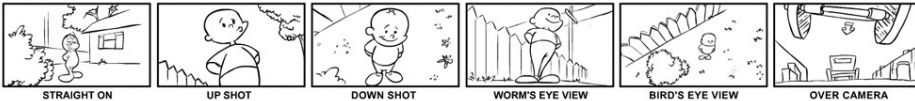


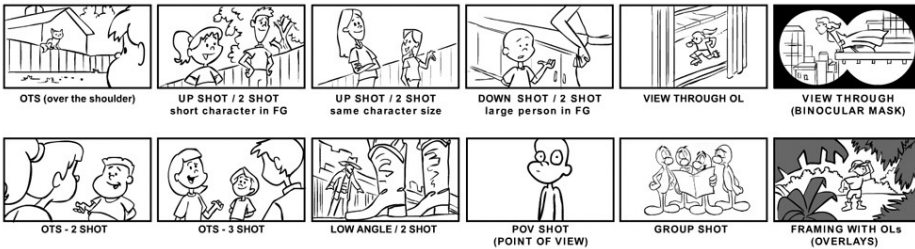
**TYPES OF SHOTS**



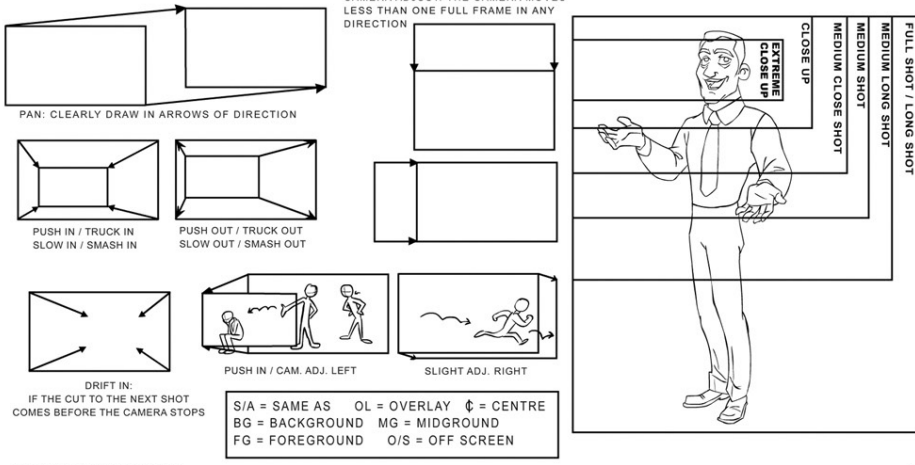
**ANGLES - BASIC**



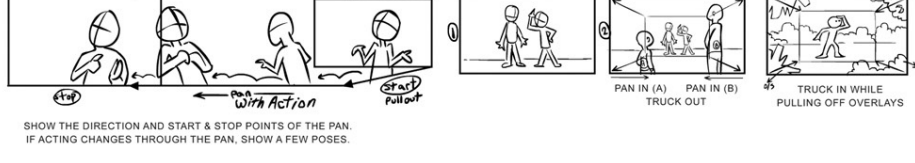
**ANGLES - VARIOUS**



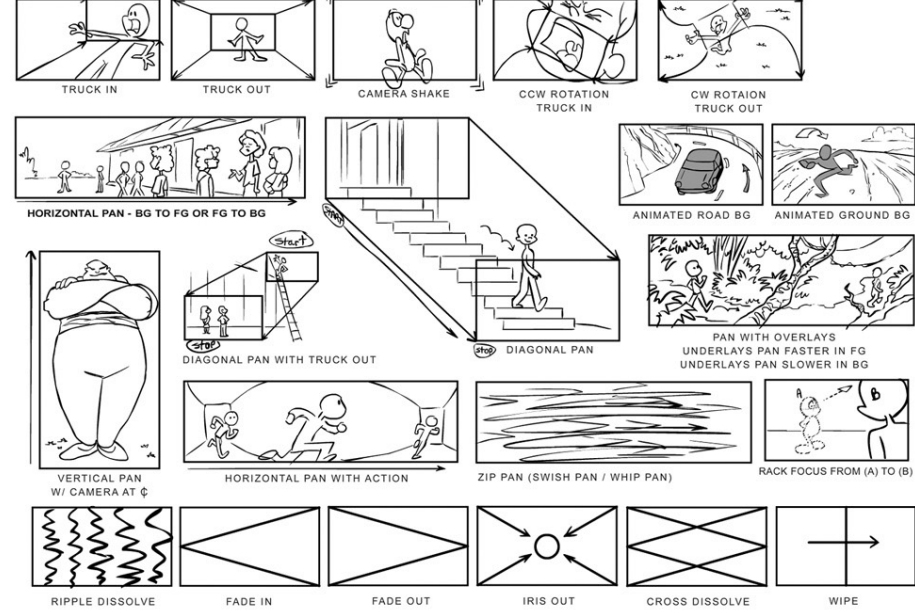
**CAMERA MOVES**



**USING MOVES IN COMBINATION**



**CAMERA MOVES & TRANSITIONS**



THINGS TO AVOID: • DEAD CENTER COMPOSITIONS • TILTED/OBLIQUE ANGLES • SPLTTING THE SCREEN IN HALF WITH HORIZONTAL LINES

# THE ANATOMY OF A STORYBOARD

Panel #

Everytime the shot cuts to a new scene the panel # goes back to one. Otherwise multiple panes or poses call for an increase in the number here.

The name of the episode, or feature.  
The name of the artist, the production number, and any other titles or show logos to brand the storyboard.

Page #

PRODUCTION

EPISODE

PAGE

Scene# or Shot

Every time the camera cuts the Scene # changes. A SEQUENCE consists of a series of SCENES which follow a particular event from beginning to conclusion. In live action, a sequence is generally termed a scene, while what we call a scene is a shot.

SCENE

PANEL

BG

SCENE

PANEL

BG

BG#

Background Number or re-use indication. This could be replaced by a Sequence # (SEQ) or Location Design # (LOC) or any number that identifies which Act the scene is in (ACT 2 or ACT B), depending on the production.

Script's dialogue

Cut & paste character speech here.

DIALOGUE

DIALOGUE

This is the standard form that most story sketches will take. This will differ slightly from vertical and horizontal pan moves, diagonal moves and camera truck ins and outs. Aspect ratio may vary depending on whether it's for Web, NTSC, HDTV, or feature film.

Stage Direction Notes

Specific on-screen action notes about the action and acting for layout, animation and even timing for the editor. As well as any instructions on the framing, composition and cutting.

ACTION

ACTION

Any other notes regarding camera moves, special effects, etc.

NOTES

Actionsafe

The TV cut-off guide. This varies depending on the production. It's the area in which you want to keep all important and titles and text elements within these borders.

## Scene Labelling

1. Scene 1, Panel 1 of 1 (first shot of the episode first and only panel)

2. Establishing Shot

3. Fade in & Truck in

4. Action Notes

5. Dialogue speech both off screen and on.

Scene #2 (2nd shot)

Panel 1 of 2

Camera Trucks out to 2nd panel to reveal the last position of the camera.

Scene #3 first of 6 panels (poses)

CUT indicating this is a new shot/angle.

Arrows to indicate movement Walk-in.

Camera Pan, tracking character as he walks over.

Notice that the Background is drawn in for the first panel, then (unless indicated otherwise) remains the same in all the other poses and panels in the same shot. Lots of arrows to indicate the arcs of motion and direction of gestures and body movements.

The scene numbers stay the same as long as the camera does not cut. The Panel numbers accumulate until we cut to a new shot (thus resetting the Panel number back to 1).