

IDEAS TO STORYBOARD

Describing an idea.

Ideas are abstract. It is a challenge to arrive at a specific description. But an idea can be vaguely described as a thought or a collection of thoughts that generate in the mind. An idea is usually generated with intent, but can also be created unintentionally. Ideas often form during brainstorming sessions or through discussions. It can also be an impression or notion that tries to portray some opinion or belief. Just as every person's idea can be subjective, so can its definition. But above all, an idea is any conception existing in the mind as a result of mental understanding, awareness, or activity.

What idea actually stands for in visual language..

When an idea strikes us, it can be about anything. A fruit, an experience, a piece of text but it never occurs as a textual representation in our mind. Science has proved that any thought/idea is visual in nature. Ideas are imaginations. Imagine a white rose moving briskly against the wind or imagine a roasted corn taken off fire, being coated with a generous amount of lime, spice and salt and imagine yourself biting into it. All of this is represented in the form of visuals in your brain. Our brain has the attribute of imagining things and the form of this expression is called visual language.

But when it comes to media, the visual language is a system of communication using visual elements. An advertiser, a scriptwriter may describe his/her idea in whichever language of choice through speech. But this will turn futile after a while. Although speech as a mode of communication cannot strictly be separated from the whole of human communicative activity, but it has its own limitations and drawbacks. The term 'language' in relation to vision is an extension of its use to describe the perception, comprehension and production of visible signs. So a verbal message is better communicated with the use of visual elements. And this communication is done through a language, called the visual language.

An idea described through the visual language becomes a visual. Perception is the key to visualising any idea.

What exactly is a storyboard?

A storyboard is a visual (graphic) organizer in the form of illustrations or images displayed in sequence for the purpose of pre-visualizing a motion picture, animation, motion graphic or interactive media sequence. A storyboard is a designer's visual representation of the idea which he or she IMAGINES the final project to look like. It typically consists of a series of hand-drawn 'cells' the size of a half-sheet of paper or an index card, which represent the initial vision of what the future project will look like. A storyboard is made logically, i.e. as per the sequence of a progressing/moving visual.

According to Christopher Finch in *The Art of Walt Disney*, Disney credited animator Webb Smith with creating the idea of drawing scenes on separate sheets of paper and pinning them up on a bulletin board to tell a story in sequence, thus creating the first storyboard.

Furthermore, it was Disney who first recognized the necessity for studios to maintain a separate "story department" with specialized storyboard artists.

Gone with the Wind (1939) was one of the first live action films to be completely storyboarded. William Cameron Menzies, the film's production designer, was hired by producer David O. Selznick to design every shot of the film.

Storyboarding became popular in live-action film production during the early 1940s, and grew into a standard medium for previsualization of films. Storyboards are now an essential part of the creative process. In fact not just films, it is also widely used for TV commercials making to devise the time of a TVC and for other audiovisual content making.

A film storyboard is essentially a series of frames, with drawings of the sequence of events in a film, like a comic book of the film or some section of the film produced beforehand. It helps film directors, cinematographers and television commercial advertising clients visualize the scenes and find potential problems before they occur. Besides this, storyboards also help estimate the cost of the overall production and saves time. Often storyboards include arrows or instructions that indicate movement.

In creating a motion picture with any degree of fidelity to a script, a storyboard provides a visual layout of events as they are to be seen through the camera lens. And in the case of interactive media, it is the layout and sequence in which the user or viewer sees the content or information. In the storyboarding process, most technical details involved in crafting a film or interactive media project can be efficiently described either in picture, or in additional text.

Storyboards for films are created in a multiple step process. They can be created by hand drawing or digitally on a computer. The main characteristics of a storyboard are:

- Visualize the storytelling.
- Focus the story and the timing in several key frames.
- Define the technical parameters: description of the motion, the camera, the lighting, dialogues, visuals, logo, etc.
- If drawing by hand, the first step is to create or download a storyboard template. These look much like a blank comic strip, with space for comments and dialogue. Then sketch a "thumbnail" storyboard. Some directors sketch thumbnails directly in the script margins. These storyboards get their name because they are rough sketches not bigger than a thumbnail. For some motion pictures, thumbnail storyboards are sufficient.
- It may seem like using a storyboard will just be a waste of time, but in all actuality it will probably save you a few hours' worth of time in the long run. Storyboarding forces you to think through all of the logistics of your project. Not only can you determine the flow of the plot, but you can also determine what camera angles you will use, what graphics you might need and where you might need sound effects.
- The storyboard process is also a great opportunity to collaborate with other people. Take the time to sit down with all the members of your team and toss ideas around. This is the perfect point in the process to arrange and rearrange the flow of your video to come up with the ultimate project.

- Overall, having a storyboard will help you stay organized when you shoot and edit. By providing everyone on your team with a detailed visualization of the final product, you can be assured that your time shooting and editing will be efficient and well organized.

A TYPICAL STORYBOARD.

PRODUCTION _____ STORYBOARD - ASPECT RATIO 1:85 PAGE# _____

Scene # _____ Shot # _____	Scene # _____ Shot # _____
Scene # _____ Shot # _____	Scene # _____ Shot # _____
Scene # _____ Shot # _____	Scene # _____ Shot # _____
Scene # _____ Shot # _____	Scene # _____ Shot # _____

A STORYBOARD FOR REFFERAL

'How to Film' storyboard part1

1. Wide shot of both Sarah and Callum illustrating where they are and what the film is about Props: Megaphone, Camera board	2. Close-up of Sarah speaking directly to camera Script: Sarah 'one thing you must remember...'	3. Low angle camera pointing up at Callum Props: Moustache, Paintbrush Script: Callum 'Oops! Sarah is right...'
4. Close up of Sarah holding photograph	5. Camera zooms out to a wide shot showing Sarah speaking about using photographs to plan your storyboard.	6. Over shoulder shot of Callum pointing to drawings of different shots that you could try filming.