

Storyboard Language

TYPES OF SHOTS

CLOSE-UP SHOT: A close range of distance between the camera and the subject.

LONG SHOT: A long range of distance between the camera and the subject, often providing a broader range of the setting.

POV (point of view shot): A shot which is understood to be seen from the point of view of a character within the scene.

REACTION SHOT- 1.: A shot of someone looking off screen. **2.:** A reaction shot can also be a shot of someone in a conversation where they are not given a line of dialogue but are just listening to the other person speak.

TRANSITIONS

DISSOLVE: A transition between two shots, where one shot fades away and simultaneously another shot fades in.

FADE - A transition from a shot to black where the image gradually becomes darker is a Fade Out; or from black where the image gradually becomes brighter is a Fade In.

JUMP CUT: A rapid, jerky transition from one frame to the next, either disrupting the flow of time or movement within a scene or making an abrupt transition from one scene to another.

ANGLES

HIGH CAMERA ANGLE: A camera angle which looks down on its subject making it look small, weak or unimportant.

LOW CAMERA ANGLE: A camera angle which looks up at its subject; it makes the subject seem important and powerful.

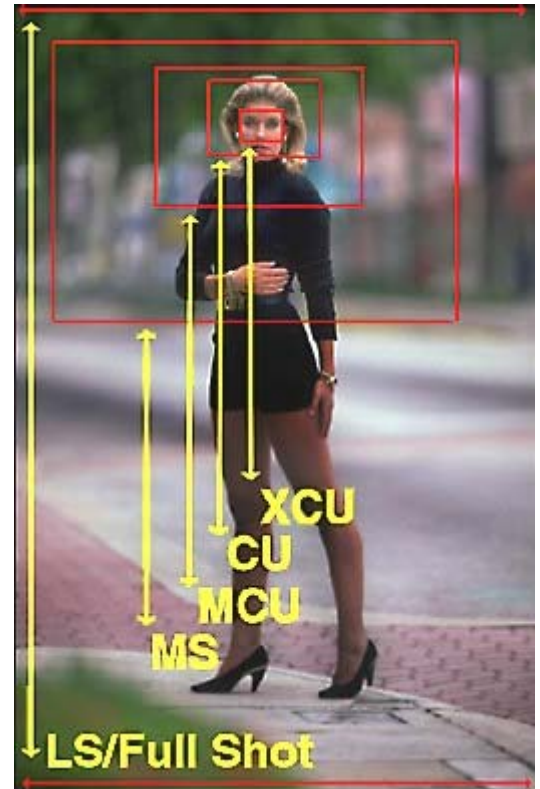
LEVEL CAMERA ANGLE: A camera angle which is even with the subject; it may be used as a neutral shot.

CAMERA MOVEMENT

PAN: A steady, sweeping movement from one point in a scene to another.

TILT: Using a camera on a tripod, the camera moves up or down to follow the action.

ZOOM: Use of the camera lens to move closely towards the subject.



From the Lane Animation Project



Fade up on ECU of eye opening – pupil dilates. Camera slowly dollies back as the creature looks around, blinks, then moves out of frame. Rack focus to another Nanotyrannus traversing the forest of fan palms.



— CAMERA →

CUT TO: Low-angle tracking shot below 3 creatures in hunting mode – sniffing the air, very alert. Behind them, sunlight emerges through huge redwood trees. The creatures hear a distant sound and quickly move towards the source and out of frame. Note: One of the Nanos steps right over camera?



P.O.V.
ADVANTAGE —

CUT TO: POV of creature moving swiftly through forest, dodging trees and other obstacles. Several Nanos come into frame, heading in the same direction.



CUT TO: A dinosaur, perhaps Stegosaurus, drinking from a stream, suddenly raises its head as it senses danger.

CUT TO: The pack of Nanos emerge from the forest. The camera moves back into the clearing where the Stegosaurus prepares to defend itself.



CUT TO: WS of the pack of Nanos, surrounding the Stegosaurus. CUT TO: MS of a Nano lurching forward, snapping jaws, ready to attack. CUT TO BLACK.

EXAMPLE TV COMMERCIAL SCRIPT

Shooting Location: Football Field Tunnel
 Director(s): Ron Winderman
 Actor(s); Joe Greene, Kid, Background fans

Editor(s): Sally Theis
 Login: ETA616__

Video	Audio
<p>Camera up on grim Greene, limping slowly down tunnel from field toward locker room; words "Mean Joe Greene" superimposed on picture. Because he is alone, game must still be going on with Greene out of it, due to injury.</p>	
<p>Cut to kid (white, about age nine) standing in tunnel, bottle of Coke in hand.</p>	<p>Kid [sound on film (SOF)]: Mr. Greene! Mr.Greene!</p>
<p>Cut to Greene, scowling.</p>	<p>Greene [SOF]: Yeah?</p>
<p>Cut to kid.</p>	<p>Kid [SOF]: You need some help?</p>
<p>Cut to Greene.</p>	<p>Greene [SOF]: Uh-uh.</p>
<p>Cut to kid.</p>	<p>Kid [SOF]: I just want you to know: I think--you're the greatest.</p>
<p>Cut to Greene, grimacing.</p>	<p>Greene [SOF]: Yeah, sure.</p>
<p>Cut to kid, offering bottle.</p>	<p>Kid [SOF]: Want my Coke? It's Okay. You can have it.</p>
<p>Cut to Greene, sighing, He takes it, drinks, greedily.</p>	
<p>Cut to kid, who hesitates, waiting for autograph or sign of recognition from his hero.</p>	<p>Greene [SOF]: Okay. Thanks.</p>
<p>Finally kid turns to leave, reluctantly.</p>	<p>As much swells under dialogue, lyric is heard: A Coke and a smile/makes me feel good/makes me feel nice</p>
<p>Cut to Greene, suddenly animated and smiling.</p>	
<p>Greene grabs his game jersey and tosses it.</p>	<p>Kid [SOF]: See ya, Joe.</p>
<p>Cut to kid, beaming, catching shirt.</p>	<p>Greene [SOF]: Hey kid!</p>
<p>Supers fill screen: "Have a Coke and a Smile" (centered) "Coke Adds Life" (in right corner)</p>	<p>Greene [SOF]: Catch</p>
	<p>Kid [SOF]: Wow! Thanks, Mean Joe! Music Swells.</p>



LEIGH-ANN runs to a log cabin



LEIGH-ANN, 9 yrs. old, covered in mud



Door slams shut



Slow track in on fire place



Breathing heavy, eyes popping out

