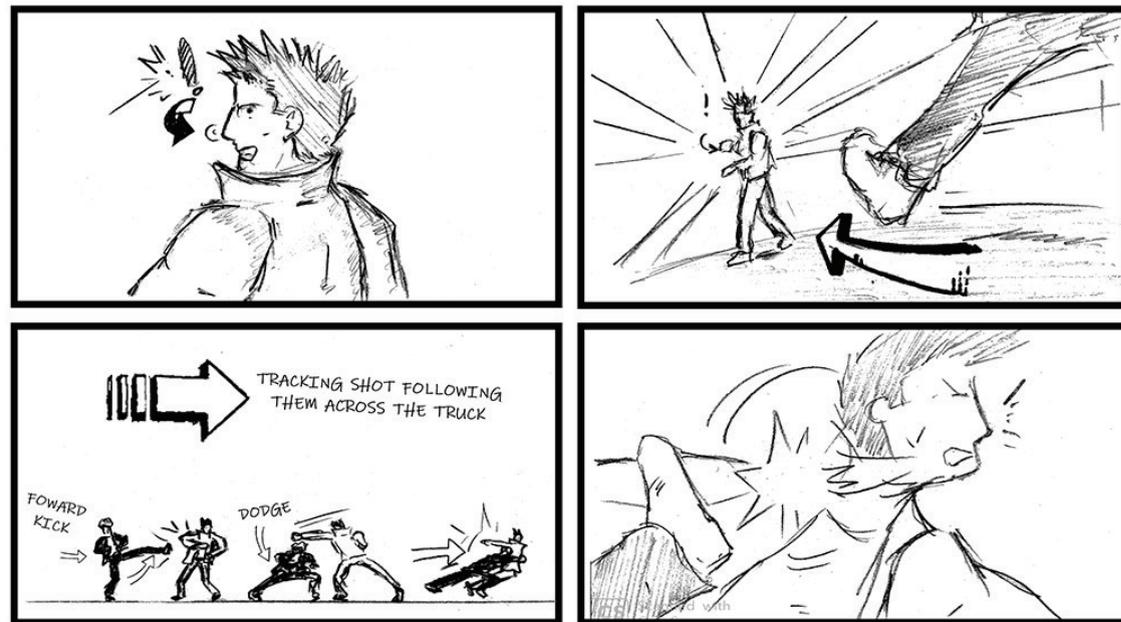
The Storyboard Panel is the information that will be drawn in, what's in focus. Panels come in a variety of different shapes and sizes, but are typically drawn to fit the screen the projects on, or the aspect ratio. They can also be adjusted in order to fit more visual information inside of them. A basic rectangle or square is the usual "Go-to" shape, for motion design or motion picture projects.



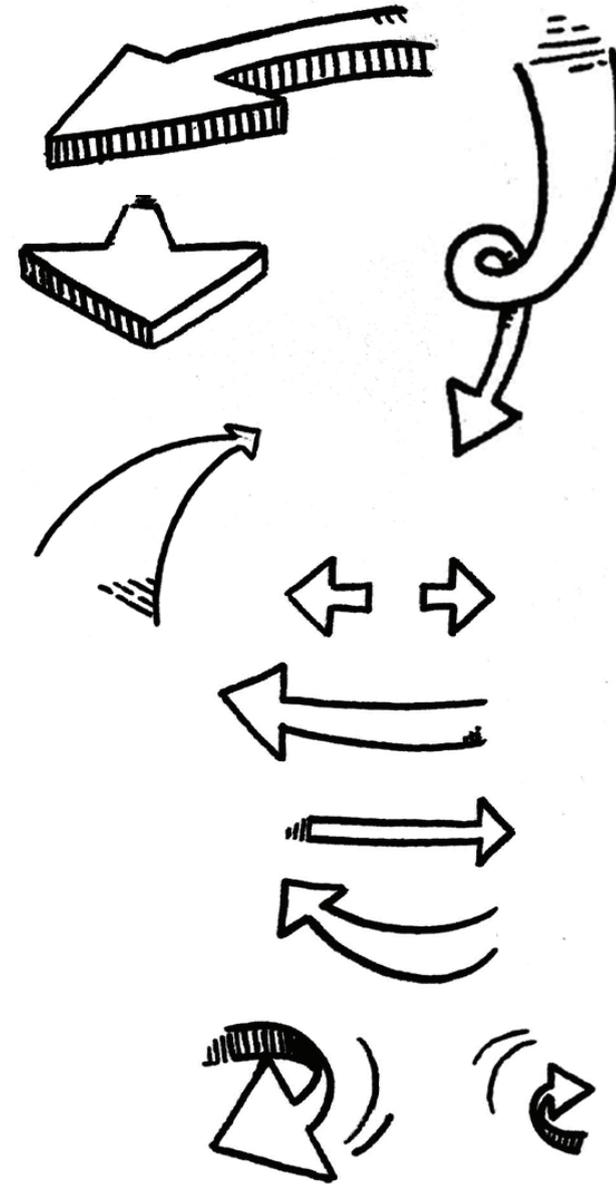
There are exceptions. Sometimes a storyboard will follow the dynamic panel layout for a graphic novel or comic, usually if there is a lot of exaggerated frequent motion to be captured. Panel sizes can also be skewed in size to fit a great chunk of the visual information in it, like an overwhelming landscape scene in a movie, or the navigation features of a user Interface diagram. If it's a user-experience app design, then the designer can fit most of the interactions within that space to keep track of the different app features.



Then there's the panel's content, all the info and details that is intended to take place in the sequence. For films and animations, this is where components like camera angles, motion of characters and graphics, establishing shots, and other interactions are drawn to convey what will be taking place during the sequence. Having a mapped out drawing of all this information gives the crew a clear idea on how to tackle it in the filming process. For a design project like an application or program, this would be a user navigating and interacting with the app's different features. In Graphic Design, this would give the designer an idea for how a user will be navigating and interacting with a web page or app features, and help designers further see what could be improved in the design based on this information.

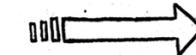
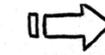
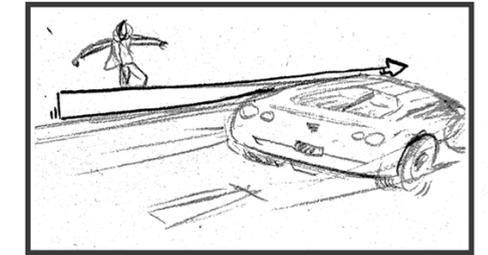
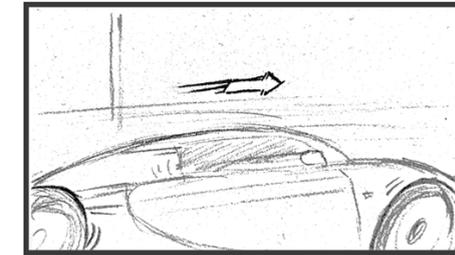
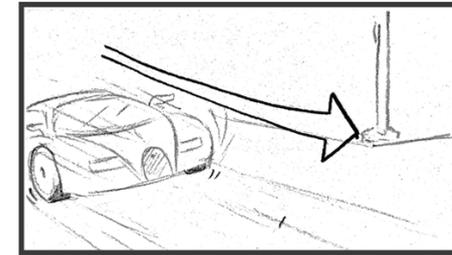
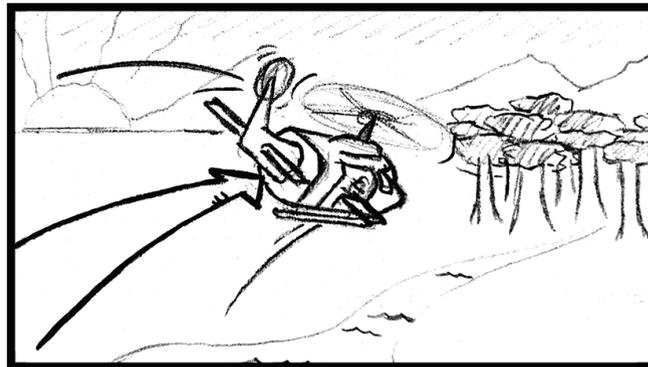


## LET'S TALK ARROWS & TEXT

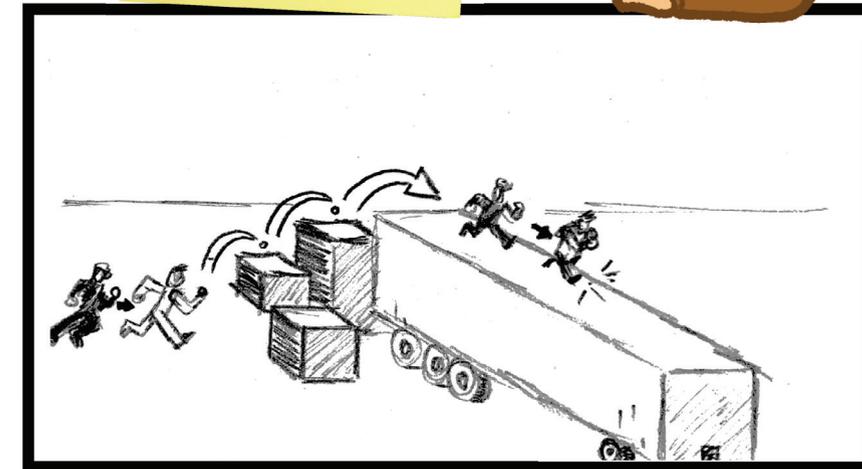


One of the most important elements within the panel are directional arrows that connect the rest of the content. Arrows are crucial to the visual language of the storyboard. They help indicate what's taking place within a panel when it comes to movement and positioning. Arrows can come in a variety of styles, depending on the action taking place in the panel.

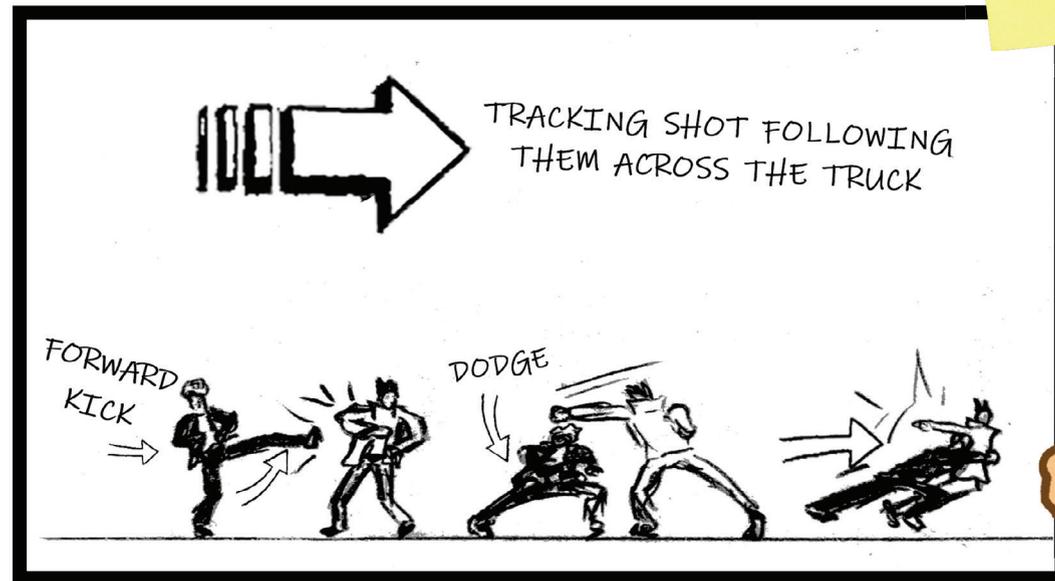
They can be long to show movement over great distance, or short if the object is only moving a couple of feet. They can be drawn shrinking into the distance to show something moving away from the camera, or getting larger as something approaches the camera. If the camera is moving with the subject, a tracking shot in a film, the arrow will carry over from one panel to the next. Usually camera directional arrows will be placed on the outside of the panel in contrast to directional arrows, or drawn 3-dimensionally to show movement through a space.



Arrows can help save time by minimizing the amount of panels that need to be drawn. You can condense information so long as you show objects relation to previous locations or spaces.

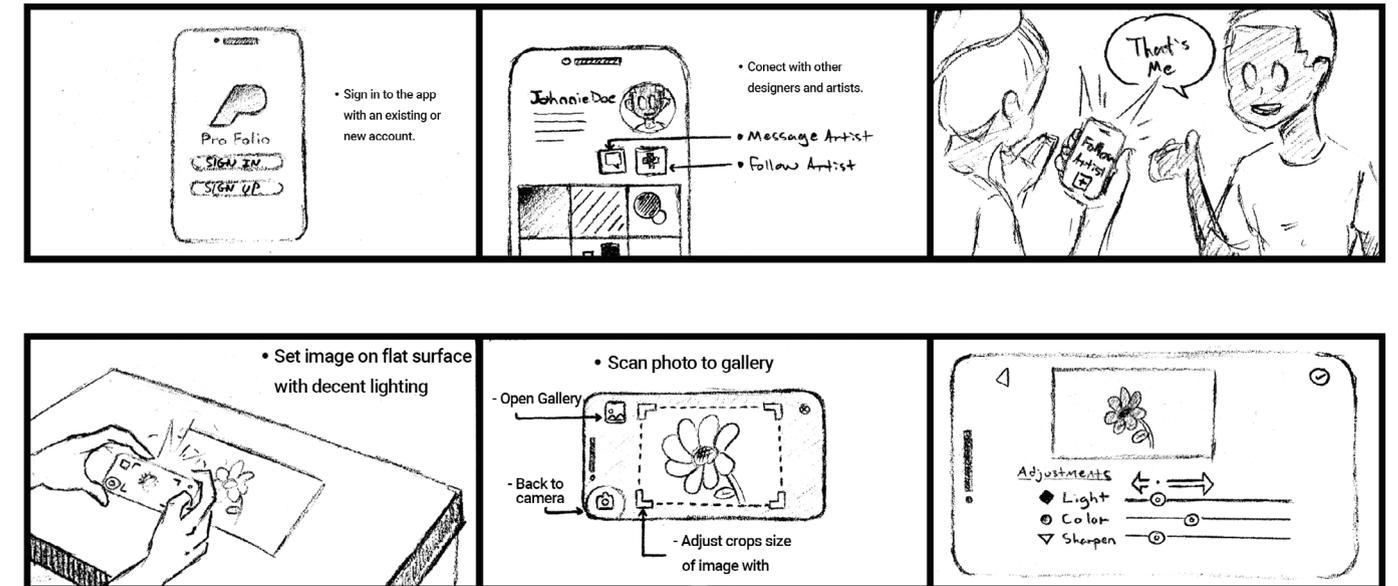


You can also incorporate text and words with the arrows, to convey even more information about a particular sequence. A direction or action that follows the arrow briefly explaining which element in the panel is moving, a person, or the direction of the camera would work fine.



Any dialog or other info is usually handwritten into the storyboard itself along with the illustrations and visual language elements. This really ties all information in the storyboard together.

This works best for a storyboard by an Interaction Designer. Because there are many ways a user will navigate and use an app or interactive display, the designers must be clear and concise as to how every element and feature within the project will work when someone comes in contact with it. A simple bullet point works fine to accompany an arrow pointing out a feature, or showing a transition within the application. If the sequence is specifically covering one scene or interaction, information will usually be written below, or to the right of the panel.



## THOSE ARE THE BASICS

When it comes to what's in the storyboard, the most important rule to remember is that it conveys the information clearly.



With all of this, you now have the necessary essentials to making a good Storyboard. Keep in mind, storyboards are essentially the blueprints for a project. These drawings are here to help guide you and your team in order to produce the best outcome for the task at hand. It's important to remember that you don't have to be a crazy talented illustrator or artist. No matter how basic the drawing or design of the storyboard, as long as you've gotten the message across within it, then you've created a successful storyboard. From this point, you can push the design even further with all of the new information you've laid out for yourself. Film, animation, motion design, interaction design, and web design all use storyboarding to help make these projects come to life.

