

How to create a storyboard...

A storyboard is a tool filmmakers use to help plan exactly how their finished piece of film will look. Storyboards tend to look like cartoon strips because they breakdown each scene into different shots. Each panel represents a shot, and underneath the pictures are annotated explaining what happens during that shot.

Different kinds of shots:

Close-up (CU) – A close view of a person or object (eg. Just one face or a banana)

Medium-shot (MS) – Shows the scene at a medium distance (eg. A person from the waist up or objects on a table-top)

Long-shot (LS) – Shows the scene at a long distance (eg. An entire person or a room)

Extreme close-up (ECU) – Closer than a close-up (eg. An eye)

Extreme long-shot (ELS) – Shows the scene at a very long distance (eg. A person far in the distance standing in a field)

As well as a CU, MS or LS a shot could also be one of the following:

Over-the-shoulder-shot (OSS) – A shot which shows the back of a person as well as the person facing them (often used in a conversation)

Bird's-eye-view (BEV) – When the shot is taken from above

Worm's-eye-view (WEV) – When the shot is taken from below

FILM TITLE:

SCENE:



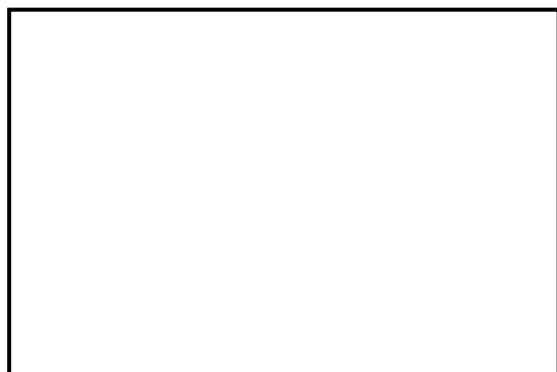
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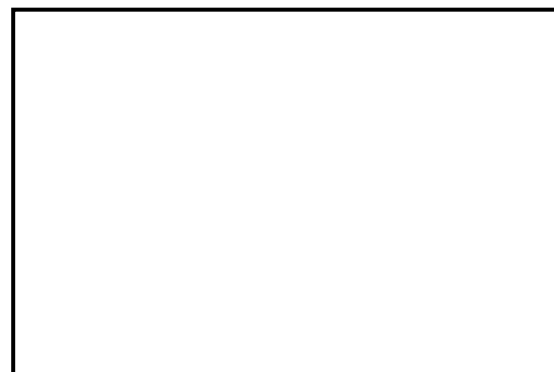
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