



# PRE- PRODUCTION

## 3. CREATE A STORYBOARD AND A SHOT LIST

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## What is a storyboard?

A storyboard is a visual representation of a whole film. It allows filmmakers to plan and see how the finished film will look on screen. It is a series of drawings which either shows each scene from your film or, for more detail, each shot.

By planning your shots in advance you can help minimise mistakes. You can identify any shots that might not work and take them out before you pick up the camera. A storyboard not only illustrates the director's vision for his/her film, it is also a useful tool for the camera operator and editor. It helps them understand exactly how shots should be framed and their correct order.

### Storyboard structure

There are a variety of ways of storyboarding your film:

#### Scene by scene

If you want to just draw each scene, you can create an accompanying shot list detailing the camera shots and movements you'll use. A shot list is useful because it lists the camera shots in order so you can tick them off as you film. This helps ensure that no shots are missed out.



### Top Tip

You do not have to shoot the film in the order of your storyboard. If you have outdoor shots on location at different parts of the story, it would make sense to shoot these together.

## Shot by shot

If you decide to draw each shot, then you can use your storyboard as the shot list. You may decide to draw just the key shots you'll use in each scene and list the others. For example, you wouldn't storyboard every shot in a shot-reverse shot drama scene.

### Top Tip

Before you begin your storyboard, you may want to read the **Production: Master the Camera** mini guide first. This details all of the different shots you could use in your film and, therefore, include in your storyboard.

## Drawing your shots

When you plan out each shot, don't worry if it's just stick figures that you draw! Just make sure that you correctly position your subjects and that the other members of the crew can understand your drawings. Remember that when you are drawing your storyboard, you are experimenting and testing your ideas. It's a good idea to use a pencil so that you can rub out, change the order of shots and add in extra ones. Storyboarding apps and software are available but can be as time consuming as traditional pen and paper methods!

If you really don't like drawing, you can use a digital still camera to photograph freeze frames of your shots with the actors in position.

## Also to be included

There are many elements of your film you need to think about at the planning stage, which can be covered now as you storyboard. Beneath each drawing, consider making a note of:

- **Location** – Where will you be filming this scene/shot?
- **Camera** – If you are making a shot-by-shot storyboard, name/label each shot you have drawn so it is absolutely clear to your crew which shot you are referring to in your drawing.
- **Characters** – Write down the names of the characters who are appearing in the scene/shot.
- **Costumes/props** – Make a note of any important pieces of clothing or props that are essential for this scene/shot.
- **Sound** – It is a good idea at the start to think about the sound you'll use in your film. Make notes on your storyboard and share this with your sound recordist so they can begin planning how and when they'll source or record the sound they need.





## More information about sound

Sounds like footsteps, waves or crowd noises need to be either recorded live or added in as sound effects when you edit. You can also create your own sound effects and digitally record them to be included later. These types of sound effects are called Foley.

The easiest option is to plan your film so it doesn't need any live sound—often sound effects can sound better than the real thing. If you want to use some silence in your film, however, plan to record ambient sound on location so that you capture the correct atmosphere.

If you are using music in your film, this will need to be sourced or composed ahead of time, ready to be added in the edit. Remember to only use copyright-cleared music in your film (see [Post-production: Sound effects and music](#) for more information on music copyright).

Voiceovers or narration should always be recorded separately. Don't try recording them into the camera while you film. You may need to time your voiceover so you can ensure that you film the correct amount of action to match it.

For more information about sound read the [Production: Record Sound guide](#).

### Copyright

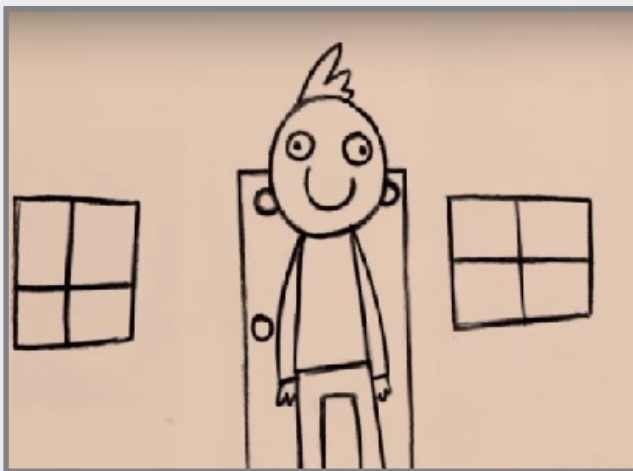
When an artist, musician or filmmaker creates a new, original piece of work it is automatically covered by copyright, which means that only the creator can use the work and decide how it is shared with others. If you want to use somebody else's music, art, video or any other creative work in your film, you have to seek permission from them to do so.



Use the **Storyboard template** on page 9 to help you with planning your story.

You can also refer to the **example storyboard** on page 9 to show you how to complete this.

Here is an example of a shot recorded on a storyboard for an alien abduction scene.



<b>Location</b>	Outside Derek's house
<b>Camera</b>	Long shot (or full shot)
<b>Character</b>	Derek
<b>Costume/ props</b>	Usual costume no additional props needed
<b>Sound</b>	Outside noises – 'silence' to be recorded on location

### Activity: Storyboard a scene

Try storyboarding the first scene of your film in two ways using the storyboard template.

1. Draw one picture of the main shot from your scene and list the other shots you'll use on a separate shot list.
2. Draw each shot you want to use in this scene.

Name your location and camera shots and make notes about character, costume, props and sound on both.

Which structure do you prefer? Which will you use for your own storyboard?

For a summary of the storyboarding process, watch Into Film's short How to Storyboard at <http://bit.ly/YTHowToStoryboard>.

# Storyboard

**Sketch**

**Dialogue:**

**Sound:**

**Camera:**

**Props:**

**Characters:**

# Storyboard



Sound:

Camera:

Props:

Characters:



Sound:

Camera:

Props:

Characters:



Sound:

Camera:

Props:

Characters:



Sound:

Camera:

Props:

Characters:



## Storyboard Example

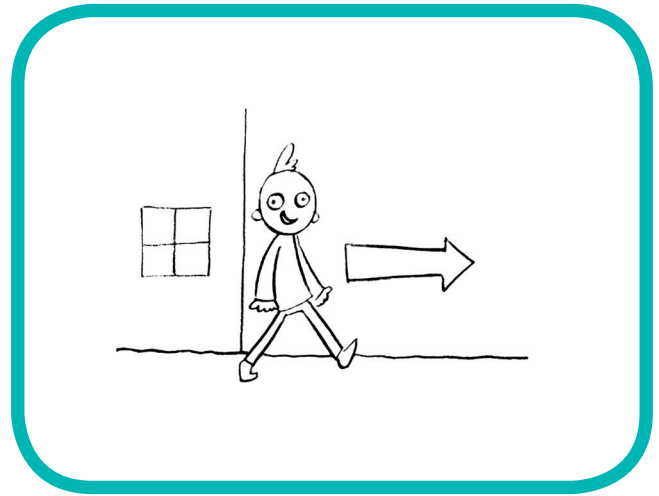


**Sound:** Outside noises

**Camera:** Establishing shot

**Props:** None

**Characters:** Derek

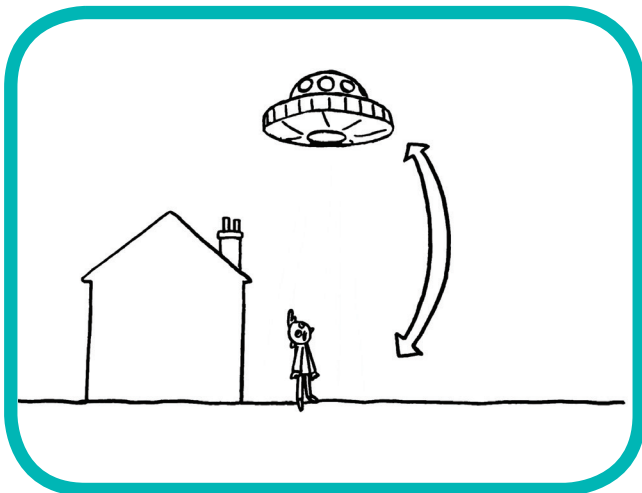


**Sound:** Footsteps, whistling

**Camera:** Tracking shot

**Props:** None

**Characters:** Derek

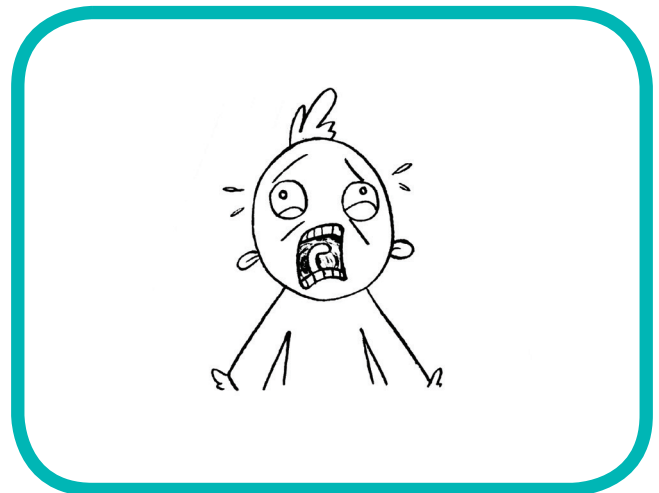


**Sound:** Whirring sound of laser beam

**Camera:** Tilt shot

**Props:** None

**Characters:** Derek



**Sound:** Loud scream

**Camera:** Close up shot

**Props:** None

**Characters:** Derek