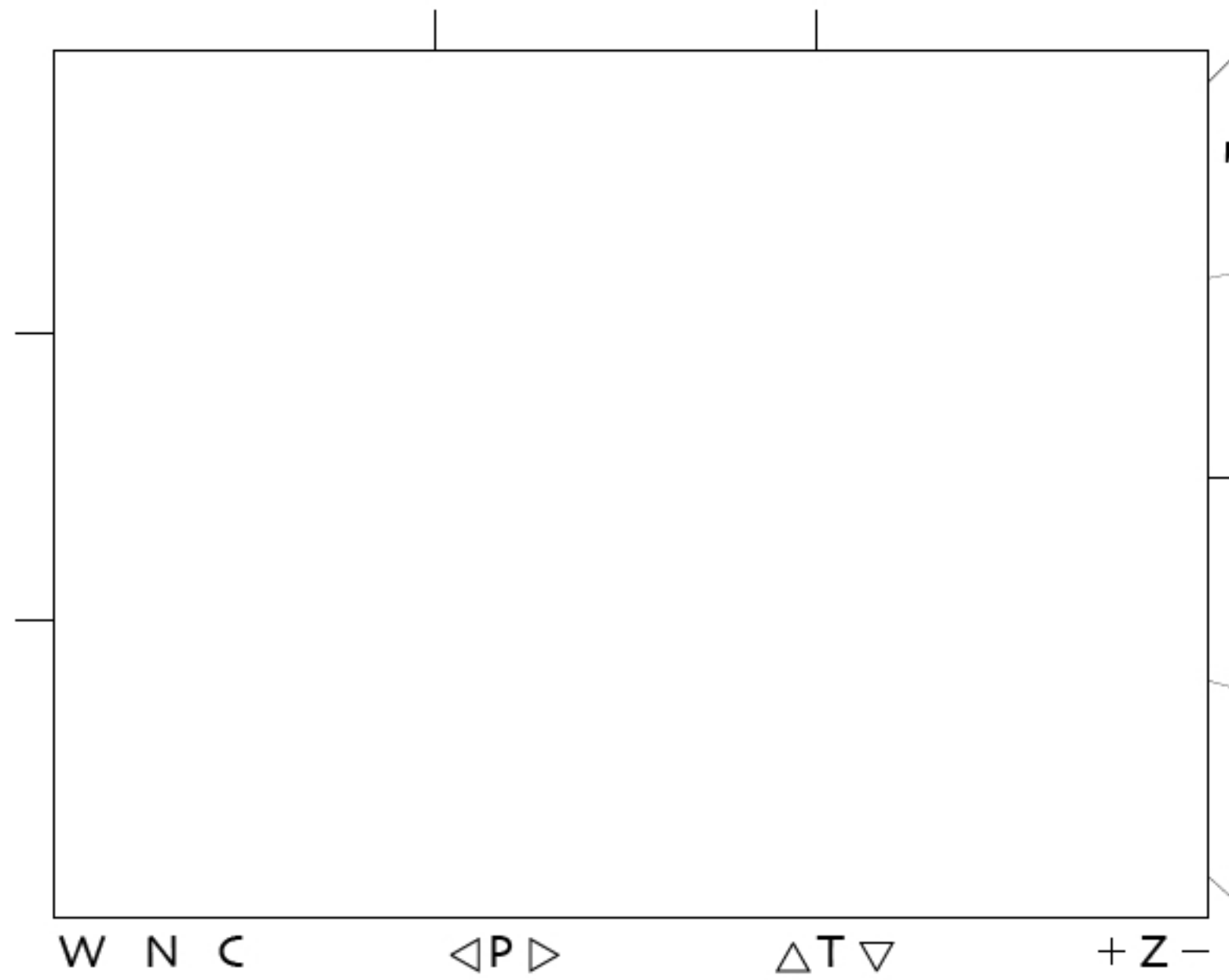
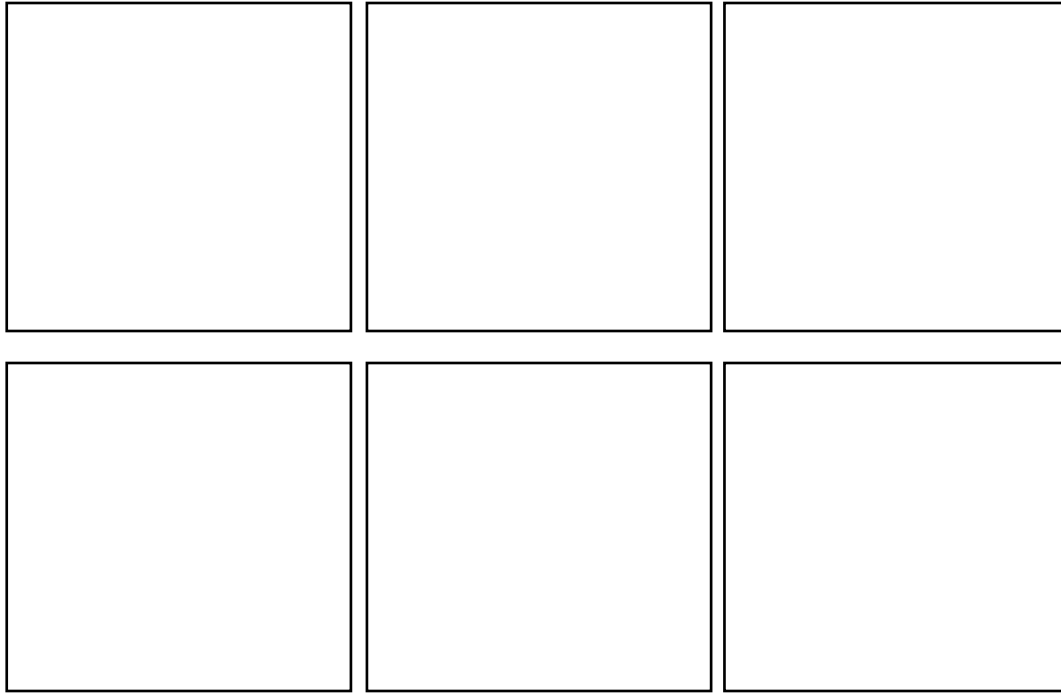


# The Annotated Storyboard...



The Annotated Story-  
board

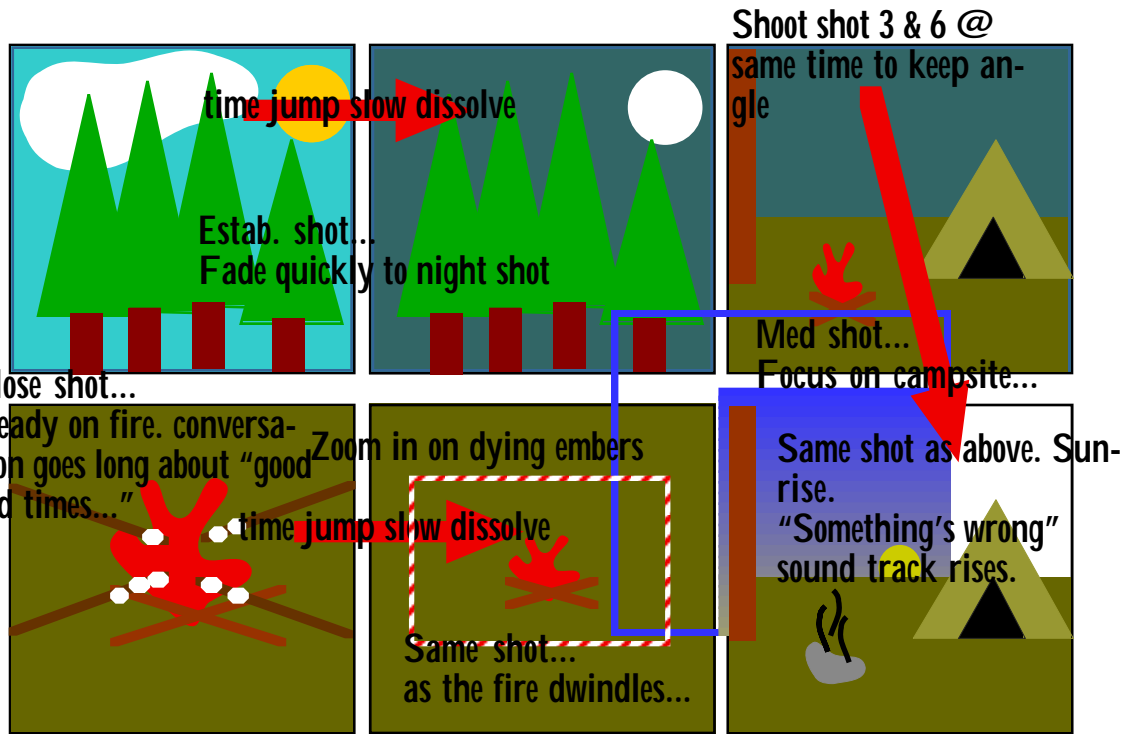
Tips & Tricks for  
Planning an Effective Video



## The Traditional Storyboard

Traditional *Storyboards* are rarely more than “blank boxes.”

*Storyboards* provide a quick “note taking” tool to help design the shooting of a video. They provide a quick way to indicate “how” a scene will be shot.

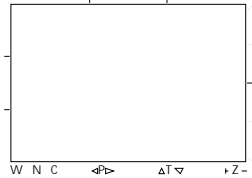
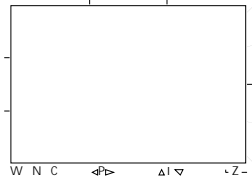



## The Traditional Storyboard

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# The Annotated Storyboard...

Project	Date	Page
Shot : Scene		
		
Shot : Scene		
		
Shot : Scene		
		

## The Annotated Storyboard Concept

The *Annotated Storyboard* accomplishes the same task. However, it provides a very quick notation system for planning the basic filming techniques common to most video productions.



# The Annotated Storyboard...

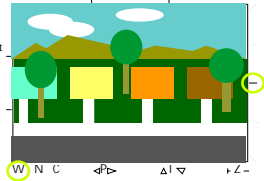
Project *A KID'S LIFE*

Date 7/4/00

Page 1

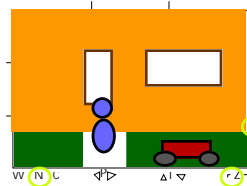
Shot 1 : Scene 1

Straight shot establish  
50's style California tract  
housing



Shot 2 : Scene 1

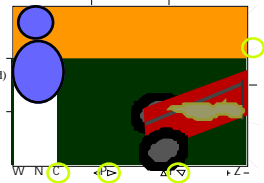
Slow zoom in to one house  
continue to zoom slowly  
to reveal boy sitting on  
porch, looking down,  
mysteriously emotionless.



As zoom reaches head  
& shoulders of boy,  
stop, pause, then slowly  
pan right, tilt down to  
focus on red wagon

Shot 3 : Scene 1

Stop on contents of  
wagon which is clearly  
a dead kitten.  
(not mangled, just dead)



## The Annotated Storyboard Concept

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# The Annotated Storyboard...

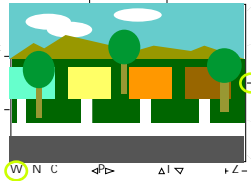
Project *A KID'S LIFE*

Date 7/4/00

Page 1

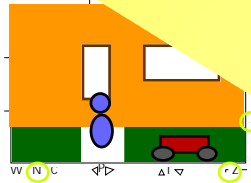
Shot 1 : Scene 1

Straight shot establish  
50's style California tract  
housing



Shot 2 : Scene 1

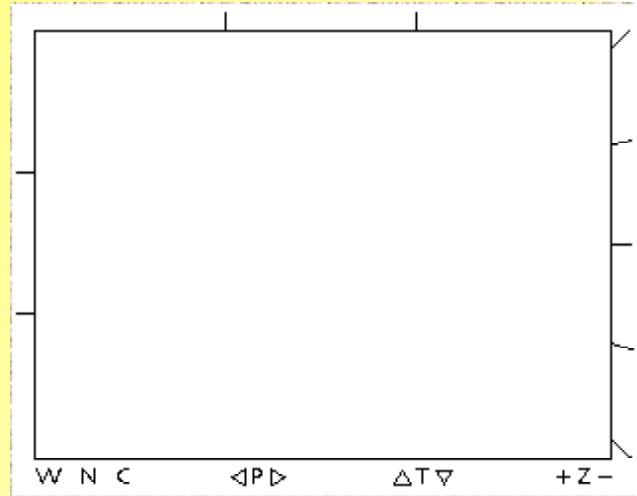
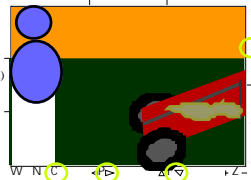
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Shot 3 : Scene 1

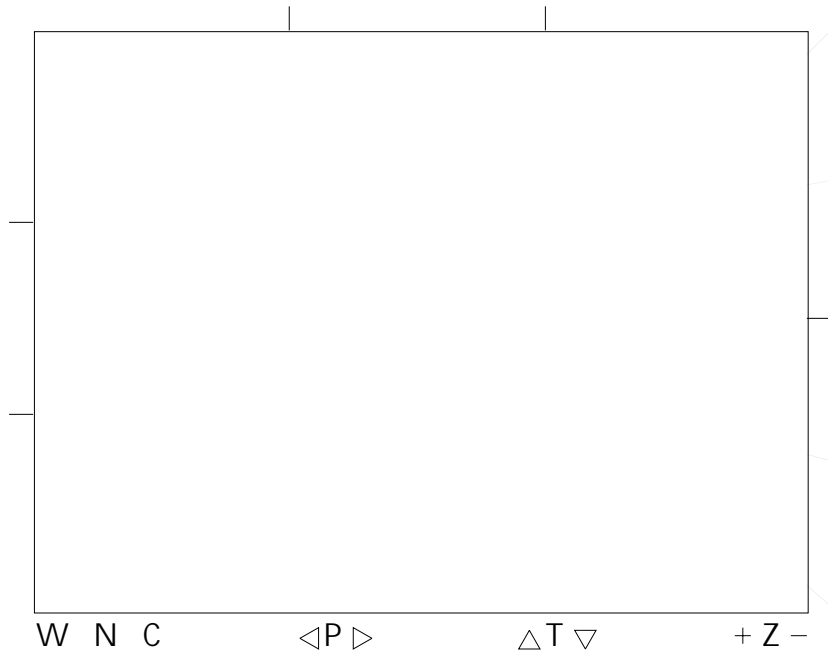
Stop on contents of  
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(not mangled, just dead)



## The Annotated Storyboard Concept

The key to the *Annotated Storyboard* lies in the markings that surround each blank box. By circling or highlighting specific marks, a quick notation can be made regarding specific shooting techniques to be used in the scene.

# The Annotated Storyboard...



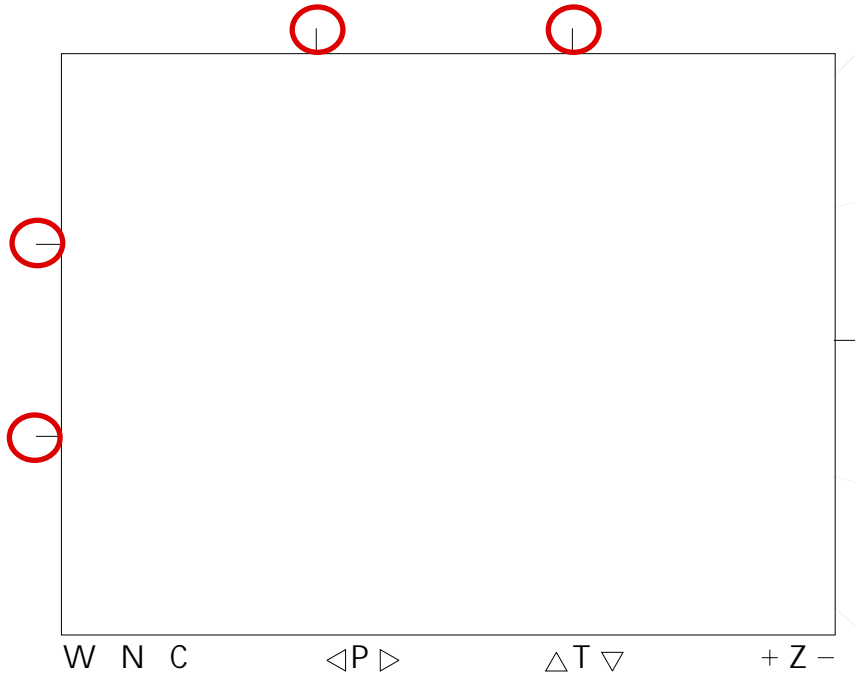
Centered faces are sometimes called “mug shots” because they suggest the unflattering shots taken by police and departments of motor vehicles.

When the focus is “dead center,” the edges and corners are difficult to make meaningful.

## A Word About Composition

Too often, people “compose” their shots by simply centering their primary subject in the viewfinder and pressing the record button.

# The Annotated Storyboard...

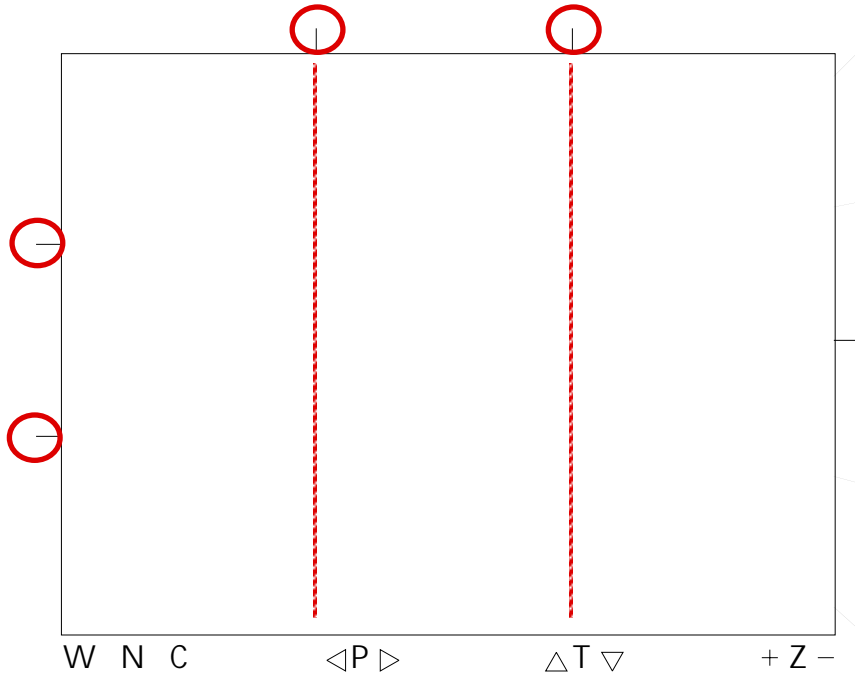


These indicators are intended to remind you about the *Rule of Thirds* when composing your shots.

## Rule of Thirds Indicators

Professionals use a system called the *Rule of Thirds* to help create more interesting compositions.

# The Annotated Storyboard...

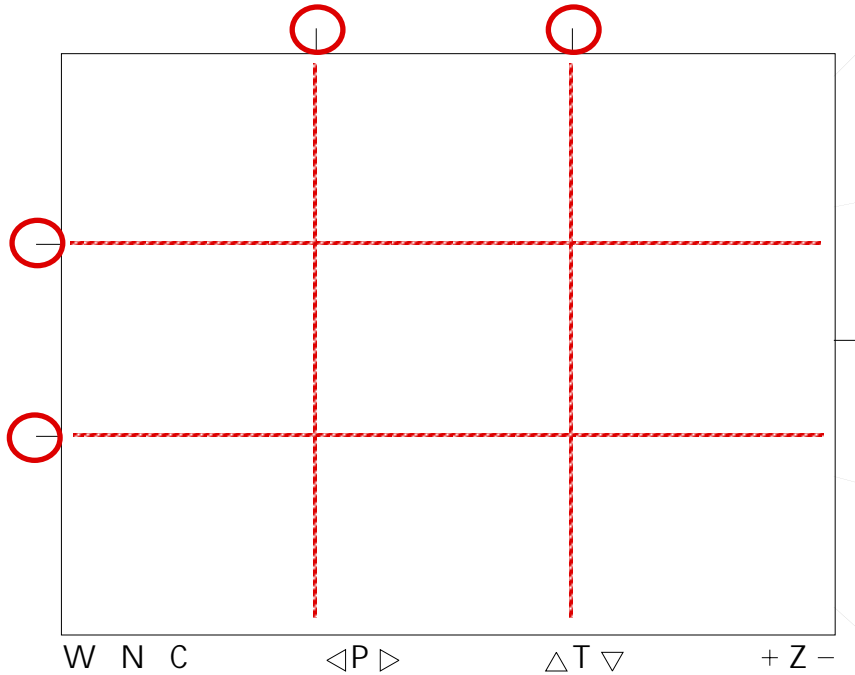


Use these indicators to envision the frame divided into thirds vertically.

## Rule of Thirds Indicators

Professionals use a system called the *Rule of Thirds* to help create more interesting compositions.

# The Annotated Storyboard...



Use these indicators to envision the frame divided into thirds vertically.

Use these indicators to envision the frame divided into thirds horizontally.

**The points where these indicators intersect are primary focal points when composing shots.**

## Rule of Thirds Indicators

Professionals use a system called the *Rule of Thirds* to help create more interesting compositions.

# The Annotated Storyboard...



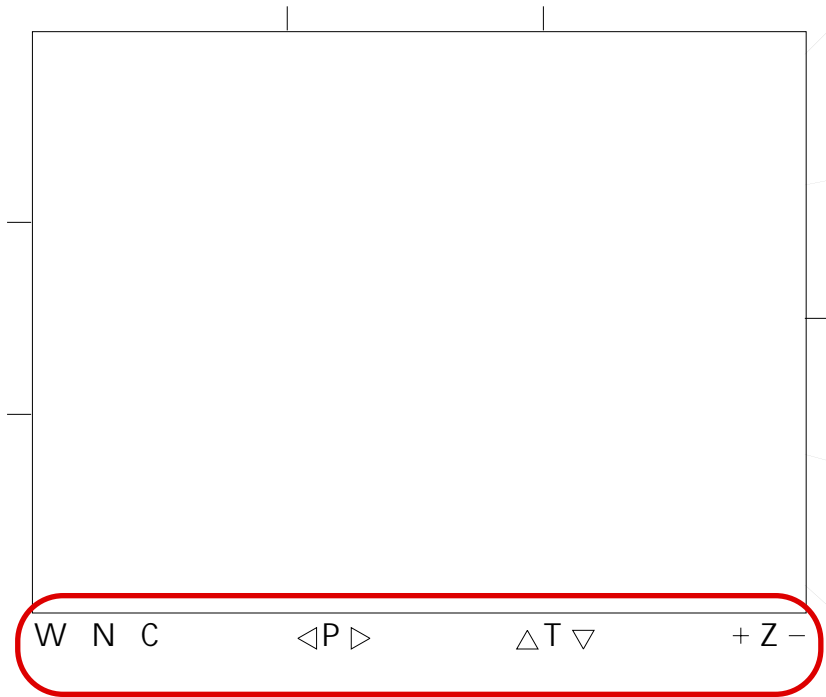
Try placing horizontal elements, such as horizons, table edges, fences, and so on, along one of the horizontal lines.

Place vertical elements, such as doorways, trees, standing people, and so on, along one of the vertical lines

## Rule of Thirds Indicators

Professionals use a system called the *Rule of Thirds* to help create more interesting compositions.

# The Annotated Storyboard...

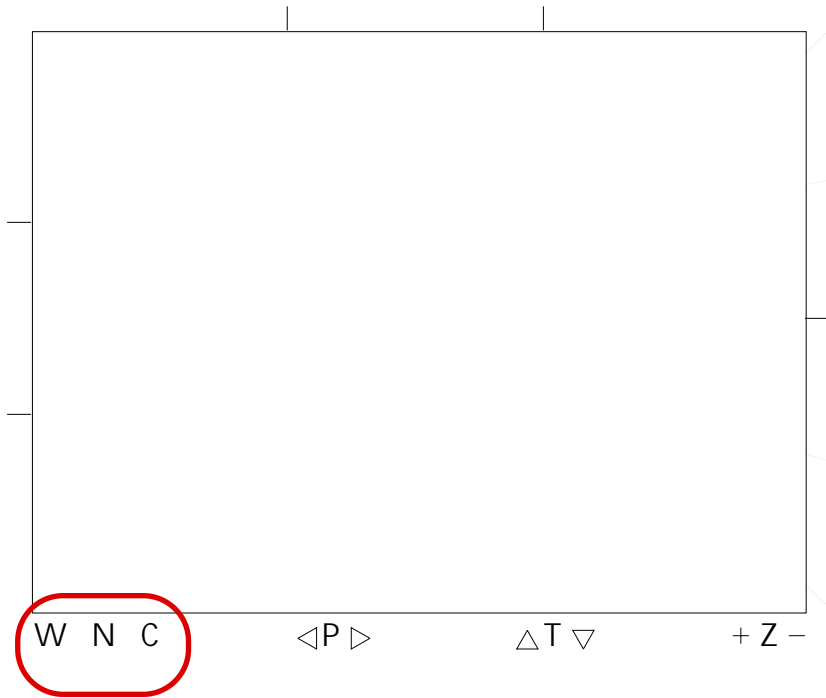


## Camera Control Indicators

Quick notations regarding basic camera operation decisions can be noted by circling or highlighting the appropriate indicators in this section



# The Annotated Storyboard...



These indicators refer to the control of the camera's field of vision

## Camera Control Indicators

The W, N, and C indicators stand for, respectively, *Wide Angle*, *Normal* (sometimes called *Medium*), and *Close Up*.

# The Annotated Storyboard...



W N C <P> ΔT▽ +Z-

## Wide Angle Tips

- Use to emphasize scenery.
- Use when shooting in “tight” spots.
- Use to “establish” locale.

## Beware

- Reduces emphasis on individual elements of scene.

## Wide Angle Shot Indicator

*Wide Angle* shots show the “widest” image possible.

Use *Wide Angle Shots* when you want the focus to be the setting rather than a single element within the setting.

# The Annotated Storyboard...

*Normal Shots* tend to imply an objective point of view because there is neither emphasis or de-emphasis upon detail.



W **N** C      <P>      ΔT▽      +Z-

## Camera Control Indicators

*Normal Shots* most approximate the scene as we would expect to see it if we were looking at it with our own eyes.

# The Annotated Storyboard...



W N **C** <P> ΔT ▽ + Z -

## Close Up Tips

- Eliminates background distractions.
- Helps you “get closer” when you can’t get closer.

## Beware

- Camera wiggle emphasized.
- Lens can “get closer,” but microphone usually isn’t close enough.

## Camera Control Indicators

*Close Up Shots* cause us to focus nearly exclusively upon a single subject. Frequently all sense of location and context disappears.

Use *Close Ups* when you want to emphasize subtle details like a person’s nervous body language.

# The Annotated Storyboard...



*Panning* can be used to show a broader area than wide angle or to track moving objects, as in this demo.

Notice here that the truck is moving *and* the camera is also moving to the left.

**Tip:** If you intend to post your movie on the Web, avoid panning, since panned shots do not compress well.

## Camera Control Indicators

*Panning* refers to the horizontal movement of the camera.

*Pan Left* means that the camera is being moved to the left as the scene is being shot.

# The Annotated Storyboard...



In addition to *Tracking*, *Panning* can be used to establish the environment of a scene.

**Note:** In our culture, a pan right is subtly more acceptable than a pan left.

## Camera Control Indicators

*Panning* refers to the horizontal movement of the camera.

*Pan Right* means that the camera is being moved to the right as the scene is being shot.



# The Annotated Storyboard...



The *Tilt Up* shot generally goes from a specific element within a scene to a broader view of the setting.

Thus, these shots are popular at the end of films as we “leave” the characters in the world they inhabit.

## Camera Control Indicators

# The Annotated Storyboard...



The *Tilt Down* shot usually goes from the general to the specific.

These shots frequently establish first the general setting, then direct the viewer's focus towards a specific element within the setting.

## Camera Control Indicators

*Tilting* refers to the vertical movement of the camera.

*Tilt Down* means that the camera is being moved downward as the scene is being shot.



# The Annotated Storyboard...



*Zooming In* changes the viewer's focus from the broad to the specific.

Zoom shots are good for “bringing intimacy” into the scene and for showing detail and emotion.

## Camera Control Indicators

Z stands for Zoom.

When zooming in, the shot begins away from the subject and then “steps toward” the subject to show “specific context.”

# The Annotated Storyboard...



*Zooming Out* changes the viewer's focus from the specific to the broad.

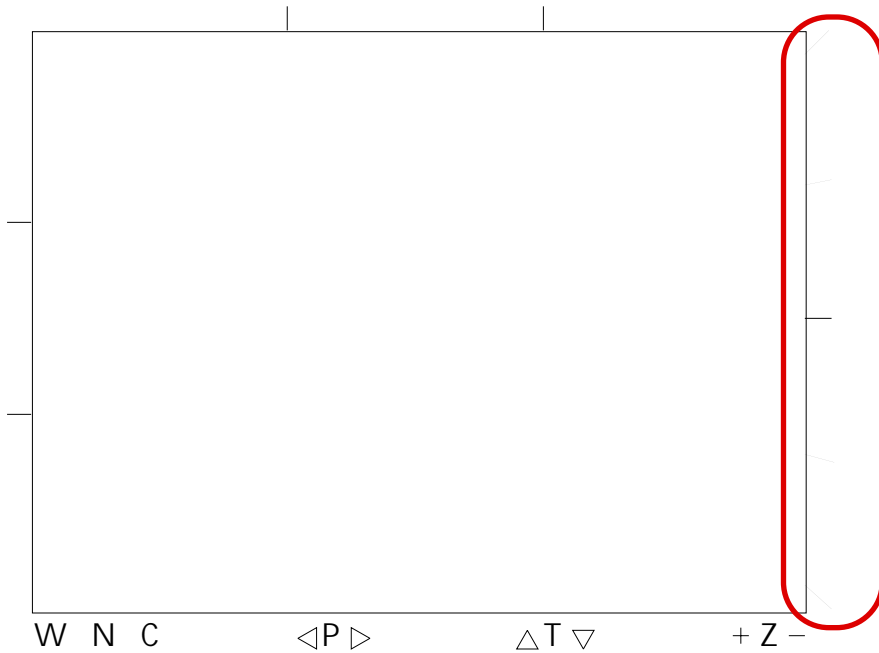
Good for placing specific element of scene into a broader context.

## Camera Control Indicators

*Z* stands for Zoom.

When zooming out, the shot begins close in and then “steps back” to show “broader context.”

# The Annotated Storyboard...



These indicators refer to the *vertical angle* of the camera's view.

## Camera Angle Indicators

Another method of changing the view of the camera is simply to change the angle at which the camera points at the subject.

# The Annotated Storyboard...



*Bird's Eye Views* are not “typical” views of subjects (except when simulating “the view” of a character who is in a higher position).

More often, they suggest an “omniscient” point of view. Typically, this lets the audience “see more” than any of the characters within the scene.

## Camera Angle Indicators

An extremely high camera angle is called a *Bird's Eye View*.

# The Annotated Storyboard...



A *Medium High Shot*, though not exactly “normal,” seems normal. Meanwhile it can suggest a superior relationship between characters, such as a parent’s view of a child.

## Camera Angle Indicators

A slightly elevated camera angle is called a *Medium High Shot*.

# The Annotated Storyboard...



*Eye Level* shots, while not particularly dramatic, produce “comfortable” shots that show us the world the way we are used to and expect to see it.

Like the *Normal View*, *Eye Level* shots suggest objectiveness.

## Camera Angle Indicators

*Eye Level View* is the most frequently used camera angle. Simply bring the camera to your eye and shoot.



# The Annotated Storyboard...



## Medium Low Tips

- Shooting “slightly up” suggests “largeness” of size, character, worth, and so on.
- Don’t forget to “bend your knees” when taking videos of kids! Now you’re in “their world.”

## Camera Angle Indicators

*A Medium Low camera angle can give videographers another subtle control of viewer perception.*

# The Annotated Storyboard...



These indicators refer to the *Vertical Angle* of the camera's view.

## Camera Angle Indicators

*Worm's Eye View* means shooting from an unusually low angle.



The End