

Storyboards

by Eddie Sotomeyer

Storyboards are used in television and film to help the director give the story to his crew. To show the viewer through the use of figures, visual effects and camera angles. When directors first start thinking about their storyboard they create a story in their mind. They think of all the camera angles, visual effects and how the figures will interact in their mind. They try to create an extraordinary story in their head to attract the viewer (YOU) In order for the storyboard to be entirely effective it can't be a passive document. When done properly, a storyboard serves as a central design, meeting the needs of many team members including graphics artists, video personnel and programmers

Another function of a storyboard is to help the team communicate during the training development process. This communication is very important in working with a large team as in the movie *King* , produced in 1996. Figures help the director explain to the crew how they are going to record the film and how to present it to the audience. Sometimes the director wants special effects to be added to the film, but his budget might not be that big so the director will have to change the story to fit there budget.

The next process in making storyboards is the Visual Effects. The Visual Effects are an important part in the storyboards it adds a special touch of creativity to your film. You don't need visual effects in the film, it is an option in you film that will cost you !

Camera angles are an important expects in your film because the camera angles determine where the viewing audience will look. If you want your audience to look at a certain object you must turn there attention to it by focusing on that object and maybe you might try blocking something out. Then you will have your audiences attention and you may do what ever else you have to, it could be scaring them are just surprising them or what ever you do.

All of these listed above are of the utmost importance to your storyboard, if you are having trouble with your storyboard here are some links to other web sites with information to help you in your search to create your storyboard.

[Atlanta Video Inc](#) - script to screen services.

Including project analysis, scripting, storyboards, production management, location and studio production, in-house graphics services.

[Ematics](#) - electronic storyboards.

[Mayor, Philip](#) - specializing in storyboards and illustrations for film, television and advertising.

[Brown, Raymond E.](#) - freelance illustrator / storyboard artist.

[Vision Software Tools Inc](#) - home of Vision Storyboard, the first visual design and specification tool for VB.

[Angorn, Matthew](#) - character design, storyboards, conceptual design, illustration, childrens books, logo, web page and graphic design.

[Storyboard Media](#) - publisher of downloadable novels, poetry, screenplays, biographies, etc.

[Morley & Associates](#) - offering scriptwriting tools, storyboard quicks, film and multimedia products as well as script writing books.

[Zierhut, Anthony - Sketch of the Day](#) - professional illustrator, TV & movie storyboard and comic book artist's personal visual journal.

REFERENCES

Web sites provided by [Yahoo!](#) and other material by

Bryan L. Chapman. Storyboards and Interactive Media. CBT Solutions. Online. CBT Solutions. Online. 7 December 1997.

James A. Landy and Brad A. Myers. Sketching Storyboards to Illustrate Interface Behaviors. CHI 96 Electronic Proceedings: School of Computer Science Pittsburgh, PA, Online. CHI 96 Electronic Proceedings Online. 8 December 1997

[Next Page](#)