



# Storyboarding: The First Step to Making a Great Video

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# Agenda

- 1, Introduction to storyboarding
- 2, Why is storyboarding useful
- 3, Things to do before storyboarding
- 4, How to create a storyboard for videos



# Introduction to Storyboarding



# Why Should You Storyboard?

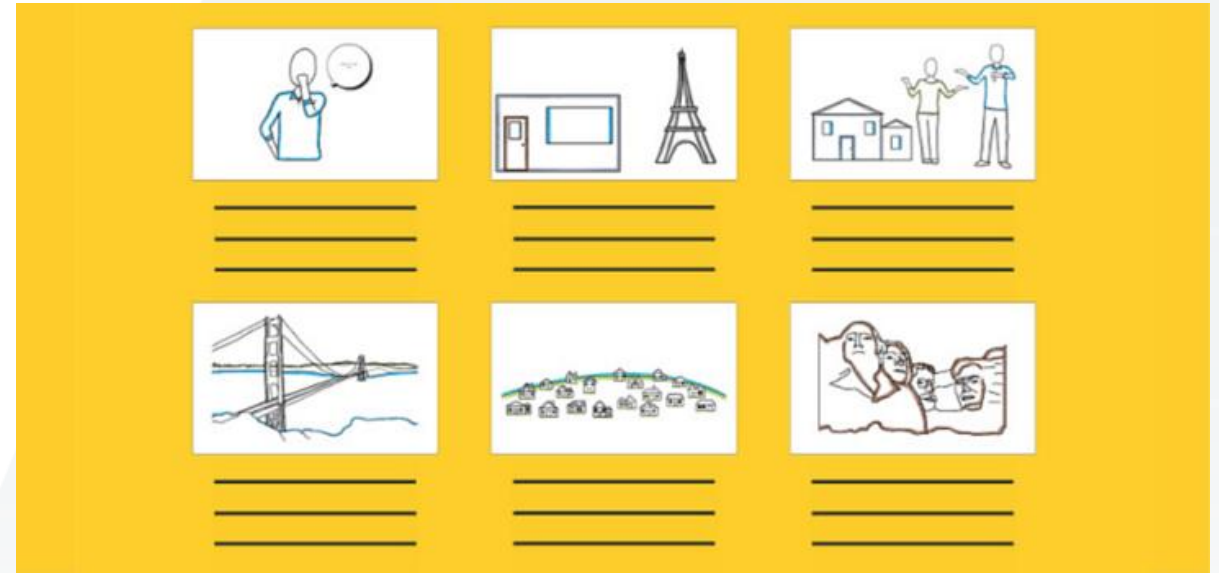


- **Best way to share your vision**
- **Makes Production Much Easier**
- **Saves you time!**

# What is a Storyboard?

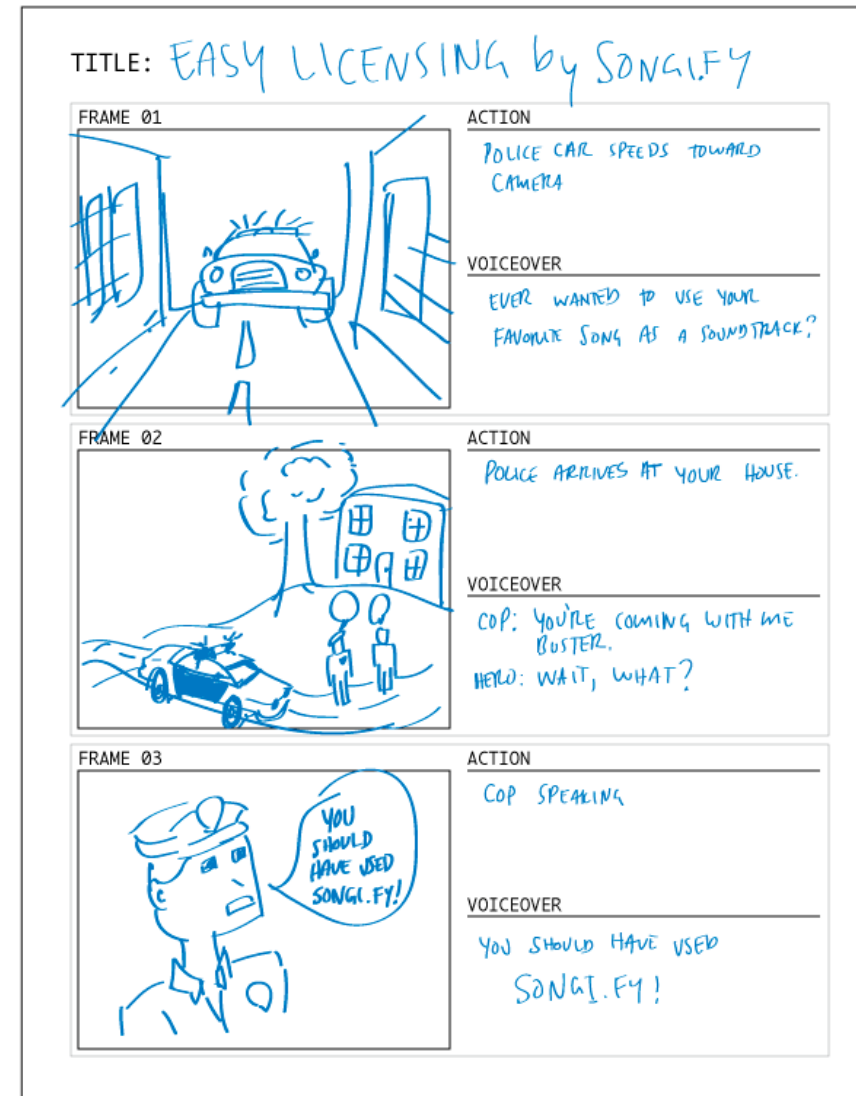
A storyboard is a visual representation of key scenes in different kinds of visual media like film or video.

It can take various forms, ranging from detailed full-color illustrations and images to basic stick figures.



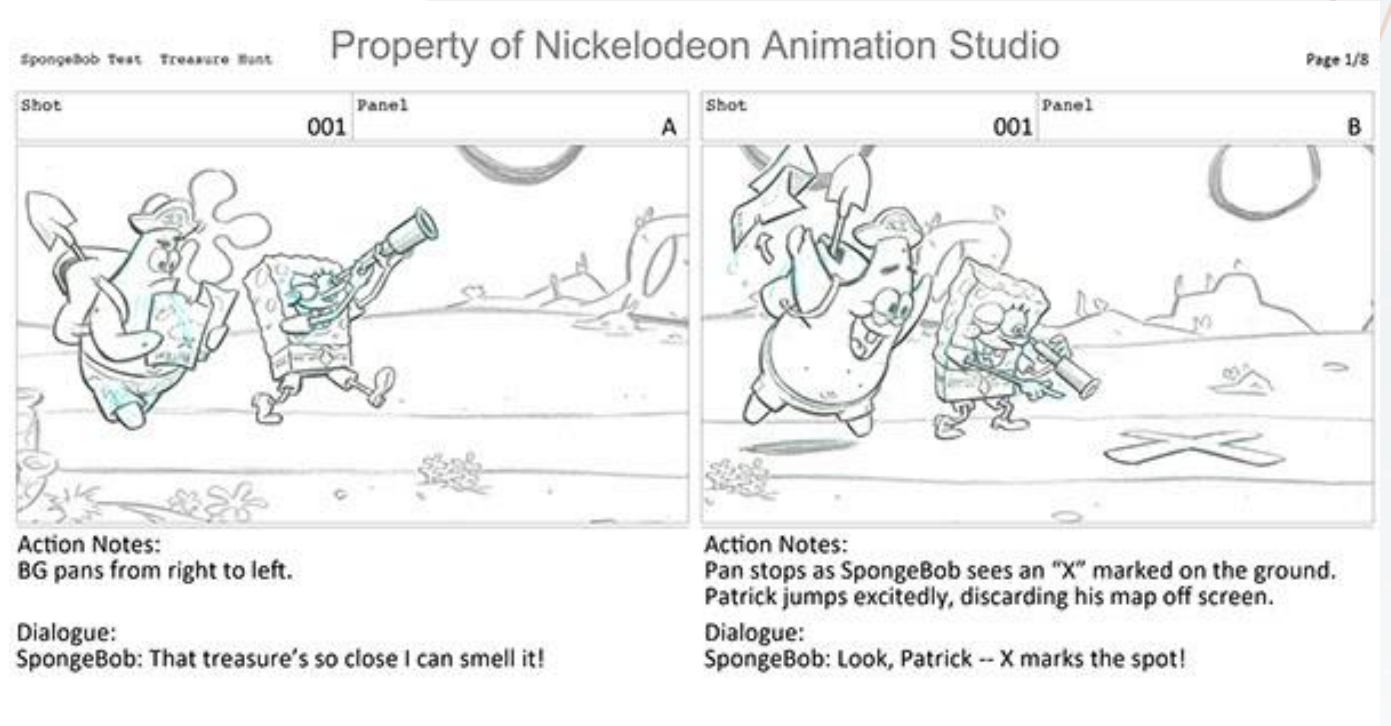
# What's Inside?

- Drawings, sketches, reference images or photographs to represent each frame
- A description of the shot - any relevant information on the action, dialogue, or composition
- Arrows to indicate camera and/or character movement, or how each shot connects to the next



# Traditional vs Thumbnail

- **Traditional Storyboards:** Basic pencil sketches that include detailed information like arrows for camera movement, characters, props, etc



Storyboard Artist - Tom Rogers

# Traditional vs Thumbnail

- **Thumbnail Style Storyboards: Don't have any writing, images only**



Storyboard Artist - Scott Jarrard



# Origin of Storyboarding

- Developed during the 1930s by Walt Disney Studios.
- Credited to be created by Disney animator, Webb Smith
- The first proper storyboards were created for the 1933 Disney cartoon, Three Little Pigs.



# Storyboarding over the years



The use of storyboarding expanded to other industries outside of animation, such as:

- Live-action movies and shows
- Commercials
- Video games
- Short form videos
- Interactive media like UX design



# Examples



# Parasite



Storyboard by Bong Joon-Ho





# Psycho

Shot 1



CU · LA

Shot 2



ECU · Eye Level

Shot 3



CU · Eye Level

Shot 4



MCU · Shoulder Level

Shot 5



MCU · Shoulder Level

Shot 6



MCU · Shoulder Level

Shot 7



CU · Eye Level

Shot 8



CU · Eye Level

Shot 9



ECU · Eye Level

Shot 10



MCU · LA

Shot 11



MCU · Eye Level

Shot 12



ECU · LA



# Game of thrones



82C



82D



82E



83



84A



84B



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Storyboard Artist - Adrien van Viersen





# Why is Storyboarding Useful



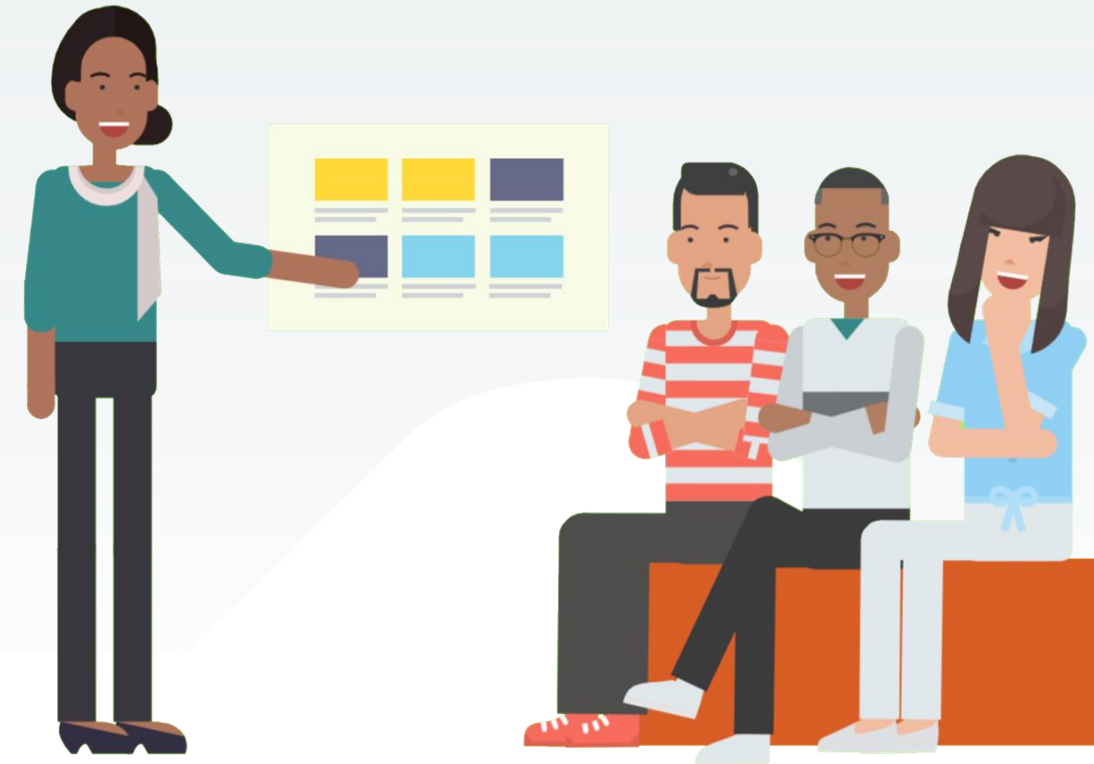
# Planning Tool

- Storyboarding process makes you think in pictures
- It can be used to test out ideas and organize scenes to see if they fit and flow together
- Enables you to distinguish problems beforehand



# Communication Tool

- Storyboards are helpful to share your vision
- Stakeholders can review it and give feedback
- It comes in handy while making a pitch to clients or coworkers



# Things to do before Storyboarding



# Brainstorm and set a framework

- **Determine the audience, objective and theme of the video**
- **Think of essential scenes or elements to include in the video**
- **Finalize the script; or a concept in case of a video without audio or text**

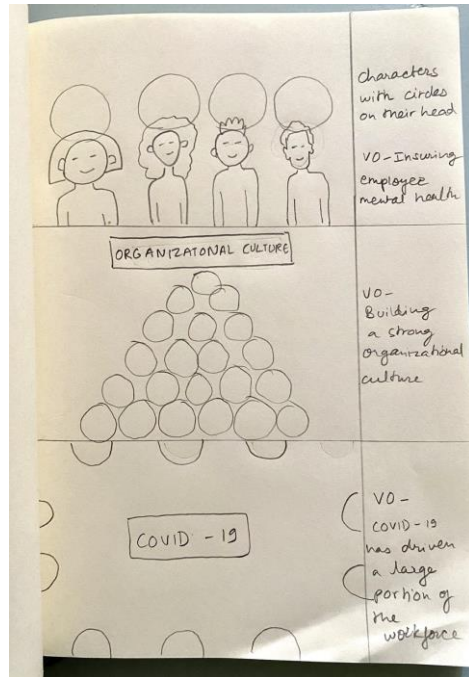


# Choose a storyboarding method

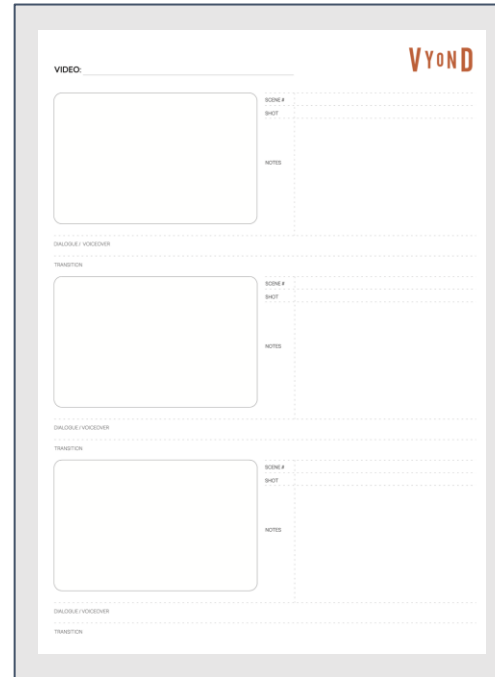
- **Traditional Storyboarding:** Pencil and paper method, time consuming, usually free
- **Digital storyboarding:** Specialised storyboarding softwares, costly, automated features, time-saving



# Traditional Storyboarding Options



Draw your own storyboard template



Download and print a storyboard template



Use a storyboard notebook (Like this one from [plotdevices.co](https://plotdevices.co))



# Popular Storyboarding Softwares



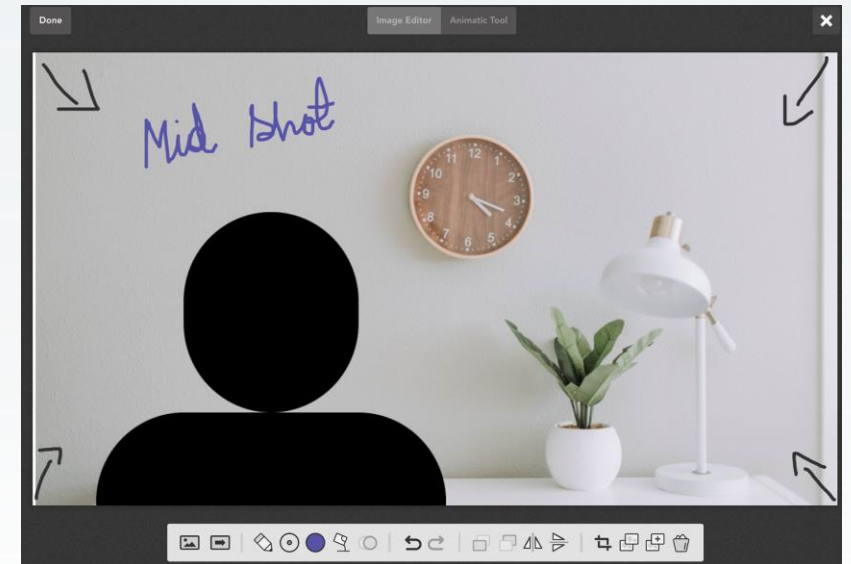
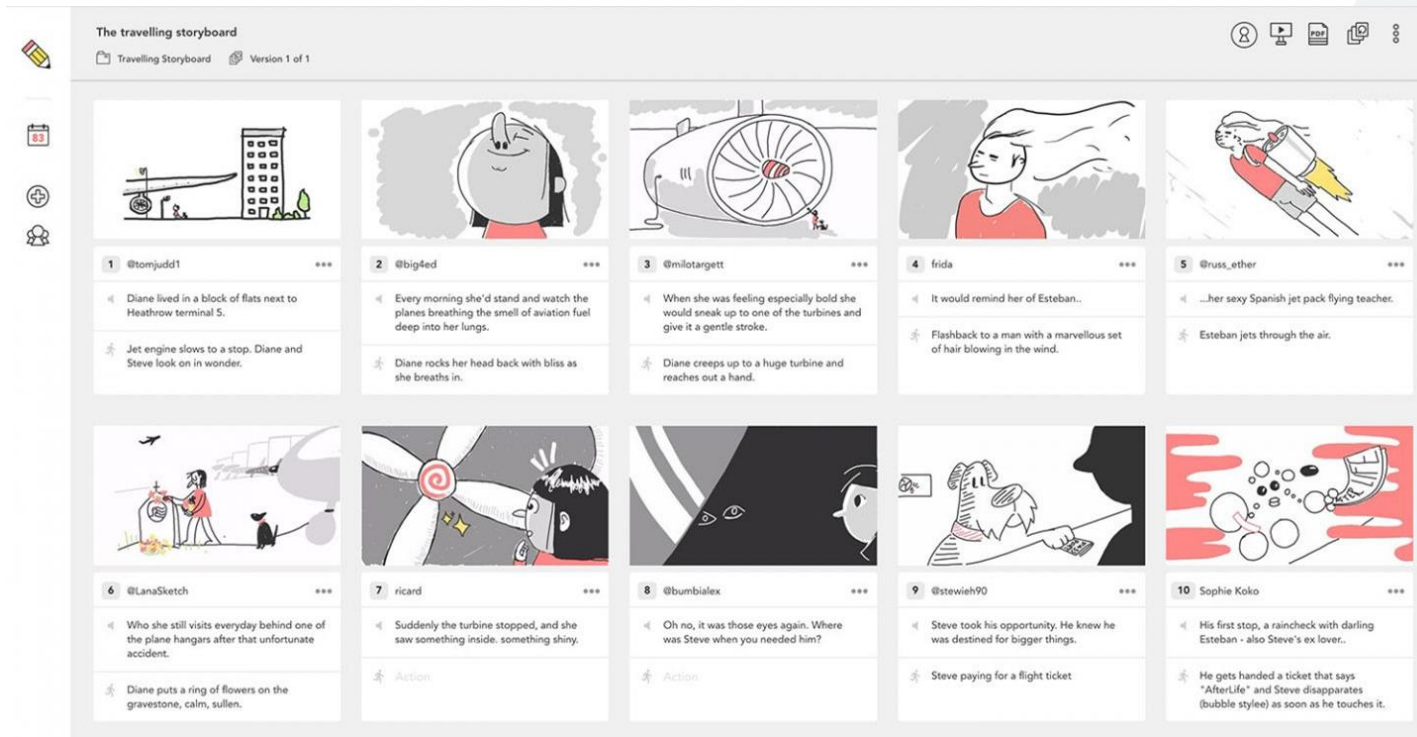
# Storyboarder

- Price: Free download (Mac OS X, Windows, Linux)
- Features: Drawing tools, metadata panel, animatics, editable in Photoshop



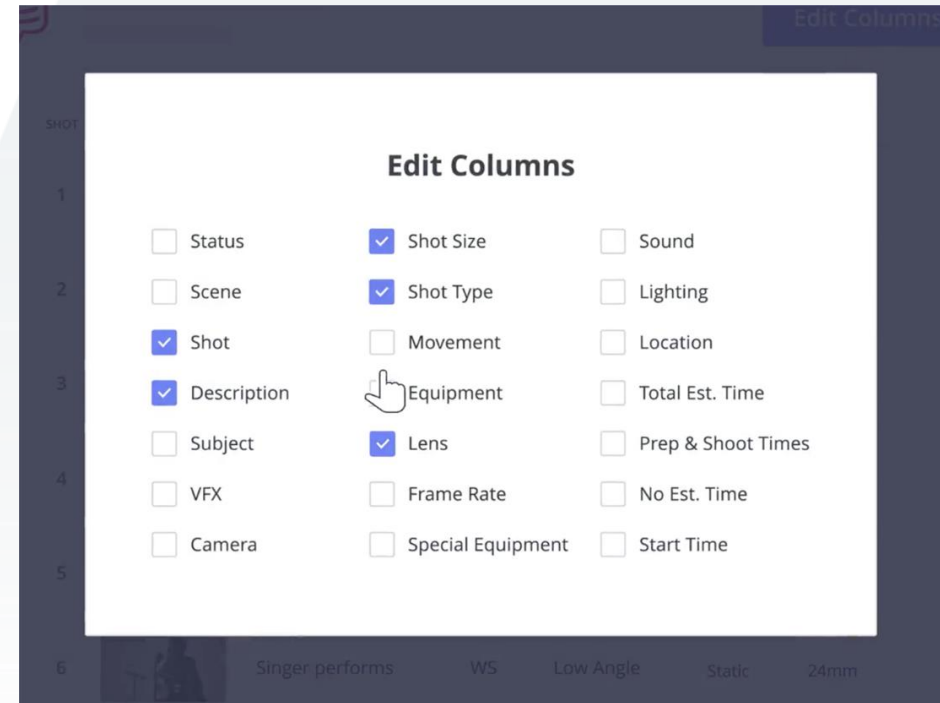
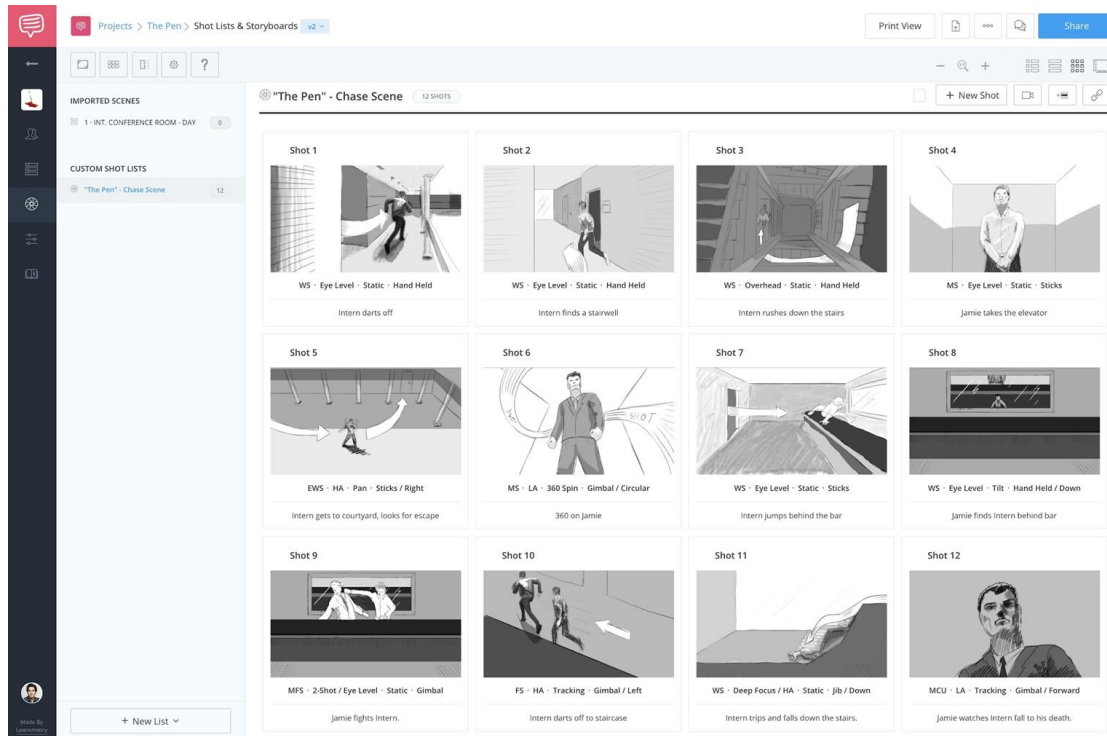
# Boords

- Price: Starts at \$12/month, 50% discount for education and non profit users
- Features: Drawing tools, stock icons and images, metadata panel, animatics, option to share and collaborate



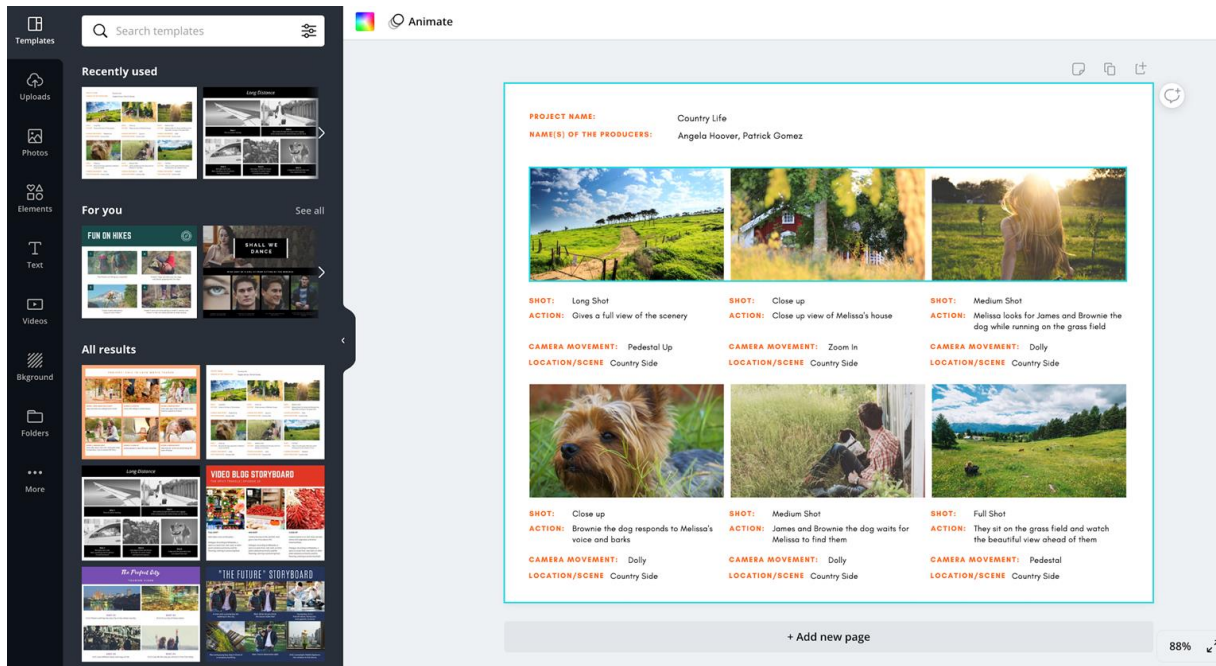
# Studiobinder

- Price: Starts at \$29/month
- Features: Customizable columns and aspect ratios, Upload images and add notes, option to share and collaborate



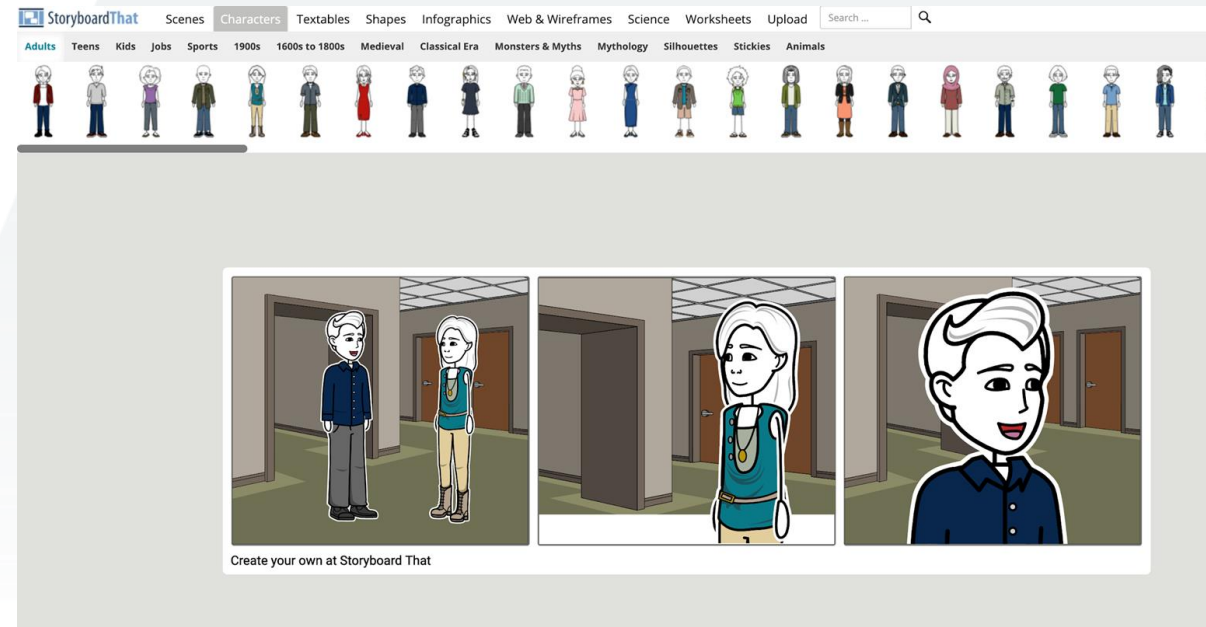
# Canva

- Price: Free
- Features: Customizable storyboard templates, stock photos and icons



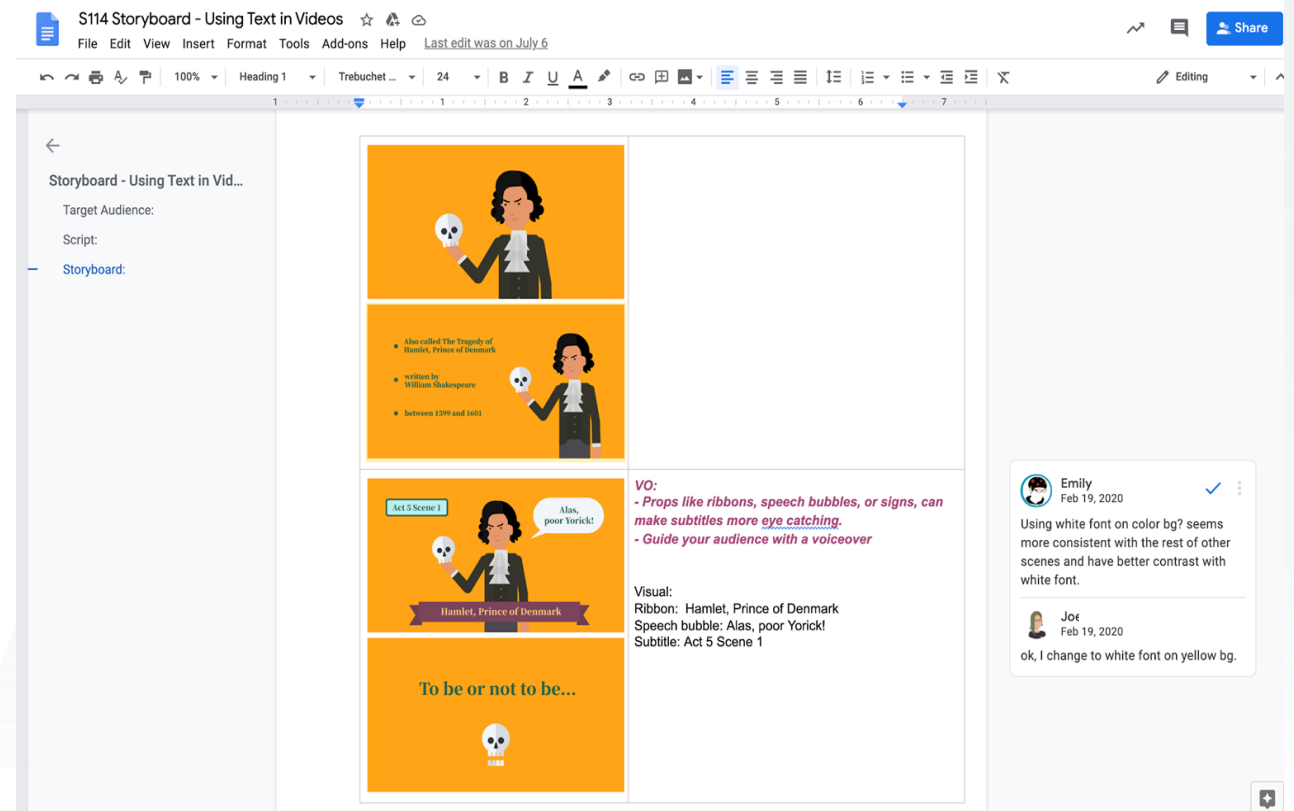
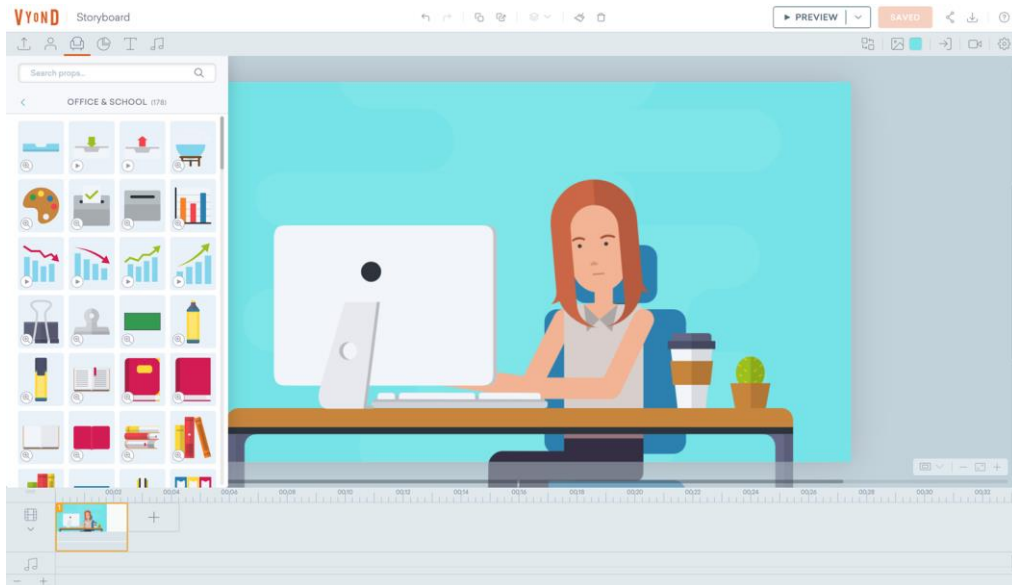
# Storyboard That

- Price: Starts at \$9.99 (Free version includes 2 Storyboards per week)
- Features: Customizable characters and scenes, drag and drop interface



# Vyond

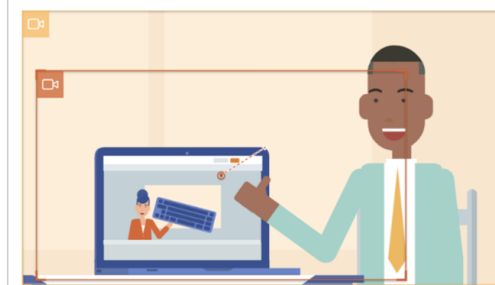
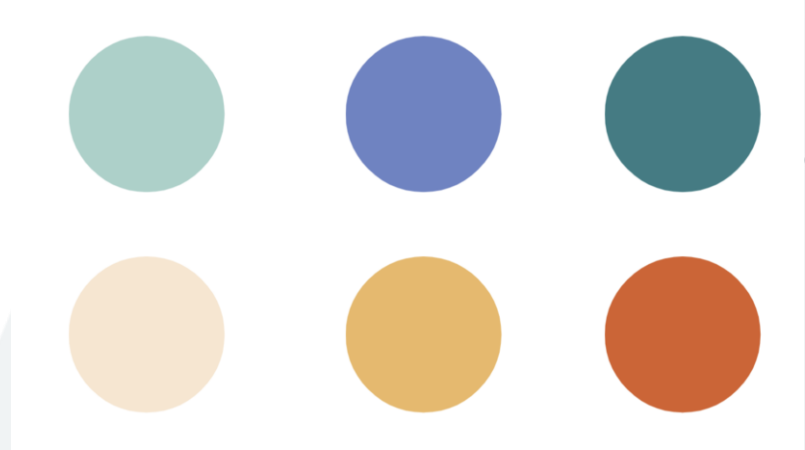
- Price: Starts at \$49/month
- Features: Video creation platform, customizable props, characters and backgrounds, template scenes and videos, animatics





# Color Palette

- Consider using a color palette if colors play an important role in your video (not mandatory)
- Select 6 to 8 colors
- Take account of brand colors



**VO: N/A**

**Visual:**

Camera zooms out from the screen to the middle shot of the worker.



**VO: Try them out in the Vyond Studio today.**

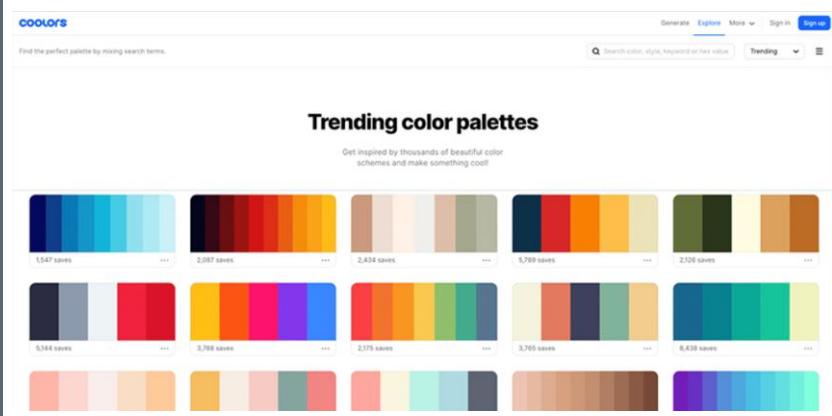
**Visual:**

Worker works with keyboard happily.

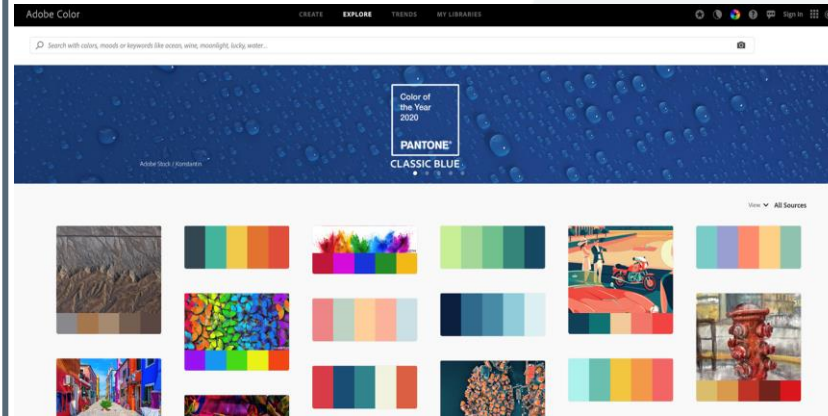
# Free Online Color Palette Tools



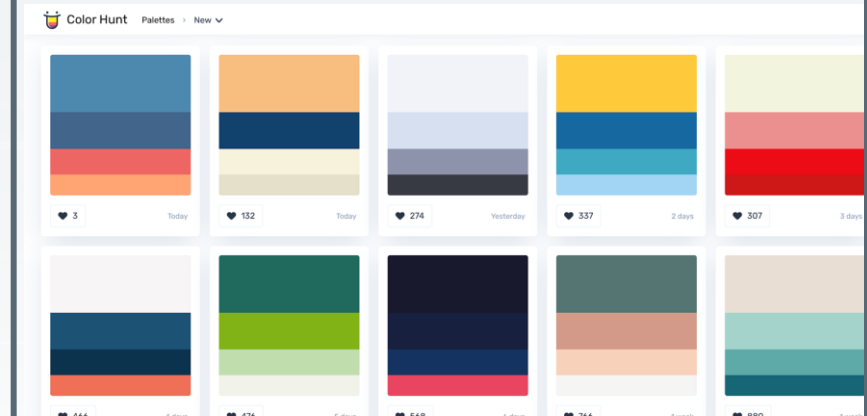
## Coolors (colors.co)



## Adobe Colors (color.adobe.com/explore)



## Colorhunt (colorhunt.co)



# How to create a storyboard for videos





# Go-To Storyboard Checklist



## 5 Key Elements Every Storyboard Should Include:

1. **Shot Images:** Individual panes featuring 2D drawings to show what's happening- actions, Characters-throughout a video
1. **Shot Number:** The number indicating when a shot appears according to a video's shot list
1. **Action:** The primary activity happening in a shot
1. **Dialogue (or Narration):** Any speech that is heard in that scene
1. **FX:** Technical details that explain how the shot is created in production and post-production (e.g. aspect ratio, camera angles, camera movement, shot type, sound effects, special effects)

# Elements of a Storyboard



VIDEO: Title

**VYOND**

	SCENE #	1
	SHOT	a
	NOTES	- Action - Sound Effects  (Keep it brief)

DIALOGUE / VOICEOVER Text spoken or heard

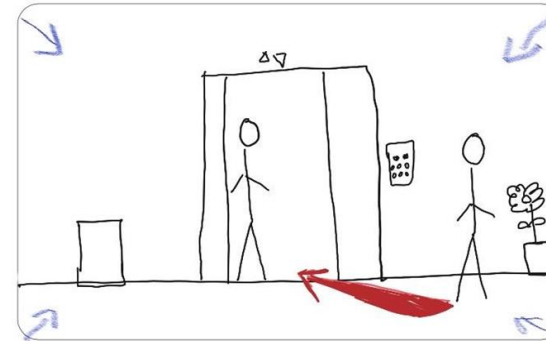
TRANSITION Scene transitions: Fade / Dissolve / Wipe / Slide ...

# Elements of a Thumbnail

VYOND

- **Assets: Props, Characters, Charts, Text on Screen, Background**
- **Character action and camera movement (can be indicated by drawing arrows)**

VIDEO: *Creative ways to stay connected*



SCENE # 1

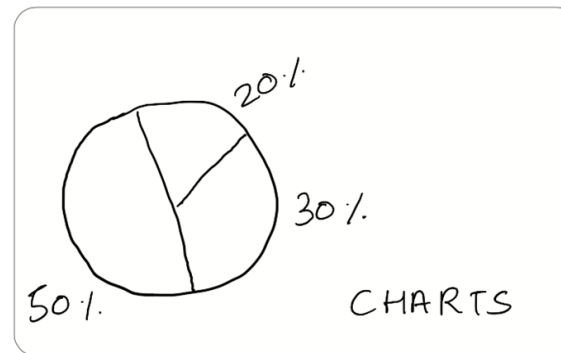
SHOT a

NOTES

Elevator opens  
Character enters the  
elevator.

DIALOGUE / VOICEOVER *Its easy to strike up a casual conversation at the office*

TRANSITION —



SCENE # 1

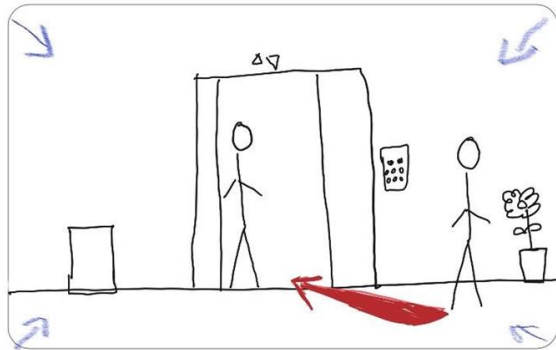
SHOT a

NOTES

- Pie chart slides in  
- Text appears

VIDEO: *Creative ways to stay connected*

VYOND

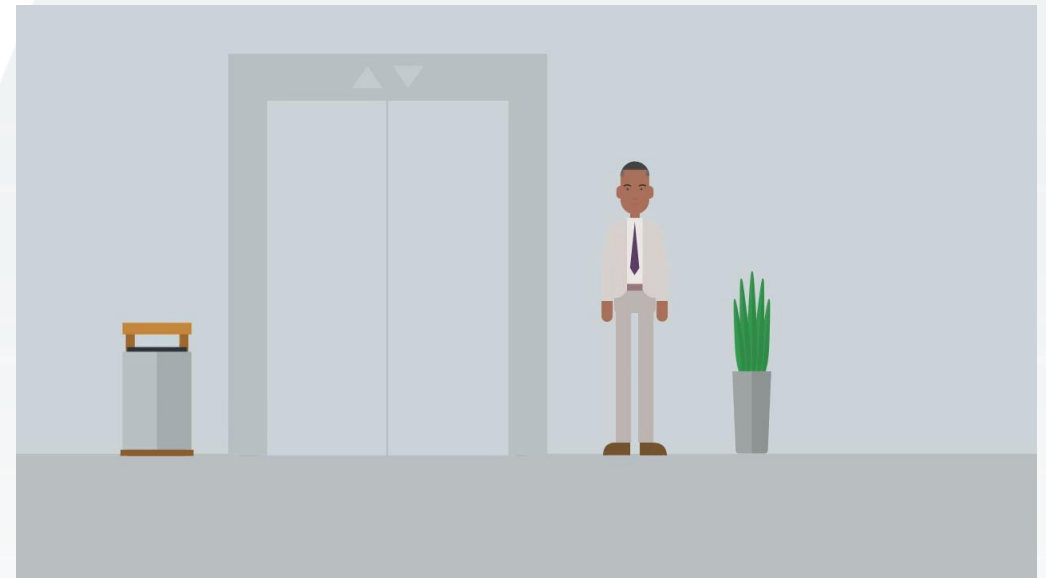


SCENE # 1  
SHOT a

NOTES  
Elevator opens  
Character enters the  
elevator.

DIALOGUE / VOICEOVER *Its easy to strike up a casual conversation at the office*

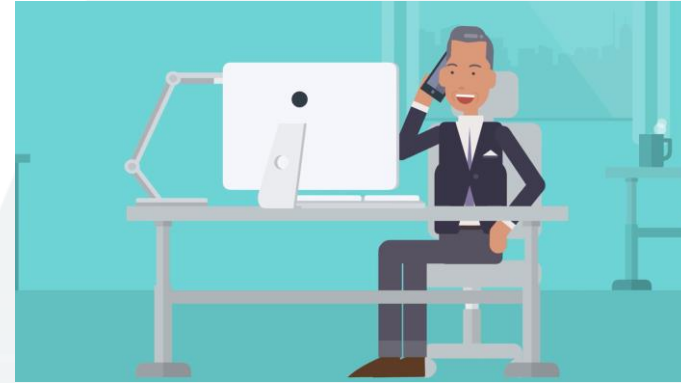
TRANSITION —



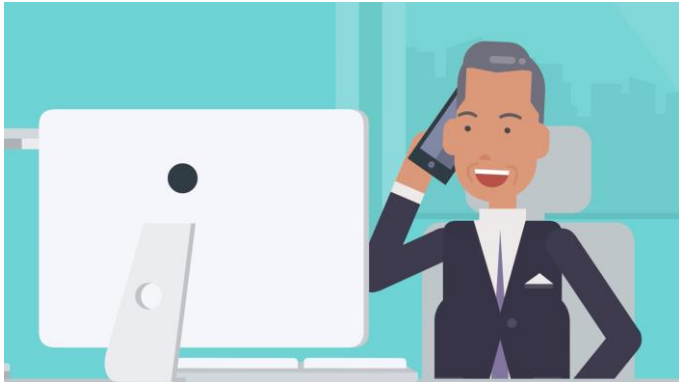
# Types of Shots



Wide shot



Full shot



Medium shot



Close shot



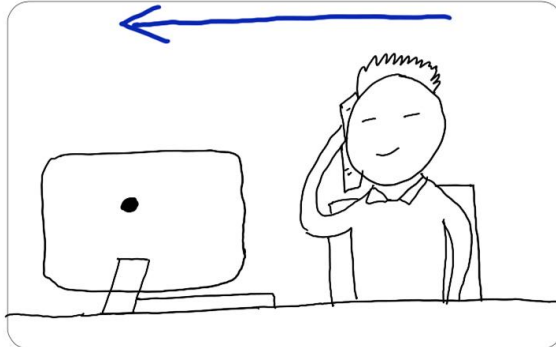
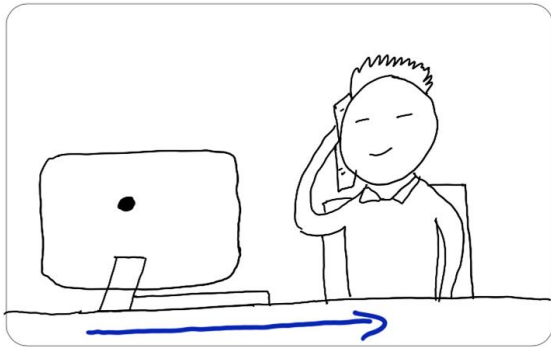
Extreme close shot

# Types of Camera Movement



# Pan

- Camera moves from one side to another horizontally
- Can be shown in a thumbnail with an arrow facing left or right



# Tilt

- Camera moves from one side to another vertically
- Can be shown in a thumbnail with an arrow facing up or down

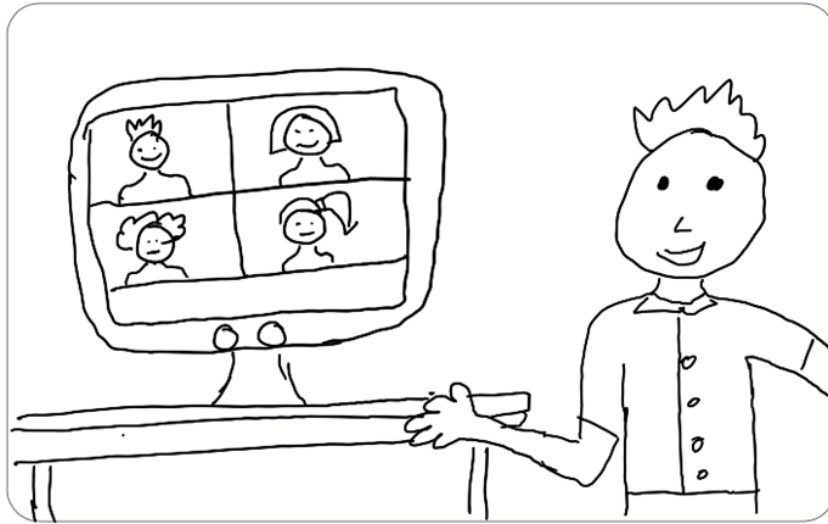




# Zoom

- Zooming magnifies or reduces the subject in the scene
- Can be indicated with arrows in all four corners of the thumbnail facing inwards or outwards





SCENE #

3

SHOT

a

NOTES

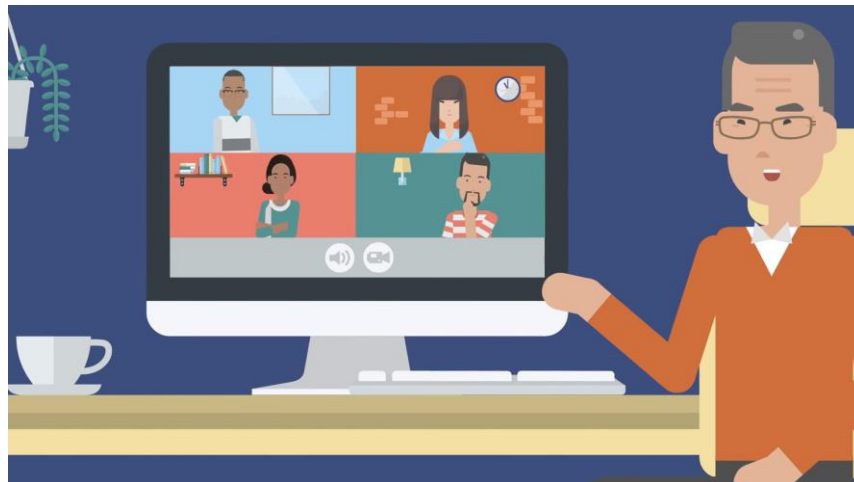
Character talking to his team in a video call

Hi everyone! I've been having a hard time these past

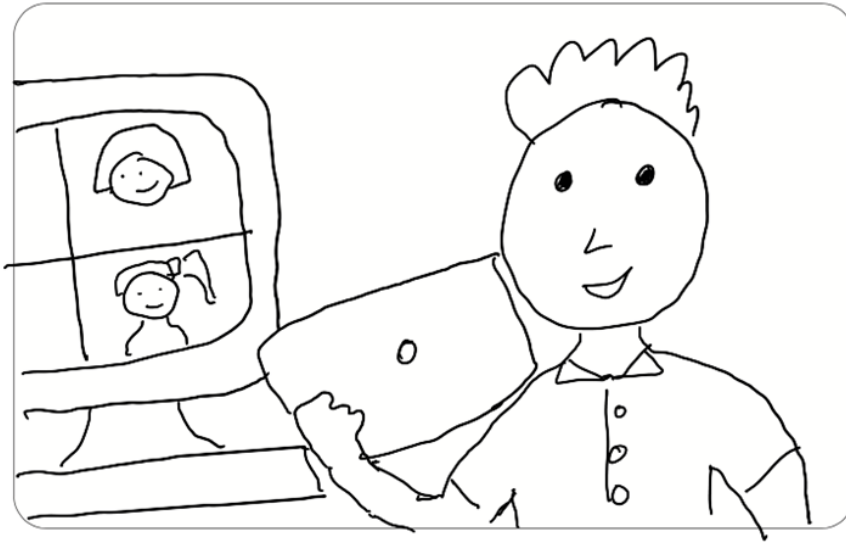
IALOGUE / VOICEOVER

few days. Feeling a bit anxious about all the changes that are happening.

TRANSITION



Dialogue: Hi everyone, I've been having a hard time these past few days. Feeling a bit anxious about all the changes that are happening.



SCENE #

3

SHOT

b

NOTES

He looks at his  
ipad

DIALOGUE / VOICEOVER

I'm trying to focus on what I can control

TRANSITION



Dialogue: I'm trying to focus on what I can control,



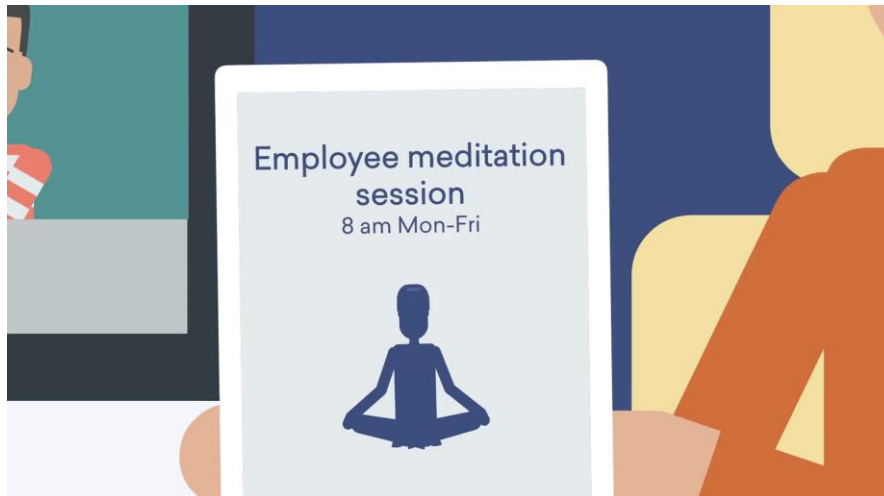
SCENE # 3  
SHOT C

NOTES

Shows his ipad  
screen

So I decided to participate in our remote  
DIALOGUE / VOICEOVER meditation session this morning as part of my self care

TRANSITION



Dialogue: so I decided to participate  
in our remote meditation session  
this morning as part of my self-care

# Final Tips



- **There are no definite rules when it comes to storyboarding**
- **A storyboard should be functional not necessarily artistic**
- **The extent to which a storyboard should be detailed and communicative depends on the number of people who will view it**

Thank You!

