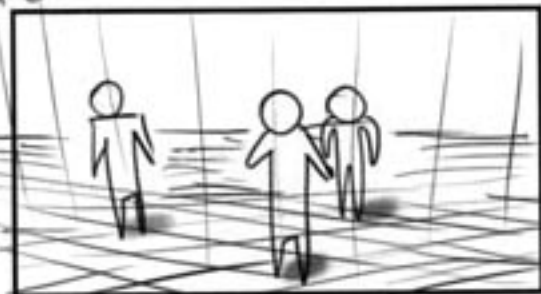
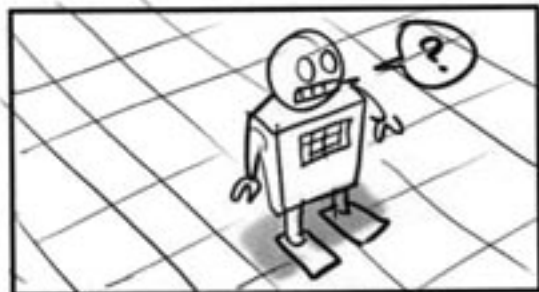


TIPS FOR storyboarding



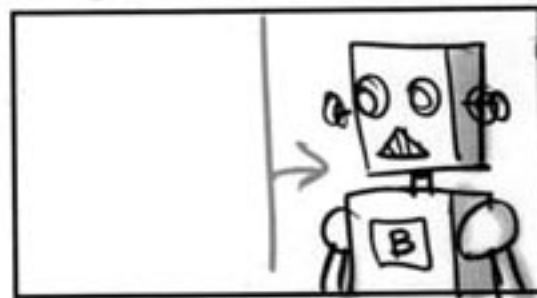
- * AVOID FLAT STAGING UNLESS WHEN NECESSARY
THINK IN 3point Perspective as much as you can. (minimum 2 pt perspective)



- * LAY DOWN GRIDS TO HELP "GROUND" YOUR CHARACTERS & COMPOSITIONS



- * USE FOREGROUND MID-GROUND BACKGROUND & FAR BACKGROUND TO SELL DEPTH
TRY TO INCORPORATE THIS THINKING IN ALL YOUR BOARDS. WHEN POSSIBLE



- 1
 - 2
- * Be mindful of screen space & camera positioning in your edits
Think carefully before you cross the "line."



When dealing with multiple characters... try to logically GROUP them to help making cutting back-forth easier.



↓
example



← Be wary of composition in which everything in it is parallel to the frame. 



← careful of how you frame characters and don't SQUEEZE them just to fit a shot. open up the fielding.



* Intimacy - connection between characters.

- Over the shoulder shots & reaction shots help deliver dialog.



- Characters SQUARED OFF & LOOKING AT OUR LEFT OR RIGHT EAR (depending on char. eyedirection)



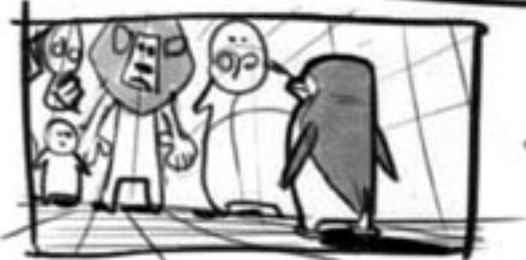
exploit different character heights if you need to establish or re-establish your shot.



BEWARE OF VAGUE "TIGHT ROPE" FLOORS



USE PERSPECTIVE INSTEAD - gives you the advantage of designing depth. even at LOW angles.

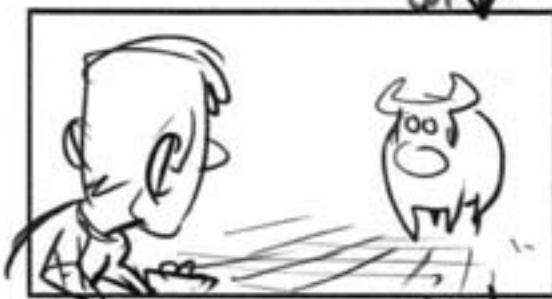


MOTIVATE YOUR CUTS

A character looking...
A noise off screen...
maybe an efx
will provide motivation
for a cut.



CUT ↓



CUT ↓



CUT ↓



CUT ↓



Point of View
OR P.O.V.



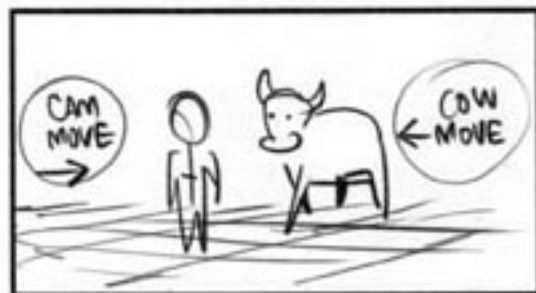
over the shoulder



MOTIVATE YOUR CUTS 2



← Here we cut to wide shot to provide the audience with information about their relative position...



Enter from 0.5

← We come back to a medium shot of the guy to pick up his reaction to the approaching cow



CUT AROUND TO ~3/4 PROFILE TO GET THE CRAZY LOOK ON THE COW.