# STORYBOARDS

A Method

The job of a board artist on is to serve the director's idea of how the story should be told.

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And to make deadline.

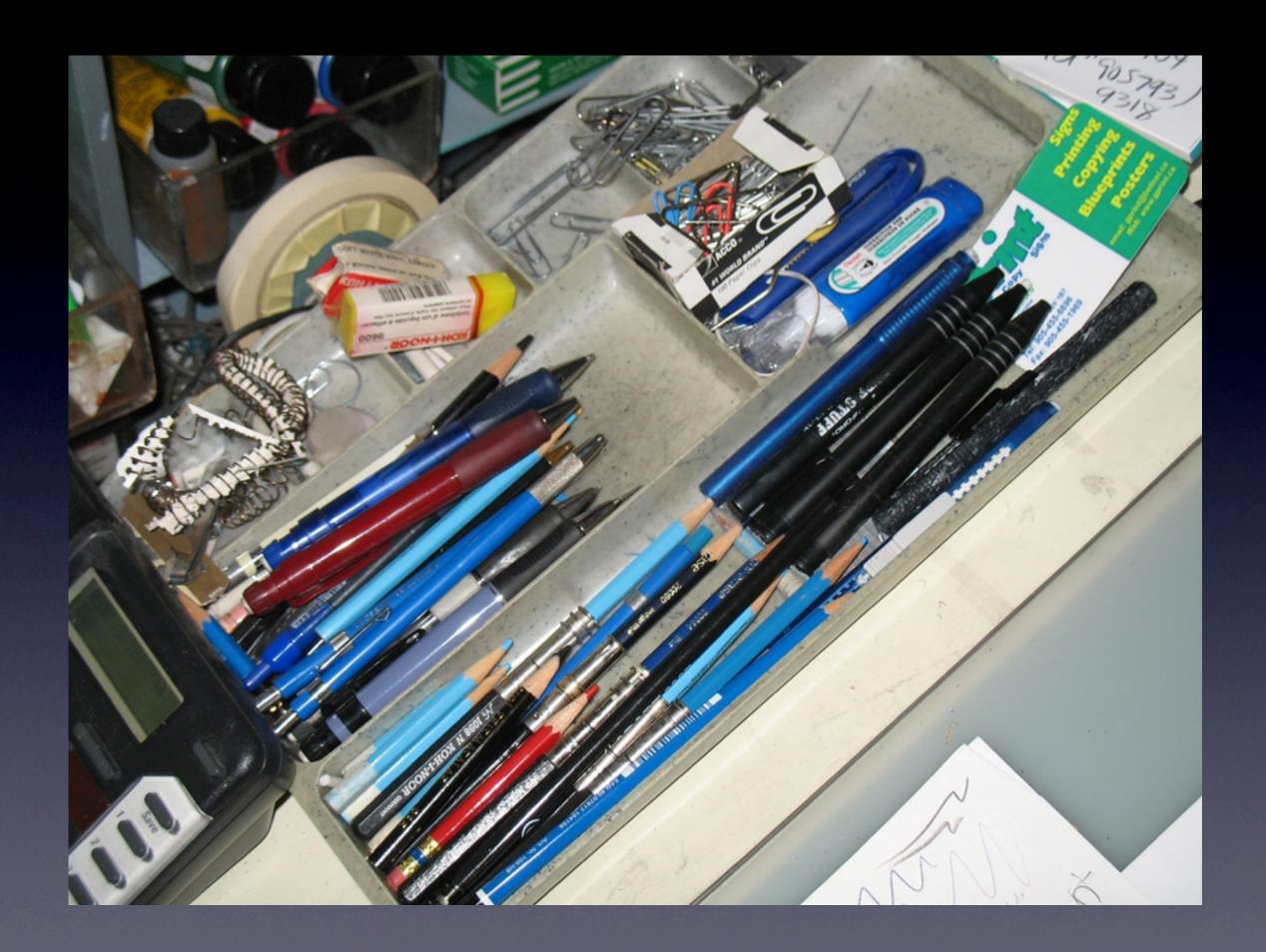
# You are the first visual slash at getting the story told.

Boards get better with revision because there are specific instructions from the director.

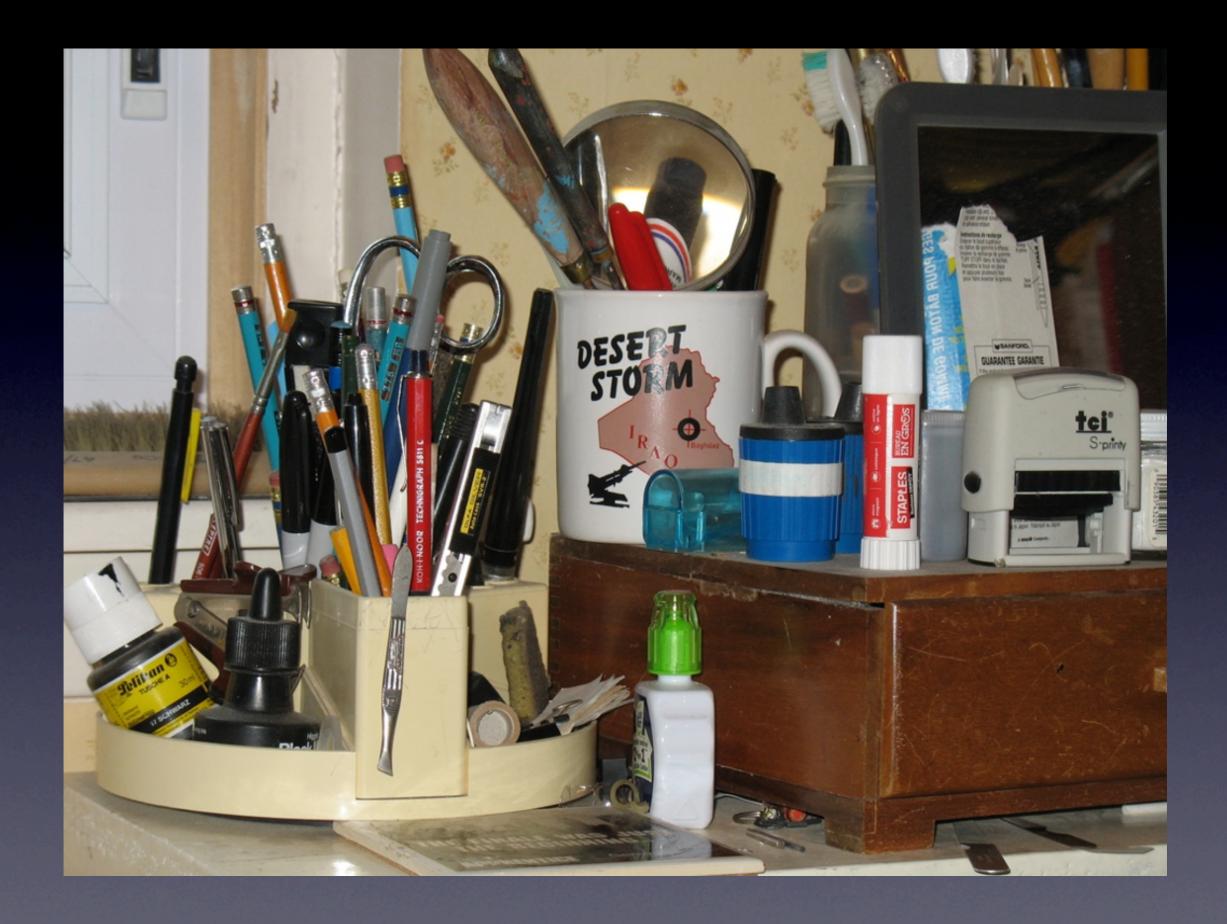






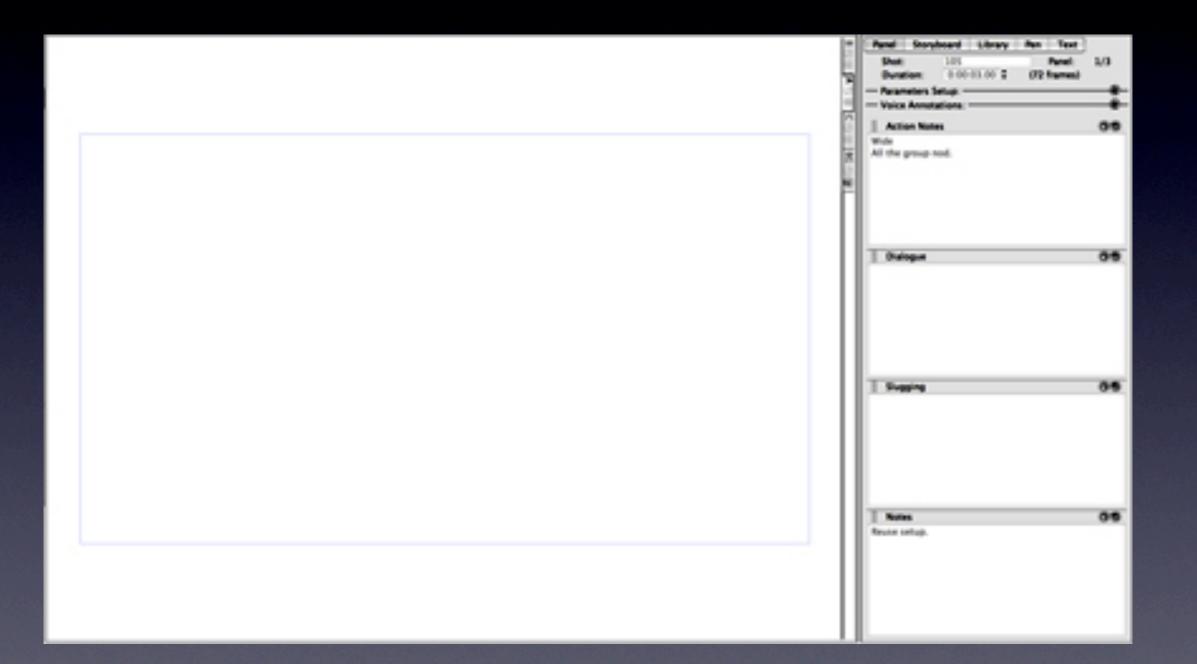








4 B's Blank Blue Black Back & Forth (Revision)



1st look though

Read the bible. Always ask.

Read the script (mark it up.)

Look at the character models and locations

GET SIZE RELATIONS

Talk to the director.

Get thumbnails on specific ideas/shots.

Breakdown the script.

1st look though

Read the bible.

Always ask for one.







1st look though

Read the script.

(Mark it up)

#### "FARTIILLA" TEASER. TY and ABBY approach the front doors of Ringworm Jr. Righ. Ty has his nose buried in a book. Neither of them are paying attention to the CUTE GUY flirting with PAIGE (both characters from "Queen for a Day") by the door. 1 ABBY (READING THE COVER) "A Theoretical Treatise On the History of Art and Creativity". Lemme goess - art project time. Ty answers without even looking up from his book. 2 TY I thought if I approached it from an analytical point of view, I might be able to come up with a good idea. 3 ABBY Maybe you've analyzed it too much. Art is about just letting go too. Just relax and let it hit you. Ty and Abby get to the door as the Cute Guy ripe a $\PART>$ and looks embarrassed. Paige glares. Totally gross. 5 ABBY (TO PAIGE) Relax, it's perfectly natural. Besides, girls fart just as much as boys do. PAIGE Not THIS gir-7A \* <REACTION> Suddenly, Paige lets out a <FART> of her own. The Cute Guy SMIRKS as Paige goes red in the face.

1st look though

#### Look at the character models and locations

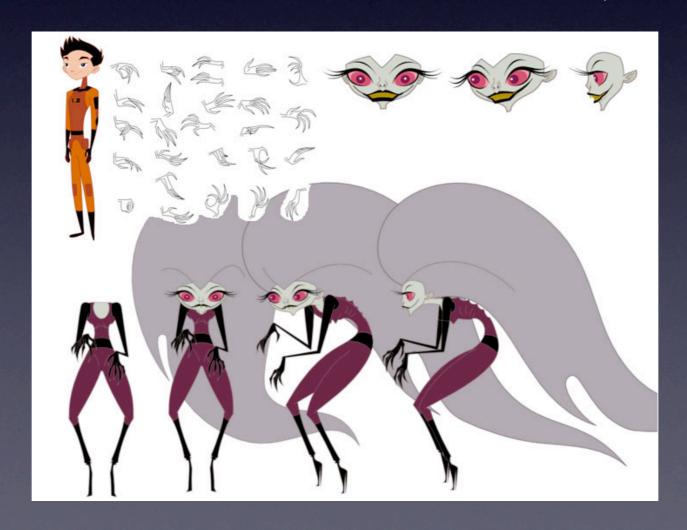
#### GET SIZE RELATIONS



1st look though

#### Look at the character models and locations

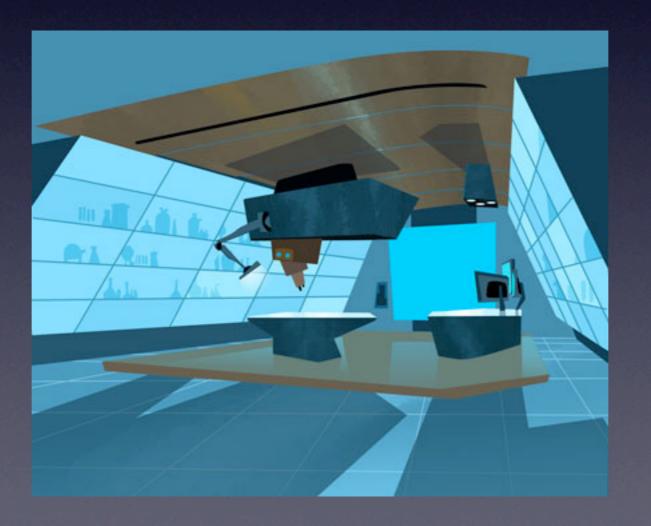
#### GET SIZE RELATIONS



1st look though

#### Look at the character models and locations

#### GET SIZE RELATIONS



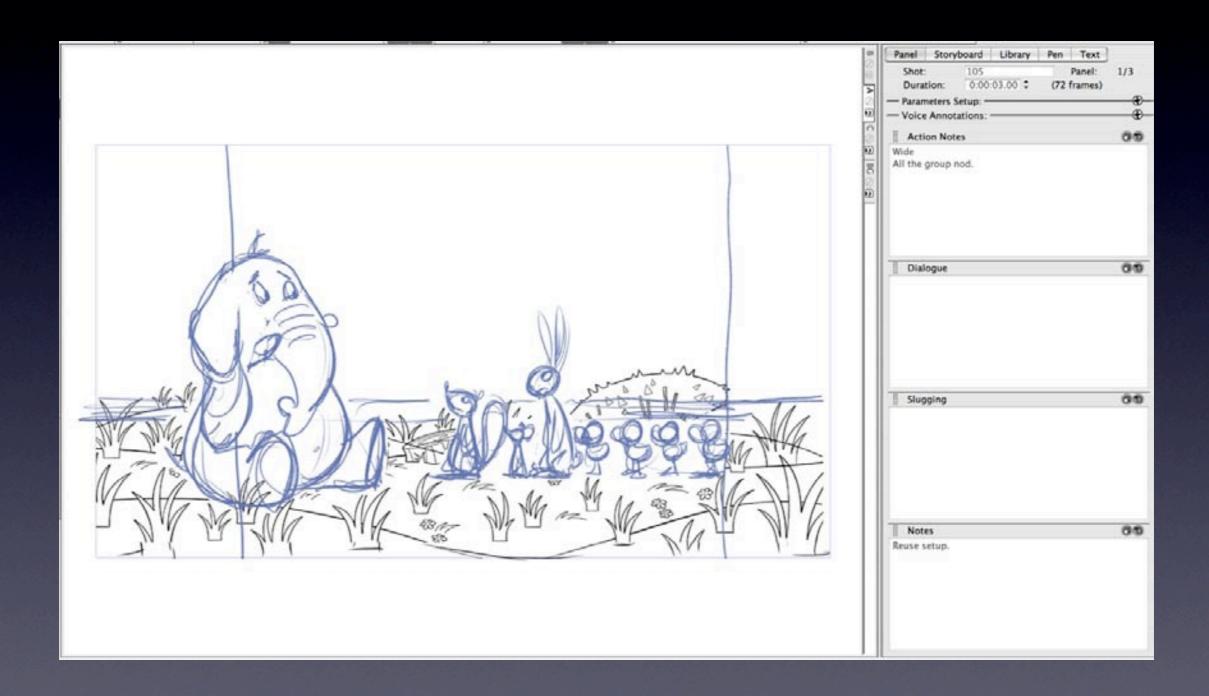
1st look though

Talk to the director.

Get thumbnails on specific ideas/shots.

1st look though

Breakdown the script.



2nd look though

This is the hard part.
This is where the thinking happens.

Don't thumbnail. Work size as.

Focus on the story.

Watch for staging/composition within the fld

Watch cutting continuity.

2nd look though

Don't thumbnail. Work size as.

2nd look though

Focus on the story.

2nd look though

Watch for staging/composition within the fld

2nd look though

Watch cutting continuity.

# Present to director. Always get feedback.





3rd look though

This is the easy part

Focus on clear gesture/silhouette.

Be specific about your expressions.

Watch for clichés.

3rd look though

Focus on clear gesture/silhouette.

3rd look though

Be specific about your expressions.

3rd look though

Watch for clichés.

#### Back & Forth

# REVISIONS

#### Back & Forth

multiple looks though

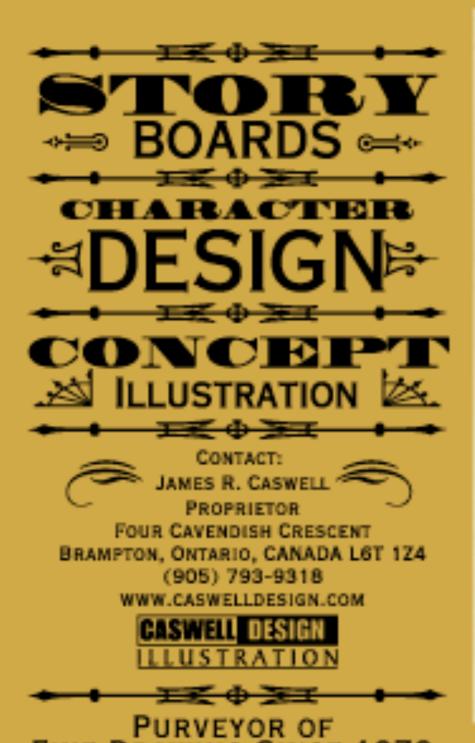
Usually handled in house by asst director or SB supervisor.

Rarely get handed back to board artist.

#### When you get out



Remember...



FINE DRAWING SINCE 1979

