# Drawing Angles & Stageline & Framing

Create storyboard drawings with each of the following:

-Up shot of a character
-Down Shot of a character
-Tilt Shot* if relevant to your story
-3/4 shot of a character
-Two shots thats display correct use of STAGELINE
-Six shots in succession that go wide to close or close to wide
-An overhead 'Stage Map' of on your scenes including characters, camera position.

The drawings should relate to your story.
Each drawing should have Slugging Info.

## Methods
1. You may want to sketch on paper first.

2. Add to or start a new Storyboard Project. Set up your horizon line and vanishing point(s) on the bottom layer in Storyboard Pro. Follow the rules of perspective as necessary.

3. Create new drawings for all the shots mentioned above. Make sure to add slugging and shot info for each drawing
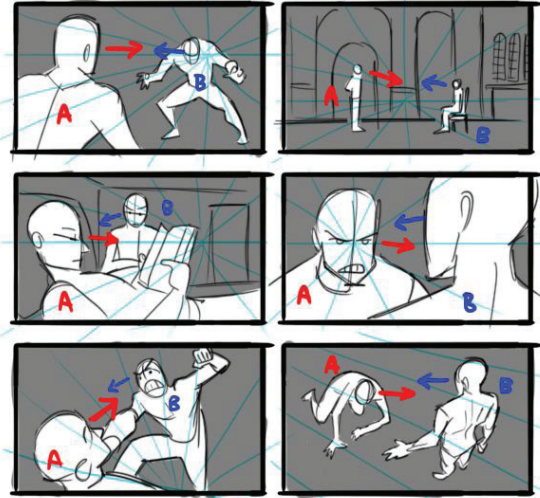
*note - this may also be done completely on paper. make sure to label your work with slugging and shot info.

## Assignment Due
Export these drawings (at least 11) to a PDF
File >Export > PDF - 3 Panel View


180° Rule

OTS angle
Two Shot
OTS angle
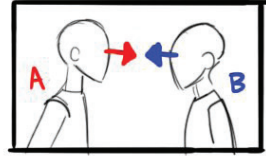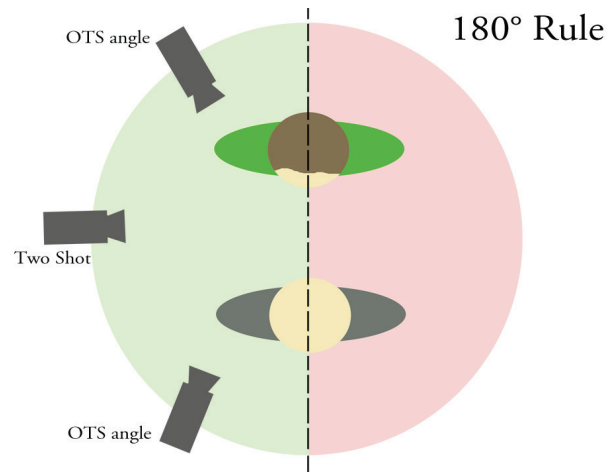


Notice how in the examples below, the camera is positioned in numerous types of angles, but the screen direction is staying consistent - Character A is ALWAYS on screen left looking screen right, and character B is always on screen right looking left.


CG Boarding 20