

Storyboards for Comics

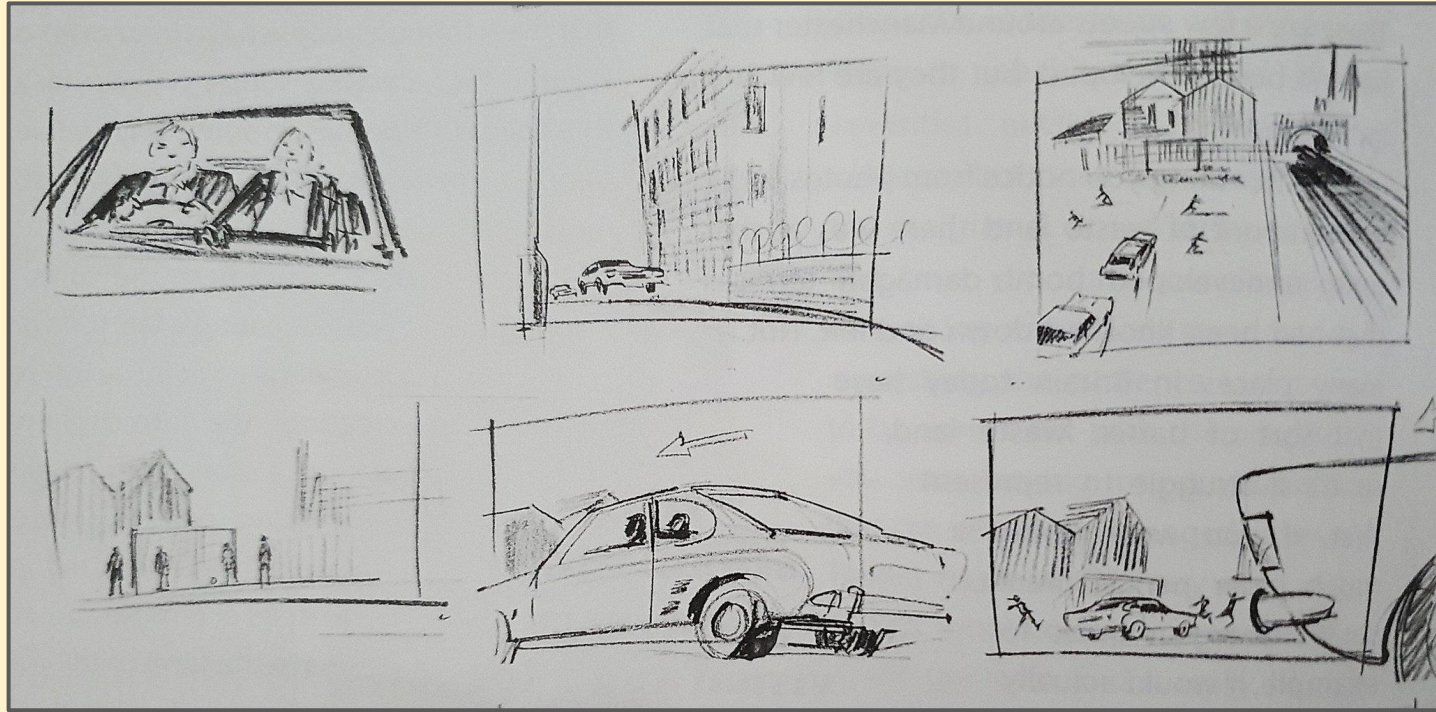
A storyboard is a **pre-production document**

They are made during the **planning stage** of a product's development

Storyboards show the layout and composition of comic panels. They are used to help plan and to communicate to artists what will need to be produced for each panel

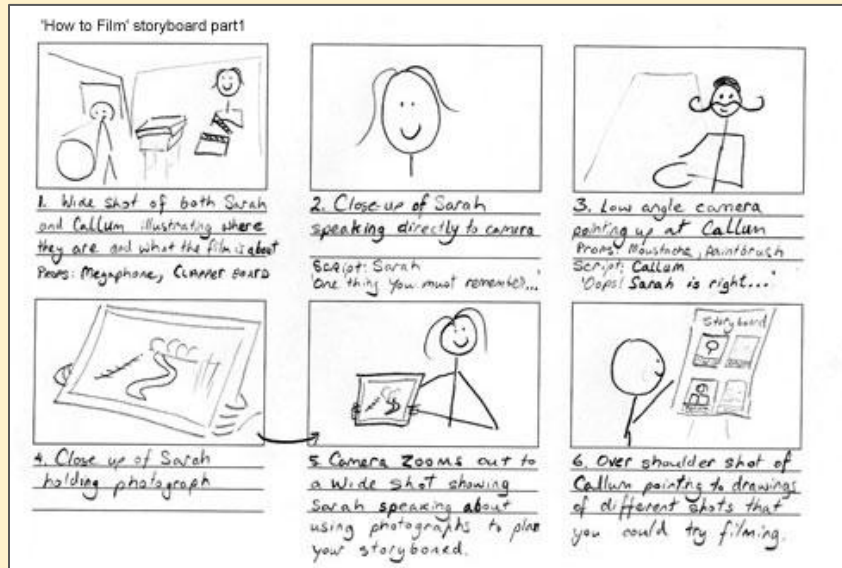
Storyboards for Comics

Storyboards show the different scenes in a product using sketches



Text is usually added later to show detail about a scene

Storyboards for Comics



Storyboards include:

- the number of panels needed
- **panel content** – using sketches
- panel numbers (to show the order they go in)
- **camera shots** (close up, mid, long)
- **camera angles** (over shoulder, low, aerial shot etc...)
- **lighting** (type and direction)
- some idea of **dialogue**, although this will go in the **script** in more detail
- **locations/backgrounds** (studio, indoor, outdoor)
- **titles**

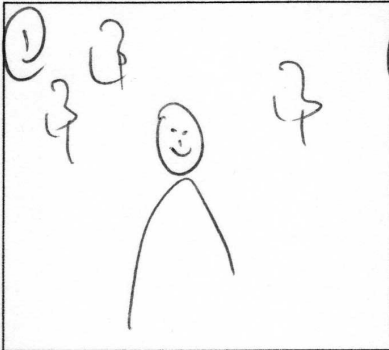
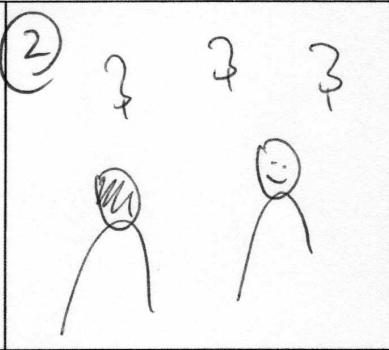
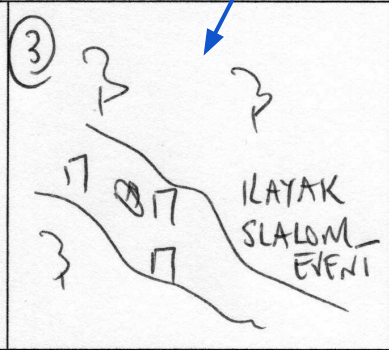
Camera shots form part of the information needed in storyboards

Scene number

Title

Sketch showing scene content

Storyboard KAYAK EVENT - INTERVIEW

<p>①</p> 	<p>②</p> 	<p>③</p> 
<p>TIME: 0-6 SEC</p> <p>INTERVIEWER TO CAMERA TO INTRODUCE</p> <p>ZOOM FROM MID → CUP</p> <p>BACKGROUND: OUTDOOR EVENT</p>	<p>TIME: 6-15 SEC</p> <p>OVER SHOULDER SHOT</p> <p>INTERVIEW Q+A</p> <p>BACKGROUND: OUTDOOR EVENT</p>	<p>TIME: 15-25 SEC</p> <p>LONG SHOT OF EVENT</p> <p>VOICE OVER FROM INTERVIEW</p>

Timings

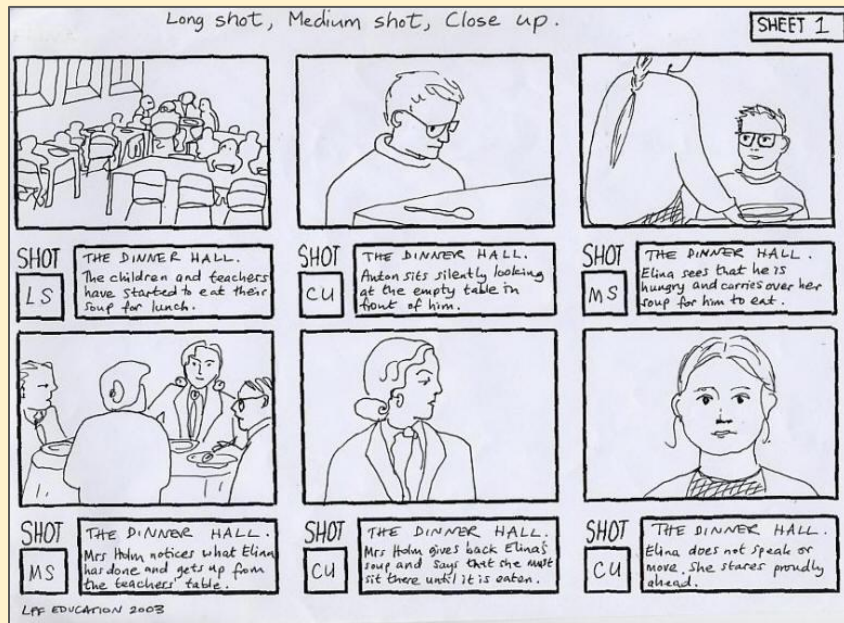
Camera shot (mid) and movement (zoom)

Location

Audio

The quality of drawing is not important - use shapes and stick figures to show the action if you struggle to draw (like me)

Storyboards for Comics



Purposes:

- plan to make sure the story works
- planning panel layout, size, shape etc...
- give information to graphic artists to allow them to create the panels
- give information about assets required – allowing an **asset log** to be created