

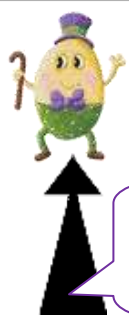
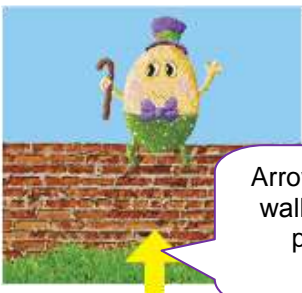


# Unit R081 – Pre-production skills

## Storyboard Activity

### Task 1

Look at this example of a storyboard for an animation of a nursery rhyme. Notice how camera movements, character and object movements, timings, voices and sound effects are shown:

Page ___ of ___	Name _____	Shots ___ to ___ of ___	Action	Framing, angles, camera	Voicover of narrator
			# 1 	Humpty...	Voiceover of narrator  Number of frames set to 12 per second, length of time for this to appear on screen  12 frames: <u>  1  </u> Secs
			# 2 	Dumpty...	12 frames: <u>  1  </u> Secs
			# 3 	...sat... SFX: <i>Swanee whistle sound rising up</i>	Sound effects  6 frames: <u>  1/2  </u> Secs
			# 4 	...on a wall  SFX: "Doingggg!"	Arrow showing that wall 'rises up' into place over 2 seconds  24 frames: <u>  2  </u> Secs

Can you think of any way that the storyboard could be improved? Would you change any of the parts (pictures, movement, effects, timing)?

## Task 2

Work in groups of 4. Using the Storyboard Template provided, create a storyboard for an animation of the following nursery rhyme:

Split the nursery rhyme up into couplets (pairs of lines). Person A will storyboard lines 1 and 2, person B will storyboard lines 3 and 4, person C will storyboard lines 5 and 6, and person D will storyboard lines 7 and 8.

Before you begin, discuss how you can make sure there is **continuity** between the different storyboards – for example, who is telling the story, and what does this character look like? If your character begins as a fishing cartoon frog, it must appear like this in all 4 parts of the storyboard!

Try to include a range of different angles and types of shot in your plan. Think about:

- which parts of the rhyme are best suited to a close-up?
- how many 'characters' are needed to tell this story? (There are questions and answers, how will you deal with these?)

Make sure you show 'camera movement' such as zoom, pan or tilt and character and object movement using arrows as in the example. You must also include timings to indicate how long each part of the storyboard takes.

## Task 3

When you have completed your part of the storyboard, swap with another member of your group. Suggest possible improvements for each other's work.



Page \_\_\_ of \_\_\_

Name \_\_\_\_\_

Shots \_\_\_ to \_\_\_ of \_\_\_

Action

Framing, angles, camera movement,  
dialogue

# ___	
	___ Secs

# ___	
	___ Secs

# ___	
	___ Secs

# ___	
	___ Secs