ANIMATION

SKETCHBOOK

2020/2021 Hybrid & Remote

This sketchbook is for you to use as a place to place your thoughts, ideas, experiments and musings.
You can feel free to photocopy pages, sections and use them as your work needs it.

Notes

COMPOSITION

Fill the panels with an example of each of the composition rules listed.

LEADING LINES

RULE OF THIRDS

BALANCE & SYMMETRY

VIEWPOINT

Above

Bellow

Eye Level

Becoming the Subject

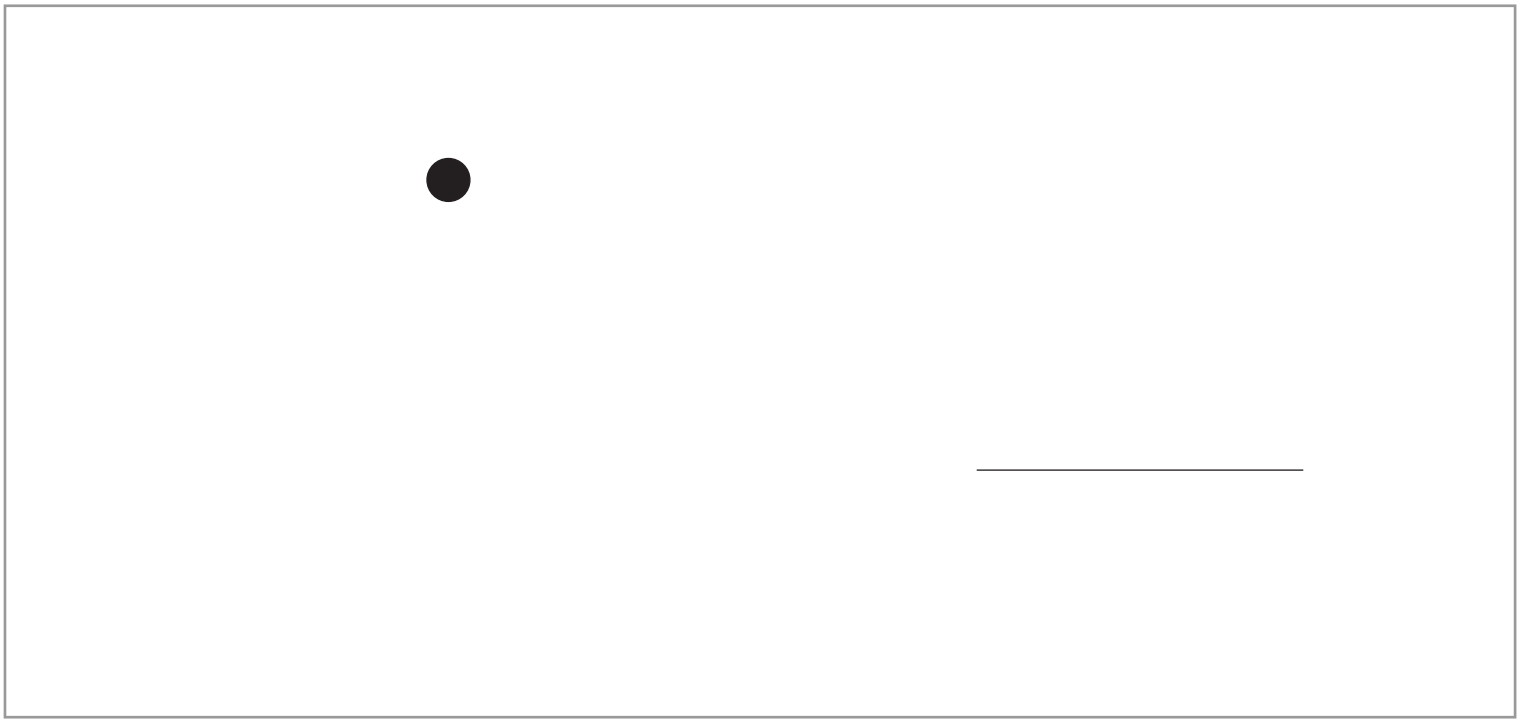
DEPTH OF FIELD

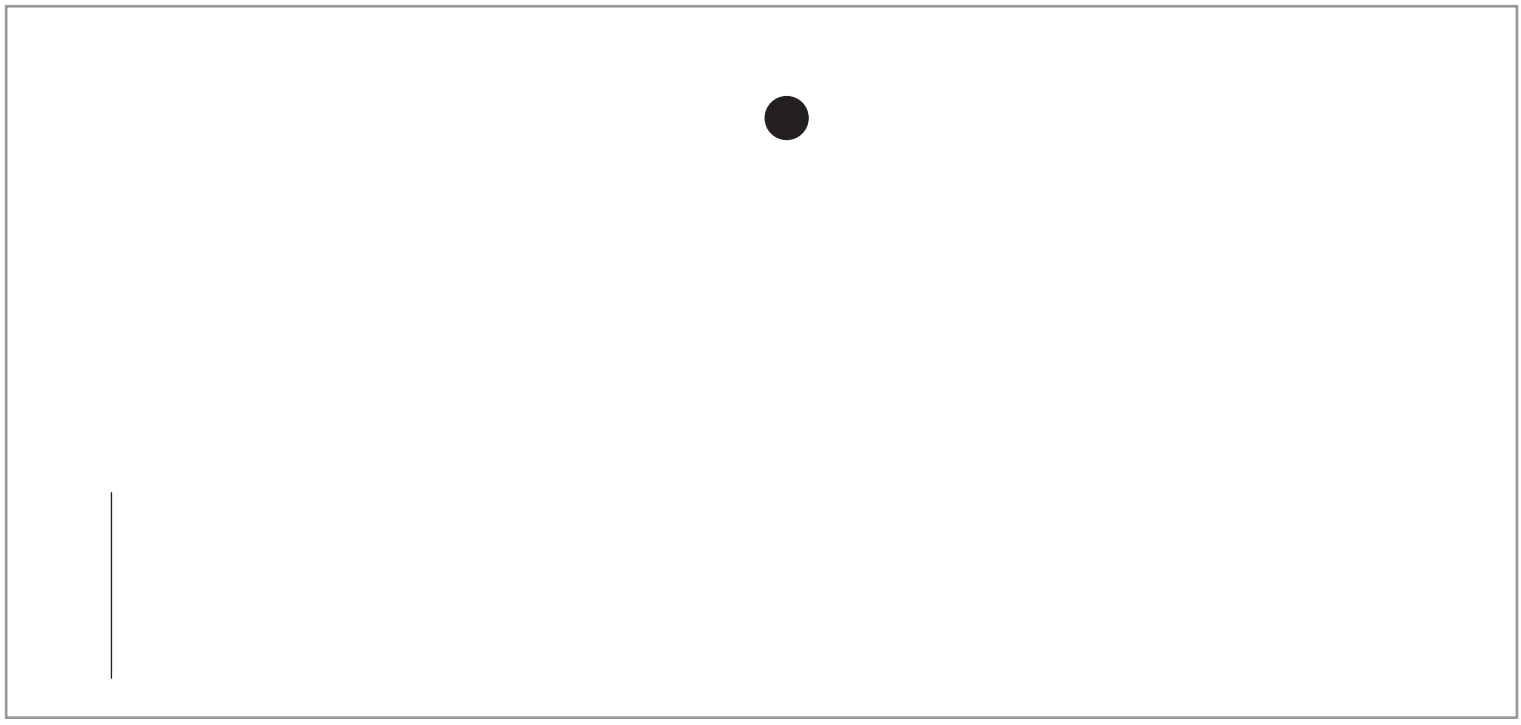
Shallow

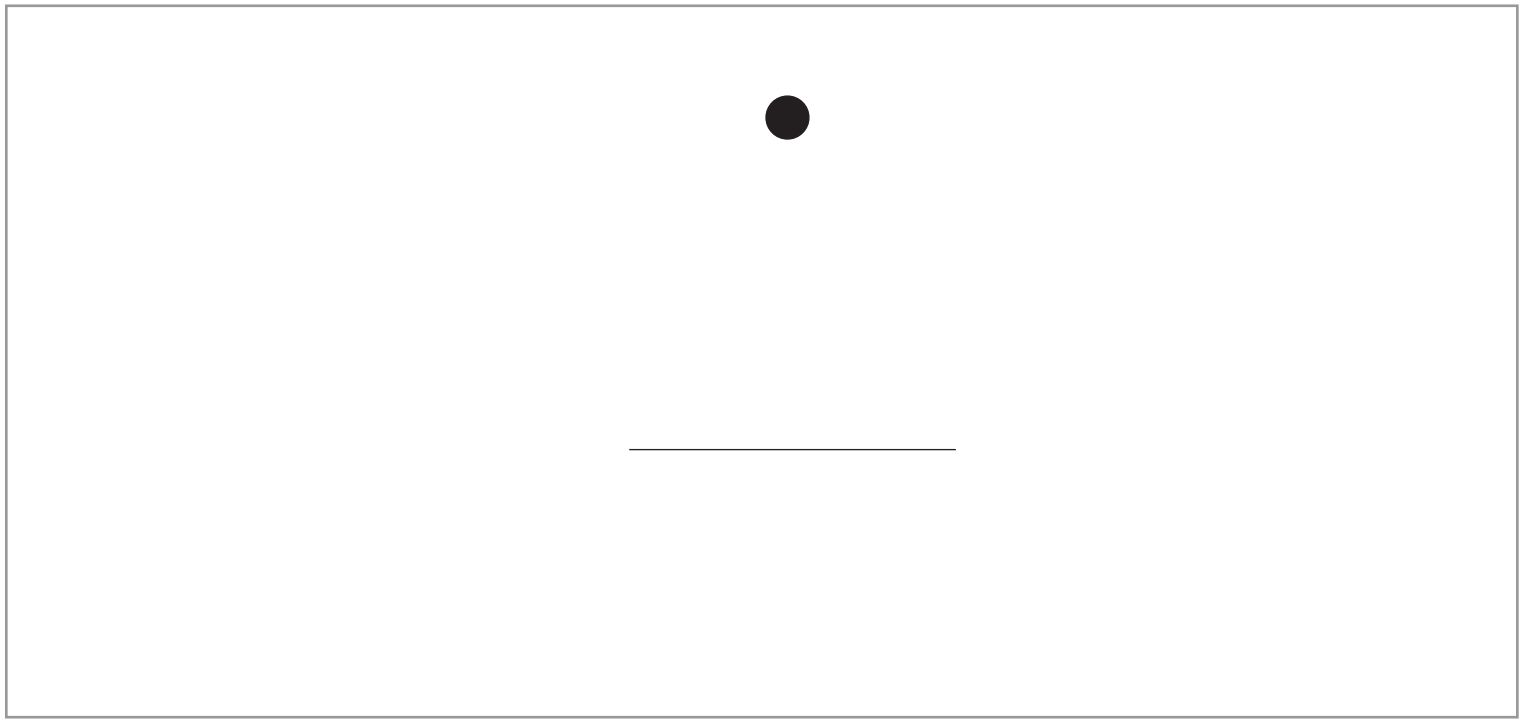
Deep

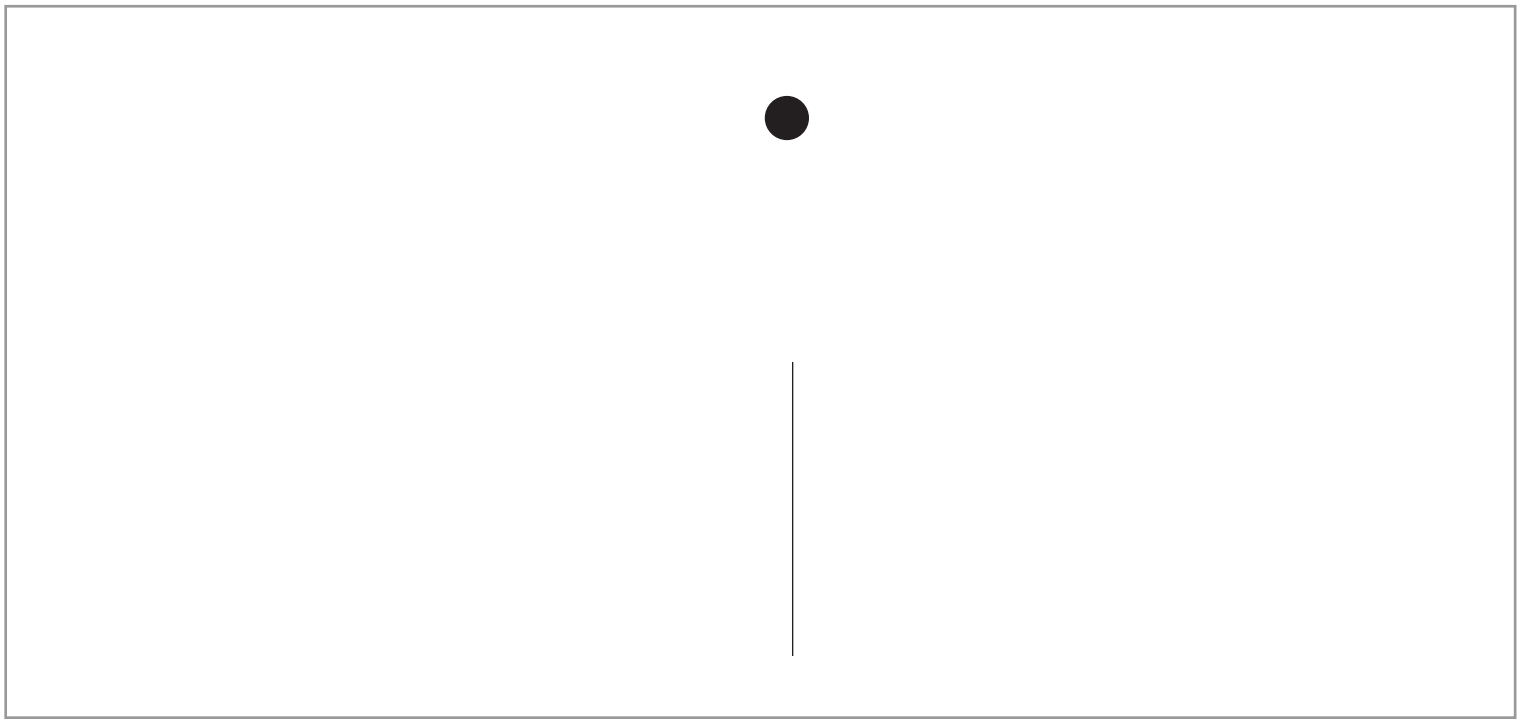
PERSPECTIVE

Create a cube or cuboid by connecting the lines to the vanishing point.



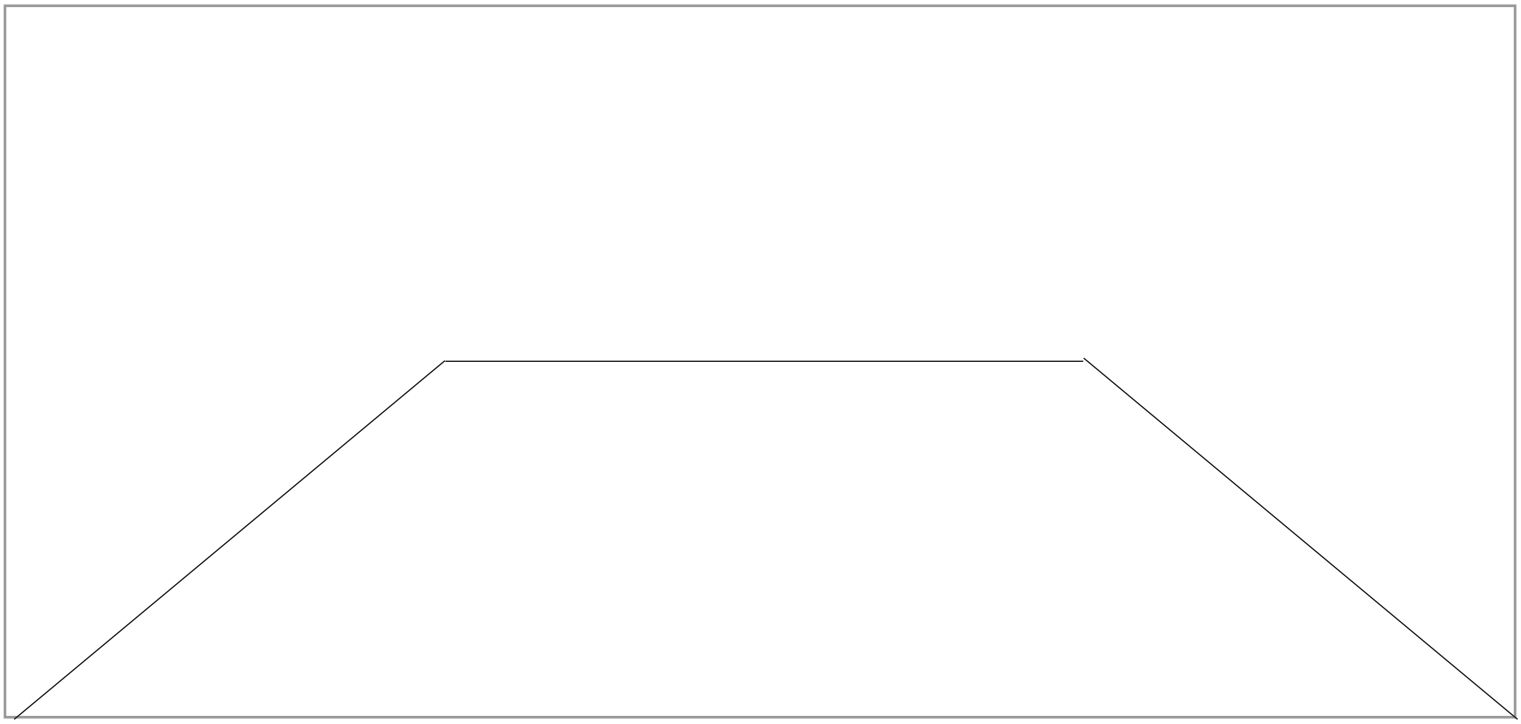


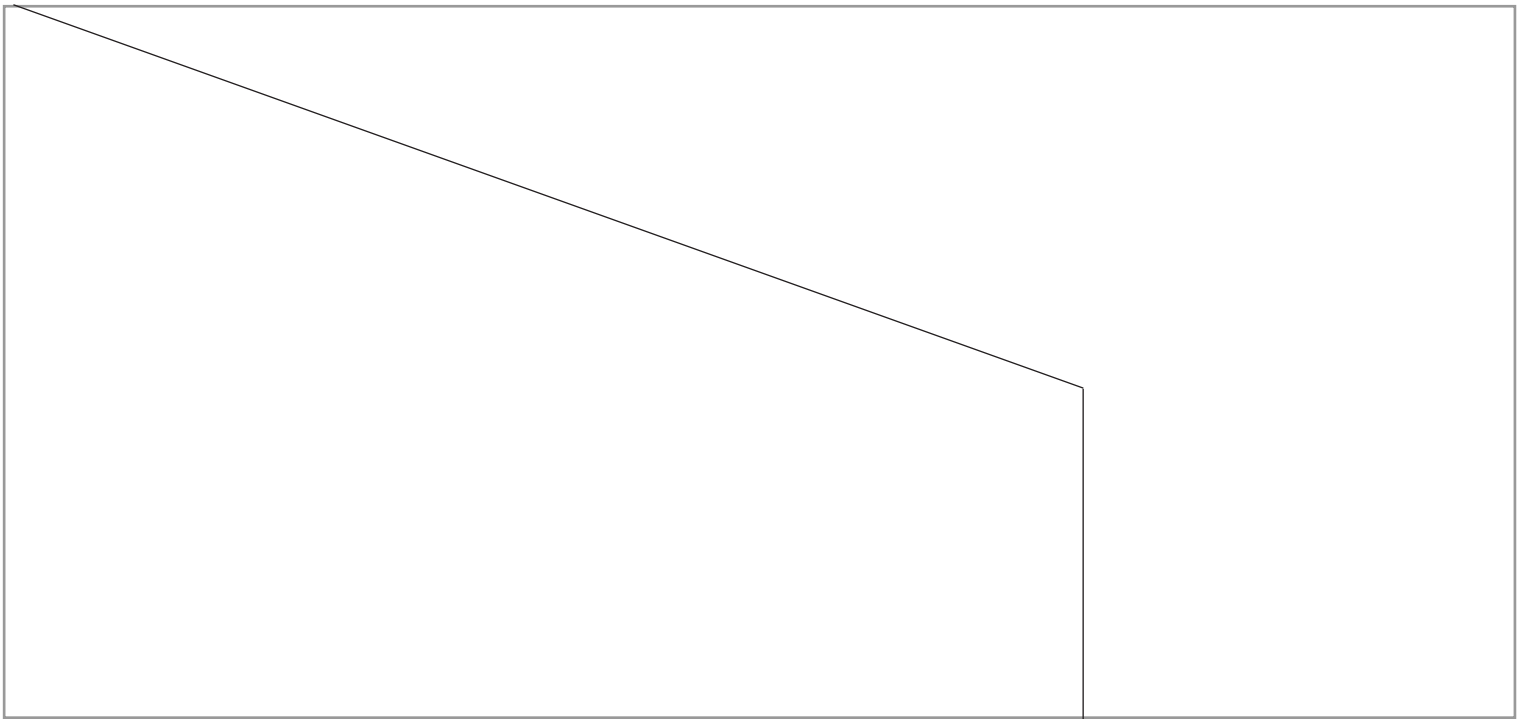


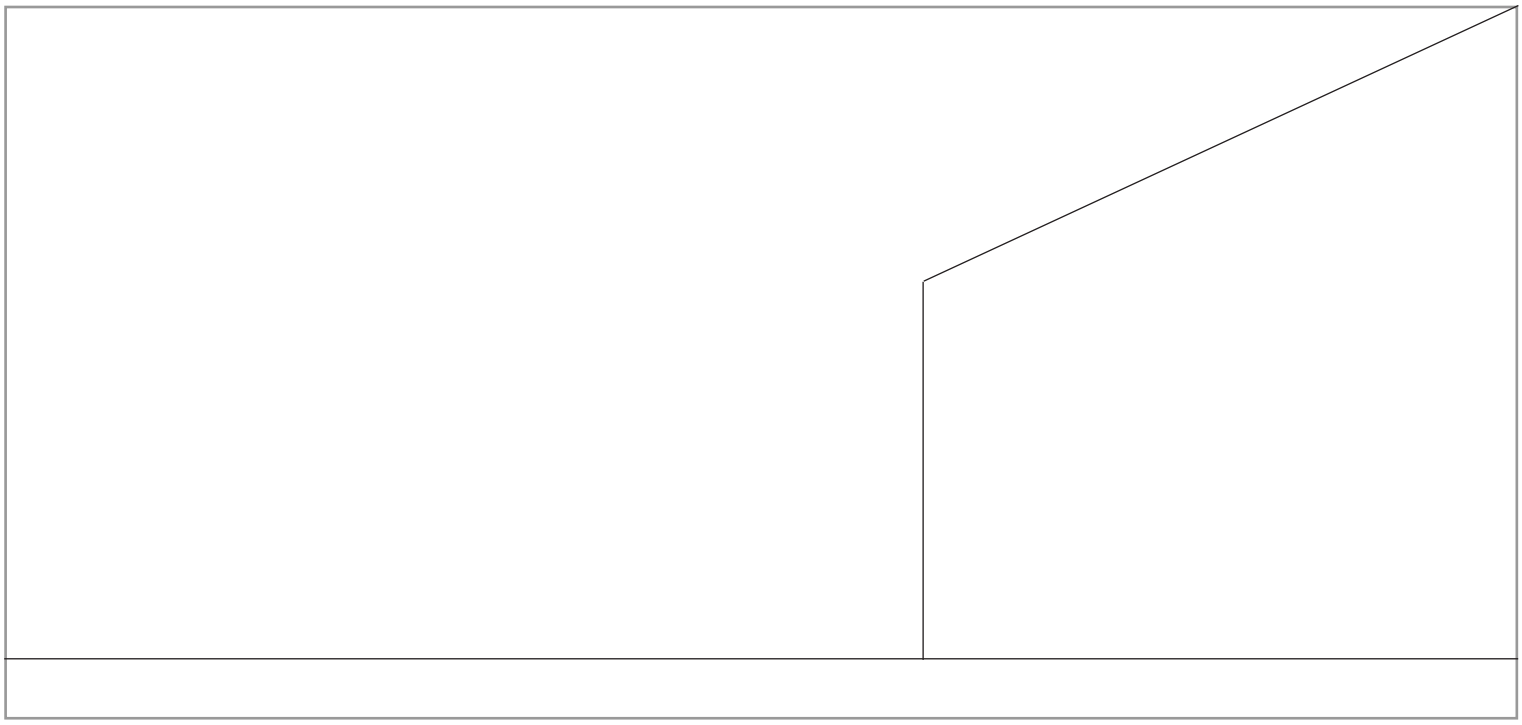


CREATING PERSPECTIVE

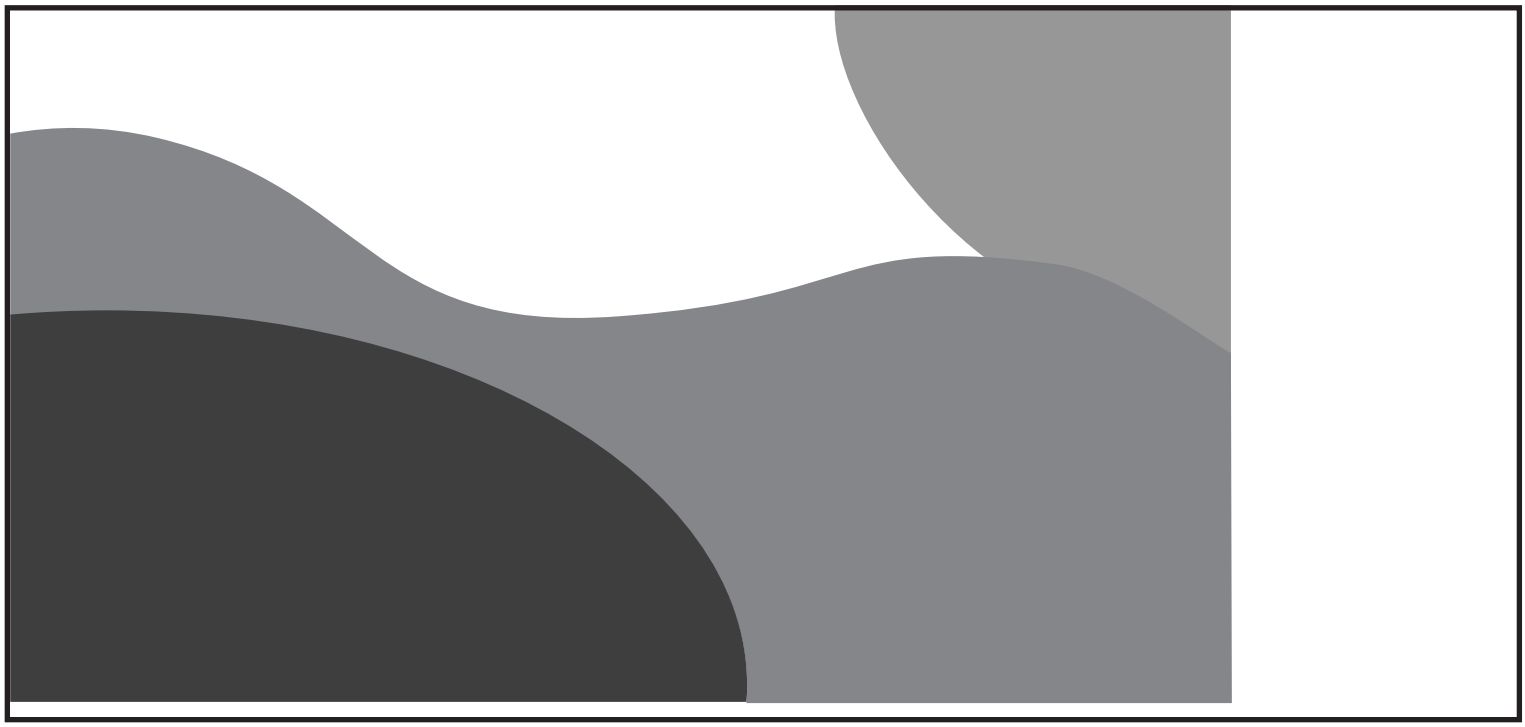
Using perspective fill the panels with the environment to a scene.



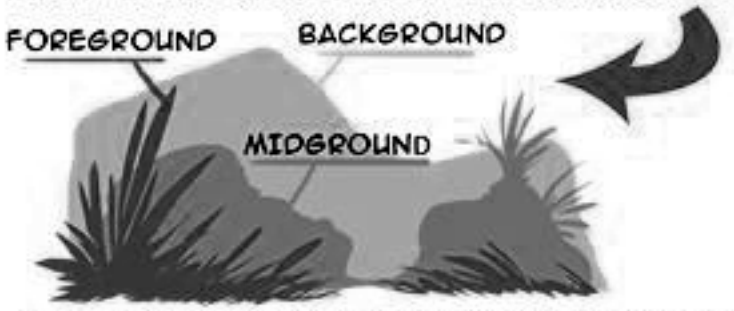




FOREGROUND
MIDDLE GROUND
BACKGROUND



COMPLIMENT OR CONTRAST WITH EACH OTHER.



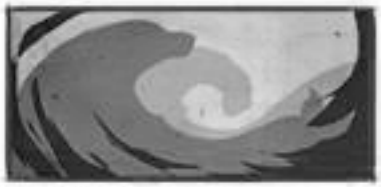
IN THIS TUTORIAL I'M JUST GOING TO GIVE YOU A ***WHOLE BUNCH OF IDEAS*** FOR HOW TO STAGE YOUR LAYOUTS ***PURELY USING THESE THREE ELEMENTS,*** ENJOY!

MIXING SHAPES

LAYERED PLAINS

CENTRAL FOCUS

MIDGROUND FOCUS



REITERATE FORM

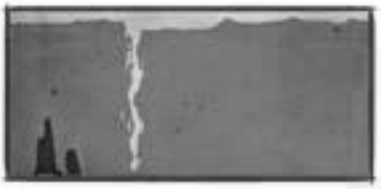
DIAGONALS

EXAGGERATED FOREGROUND

EXAGGERATED MIDGROUND

LETTERBOX

CONTRASTING FORMS

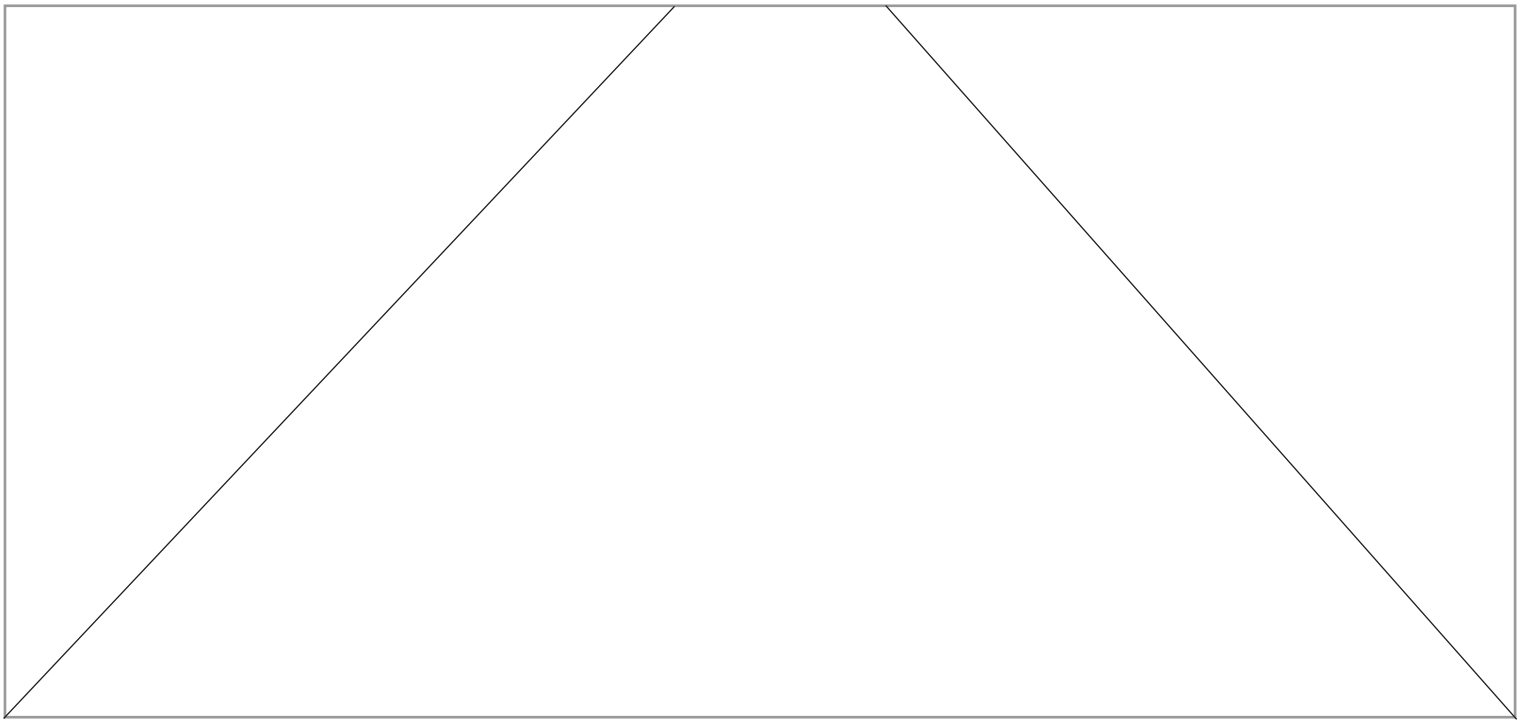


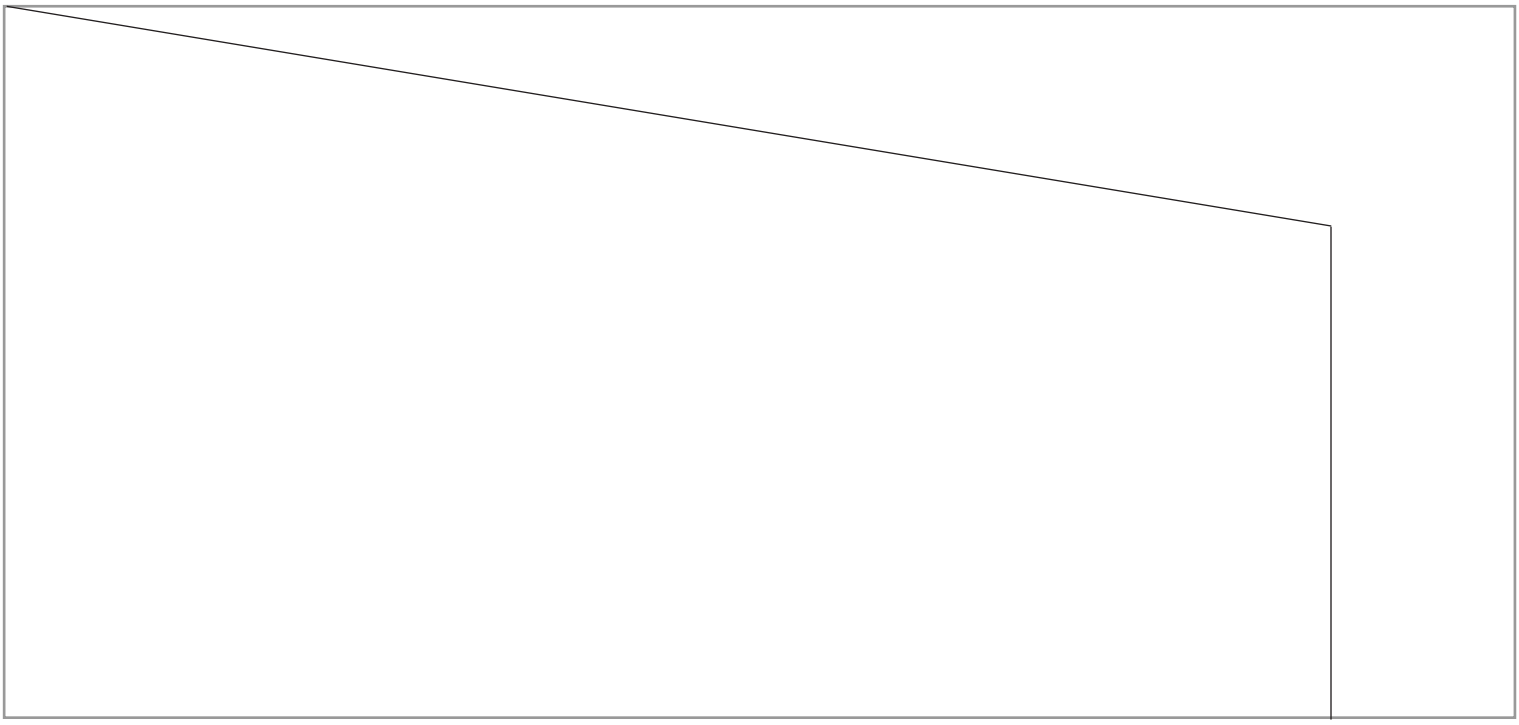
RESTRICTED VIEW

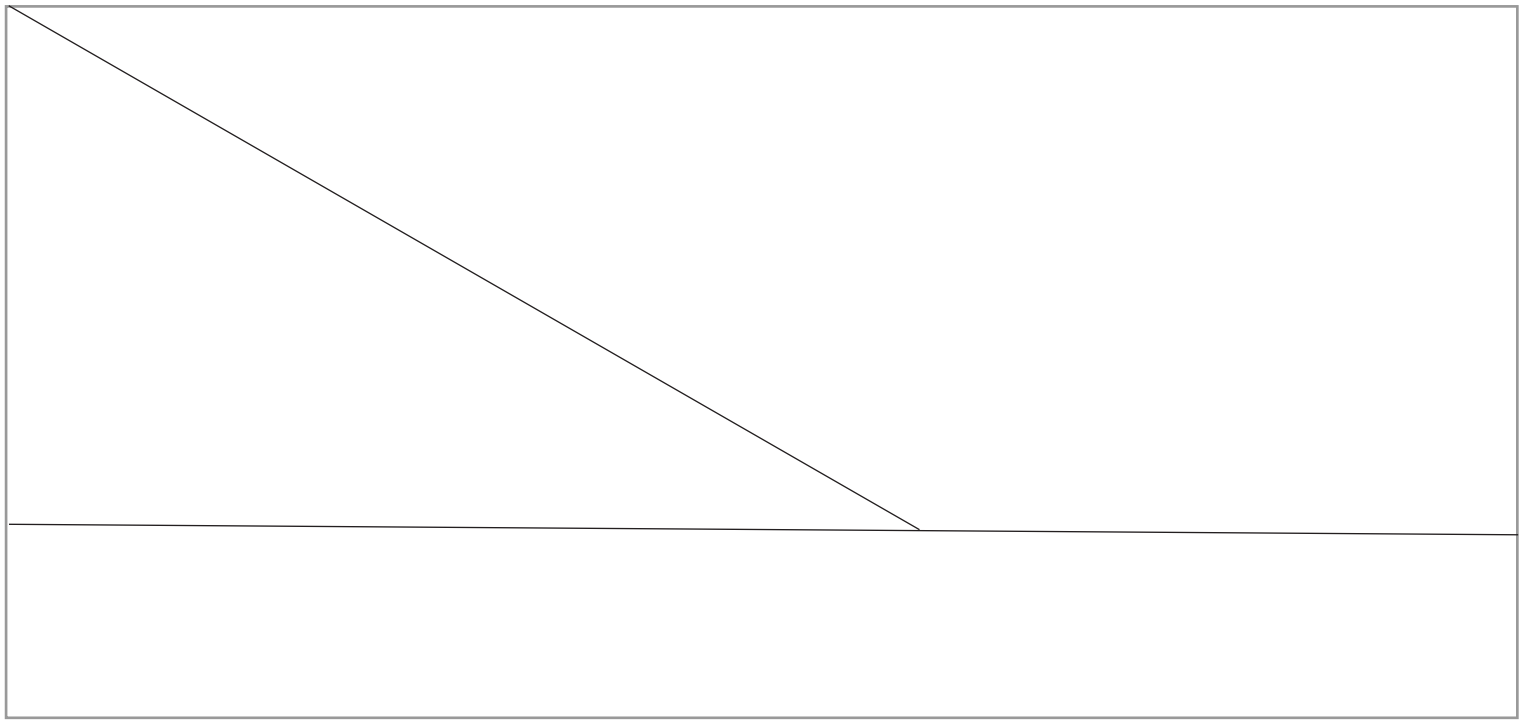
NEGATIVE SPACE

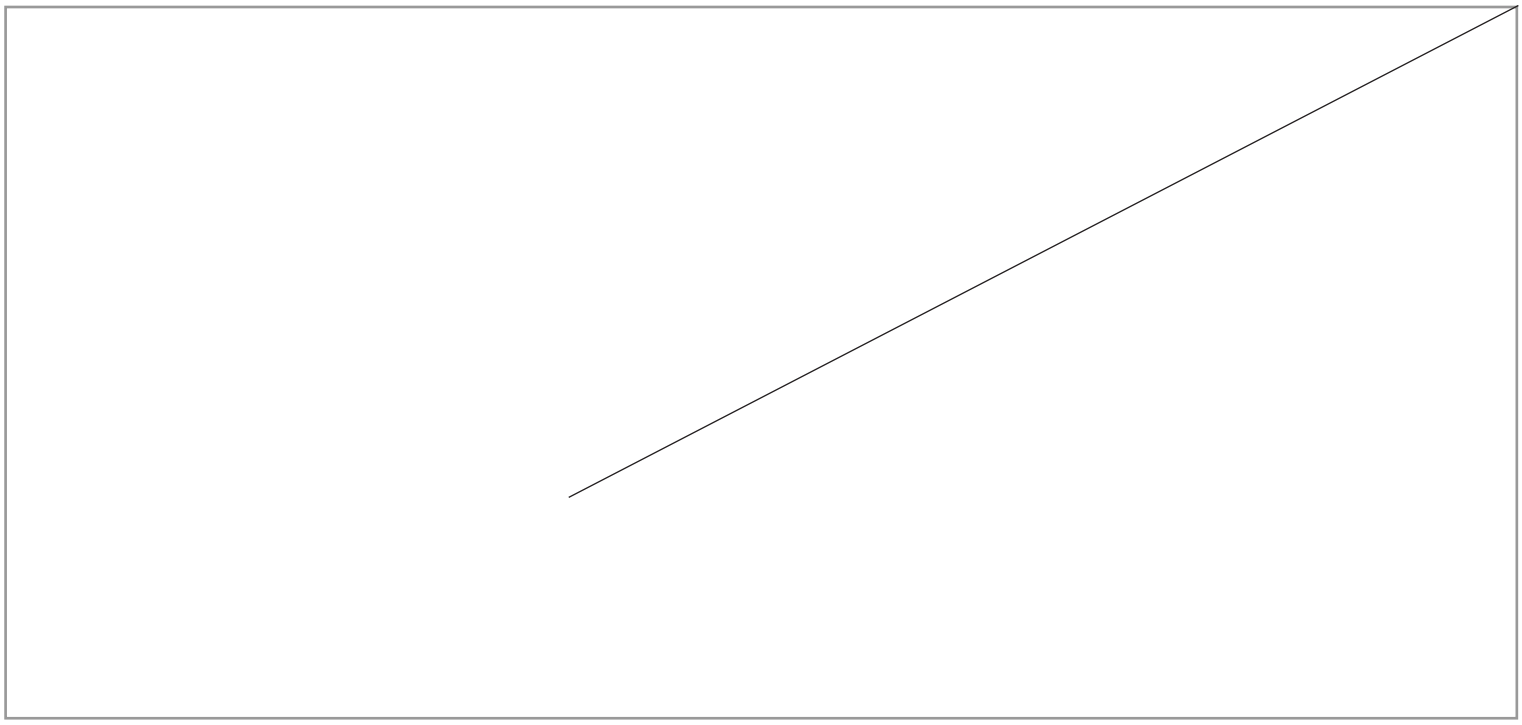
CREATING DEPTH

Using perspective fill the panels with the environment to a scene. The scene should have a foreground, a middle ground and a background that is in perceptive.









WHAT GOES INTO A STORYBOARD

THE SUBJECTS

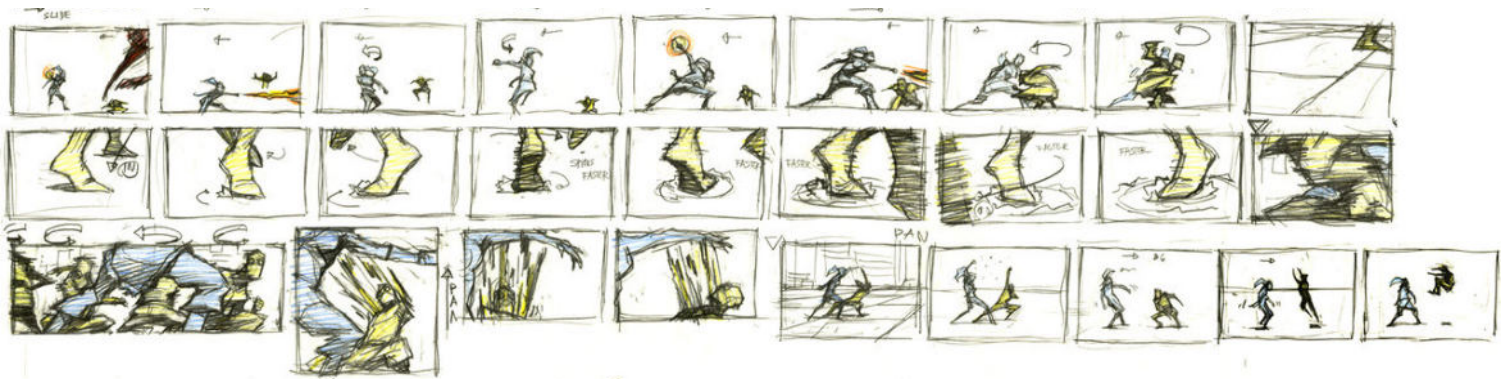
Most films are possible to watch on mute. This is because the majority of the story is told visually. The images should focus on the subjects of the film as they progress through the plot.

THE FRAMING

The image approximates what will be on screen. From this, directors can learn whether a shot will be wide, medium, or close, as well as which characters and objects need to be in each scene.

THE ACTION

As with comic books, a series of static images can show a great deal of motion. The storyboard should demonstrate how characters will move through the scene.



Under the images is text with additional information about each shot, including:

SCENE DESCRIPTION

To better serve as a reference, your storyboard should note which scene from the script is being represented in the storyboard, including scene number and page number.

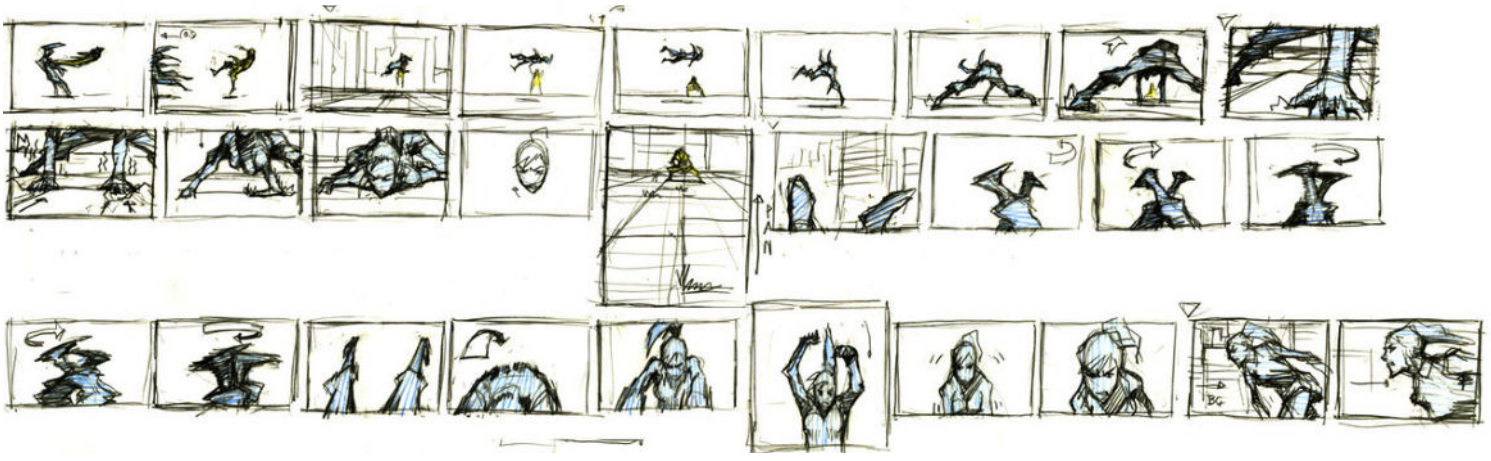
DIALOGUE

You can quote specific lines of dialogue to better tie the script into the storyboard.

How long does a storyboard have to be?

A finished storyboard has at least one frame for every shot

If the scenes have important action, consider making 2-3 frames to convey it.



studiobinder

Camera Level & Shot Size

EYE LEVEL

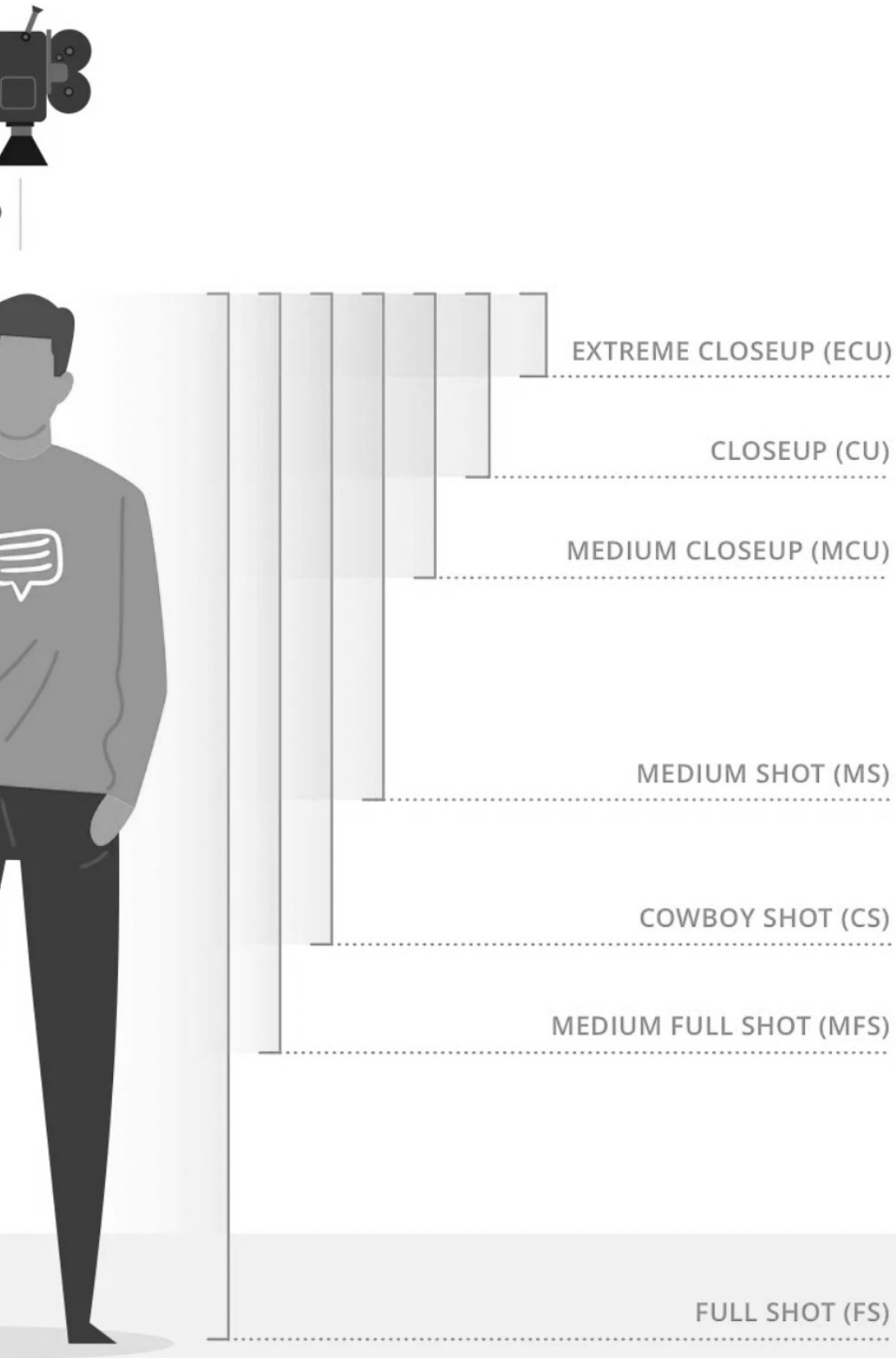
SHOULDER LEVEL

HIP LEVEL

KNEE LEVEL

GROUND LEVEL

Create free shot lists and stor

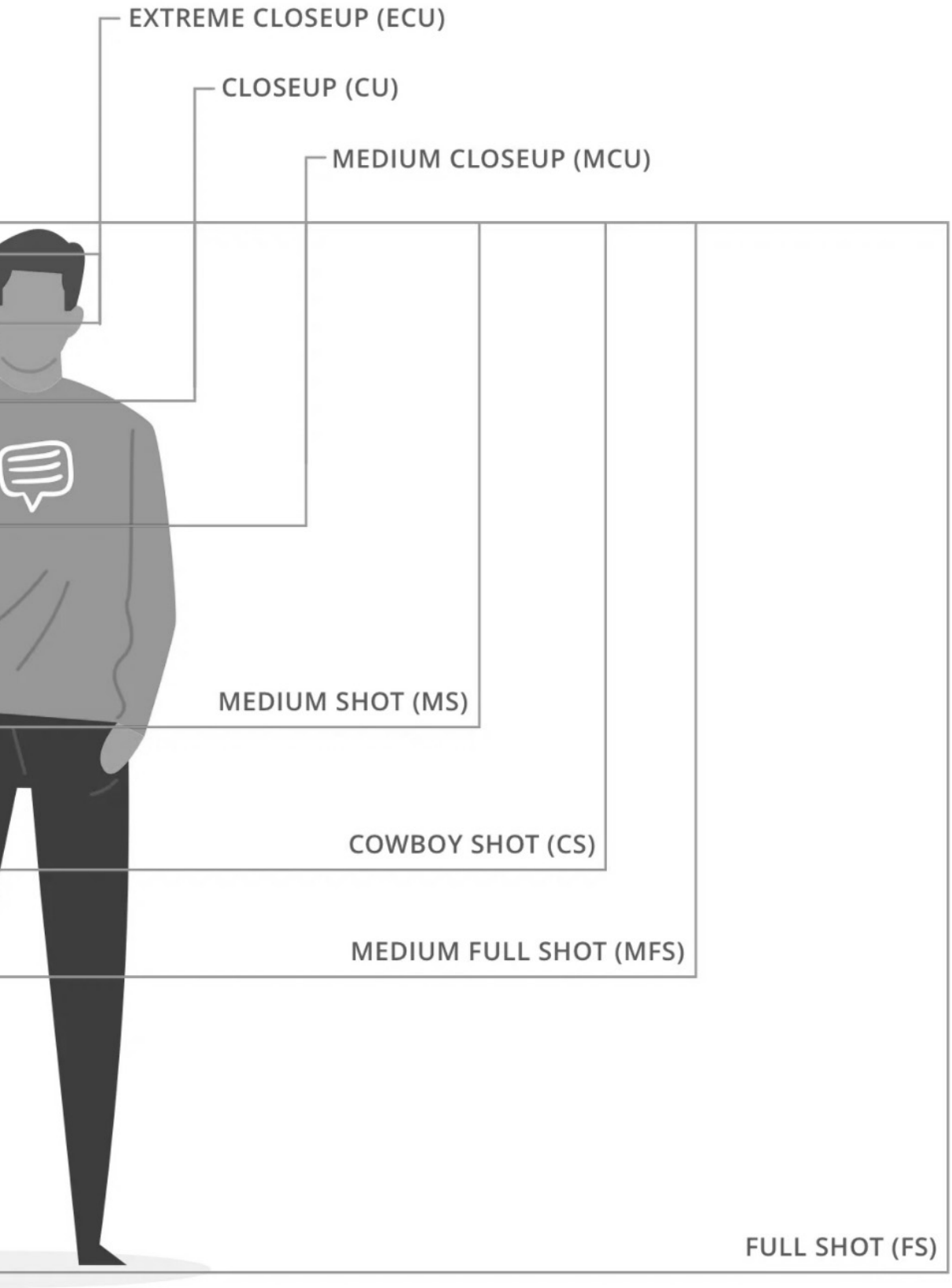


ryboards on **studiobinder.com**

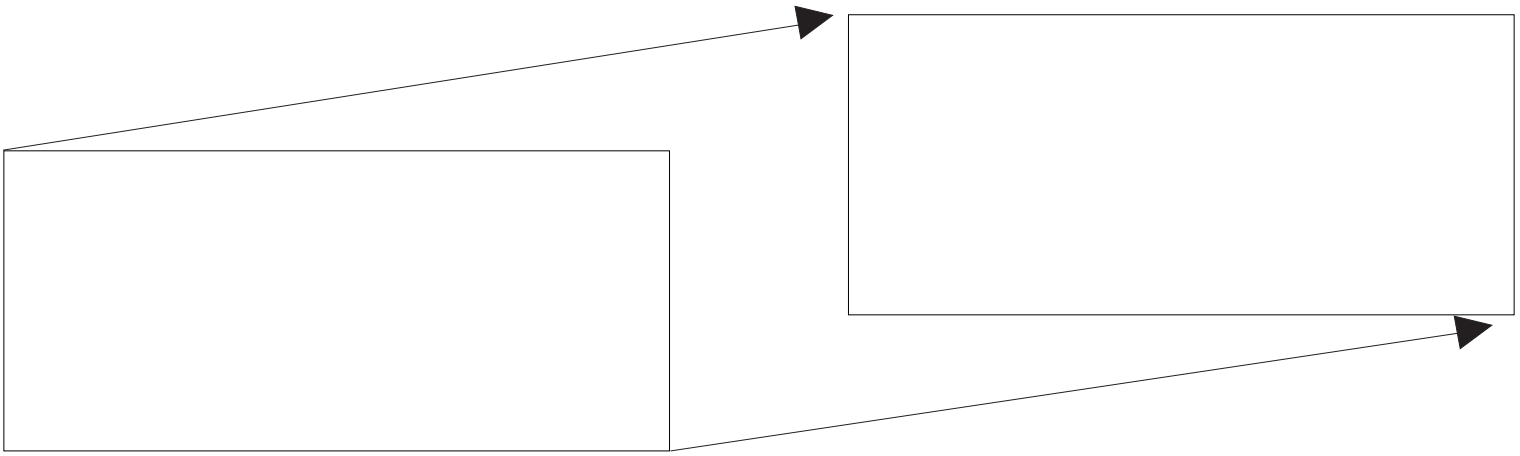
studiobinder

Shot Size Cheatsheet

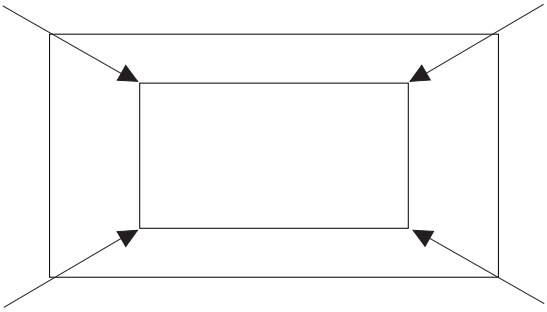
Create free shot lists and sto


EXTREME CLOSEUP (ECU)
CLOSEUP (CU)
MEDIUM CLOSEUP (MCU)
MEDIUM SHOT (MS)
COWBOY SHOT (CS)
MEDIUM FULL SHOT (MFS)
FULL SHOT (FS)

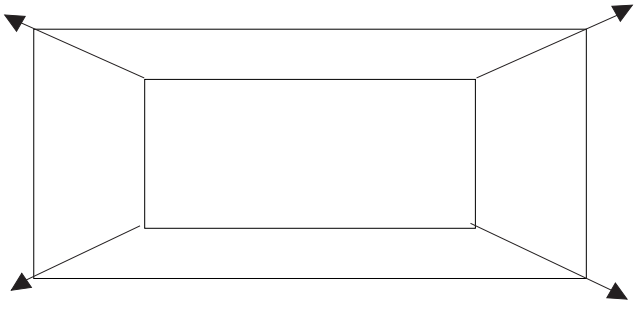
HOW TO DRAW CAMERA MOVEMENT IN YOU STORYBOARDS



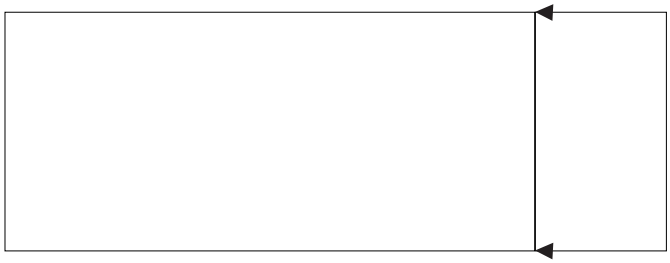
PAN: Clearly drawn in arrows of Direction

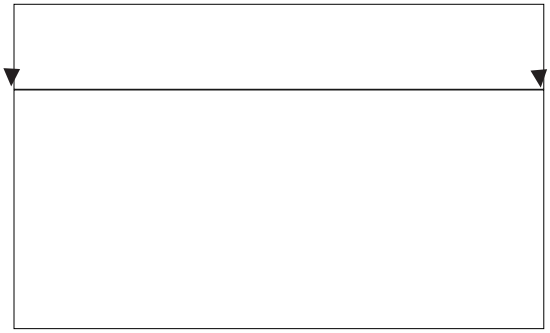


Push in / Tuck in

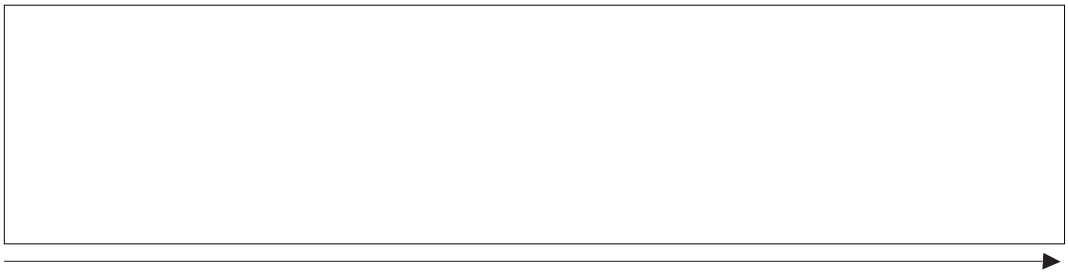


Push Out / Tuck out

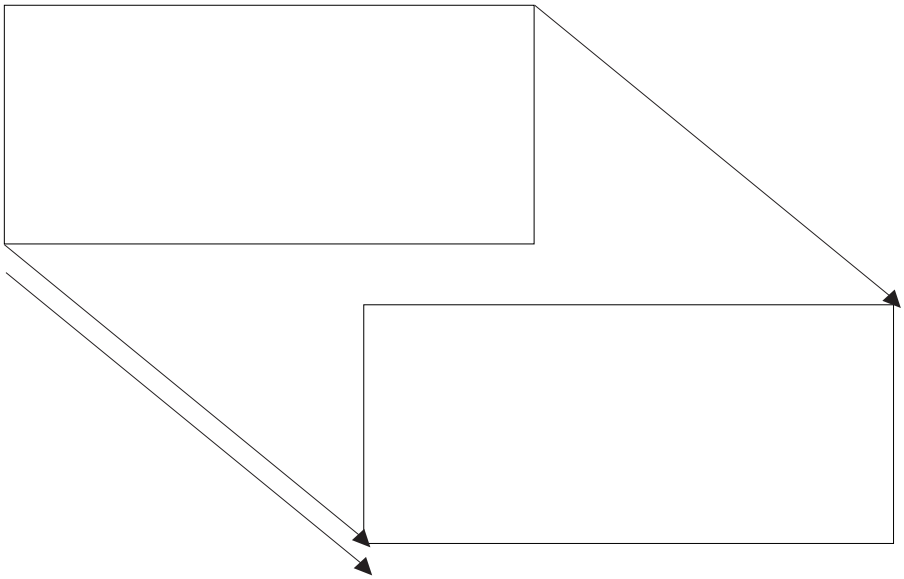




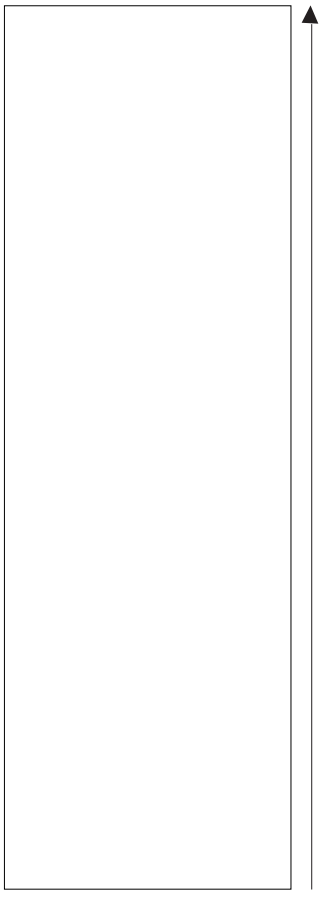
Camera Adjust less than one full frame



Horizontal Pan | Add depth information



Diagonal Pan

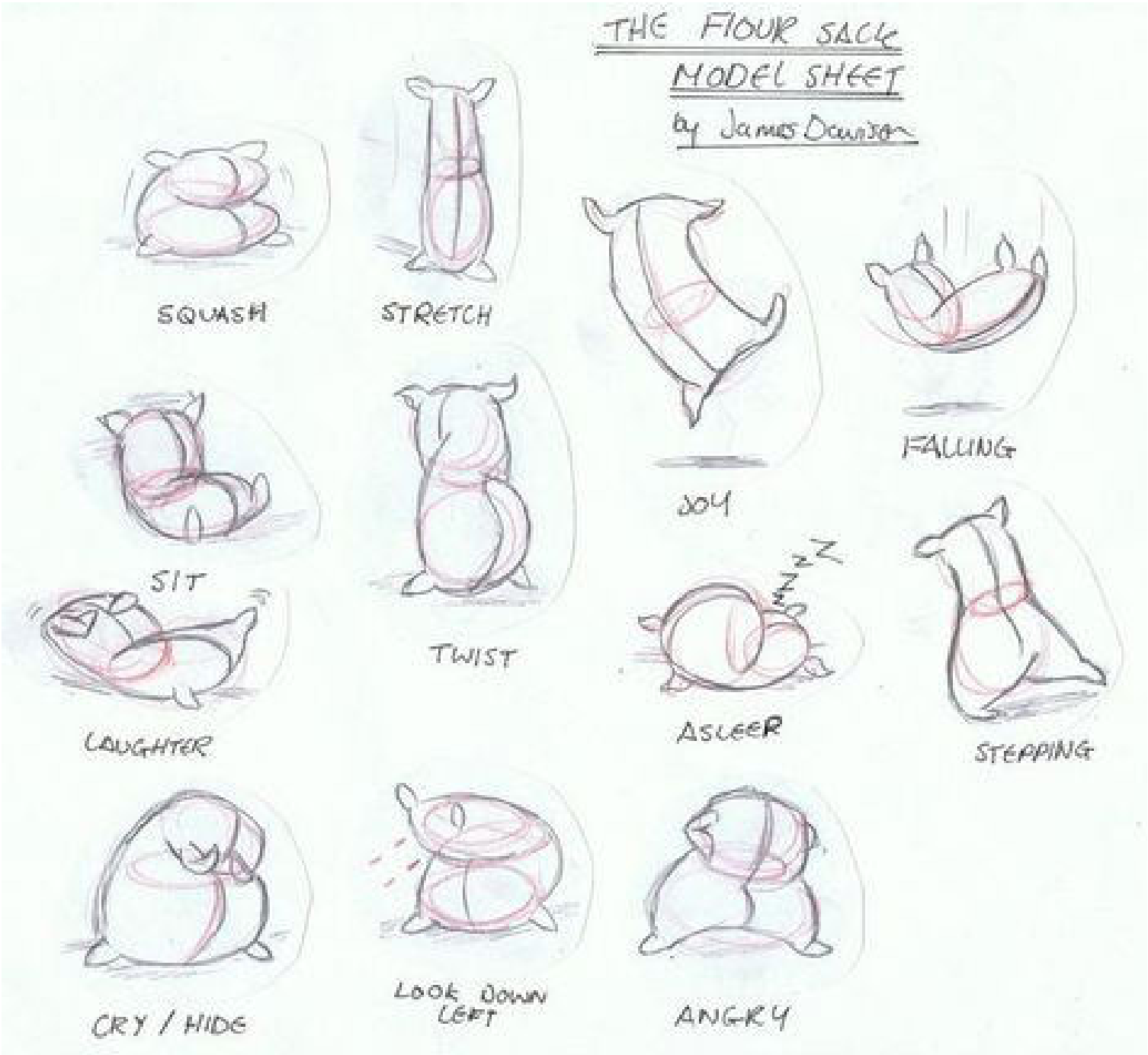


Vertical Pan

Notes

LINE OF ACTION

An imaginary line extending through the main action of the character. Create and move the character to exaggerate and extenuation these lines of action. The FIRST thing to establish when designing and drawing a character should be the line of action.



EXITED

SAD

CONFUSED

ANXIOUS

STORYBOARD PRACTICE

Use this space to practice creating storyboards and creating a 3 act story.

BEGINNING

MIDDLE

END

STORYBOARD PRACTICE

Use this space to practice creating storyboards and creating a 3 act story.

BEGINNING

MIDDLE

END

ANIMATION

STORYBOARDS

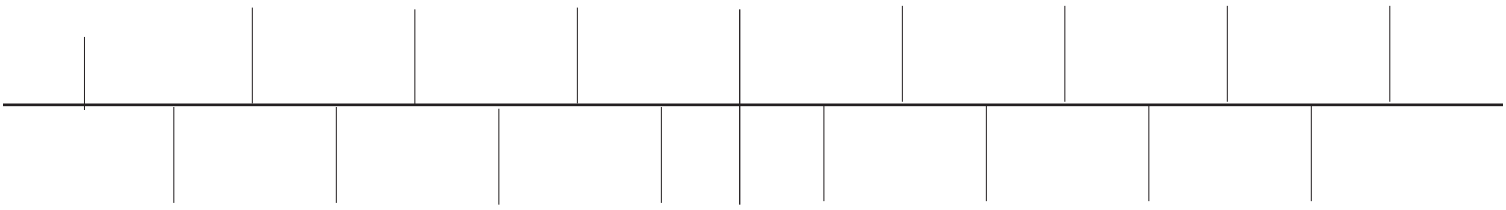
TITLE _____ DATE _____

IDEAS

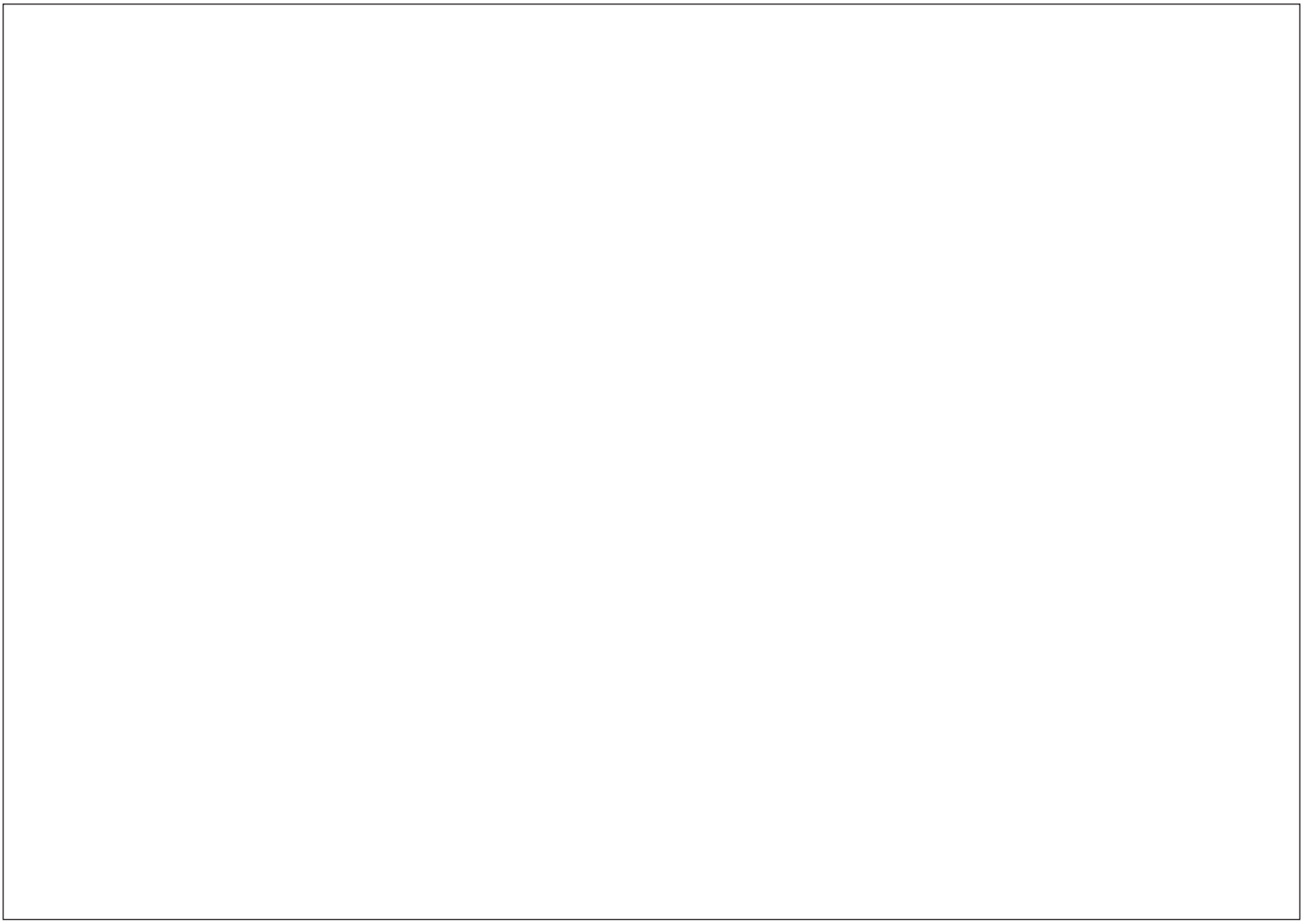
CHARACTERS

THEMES

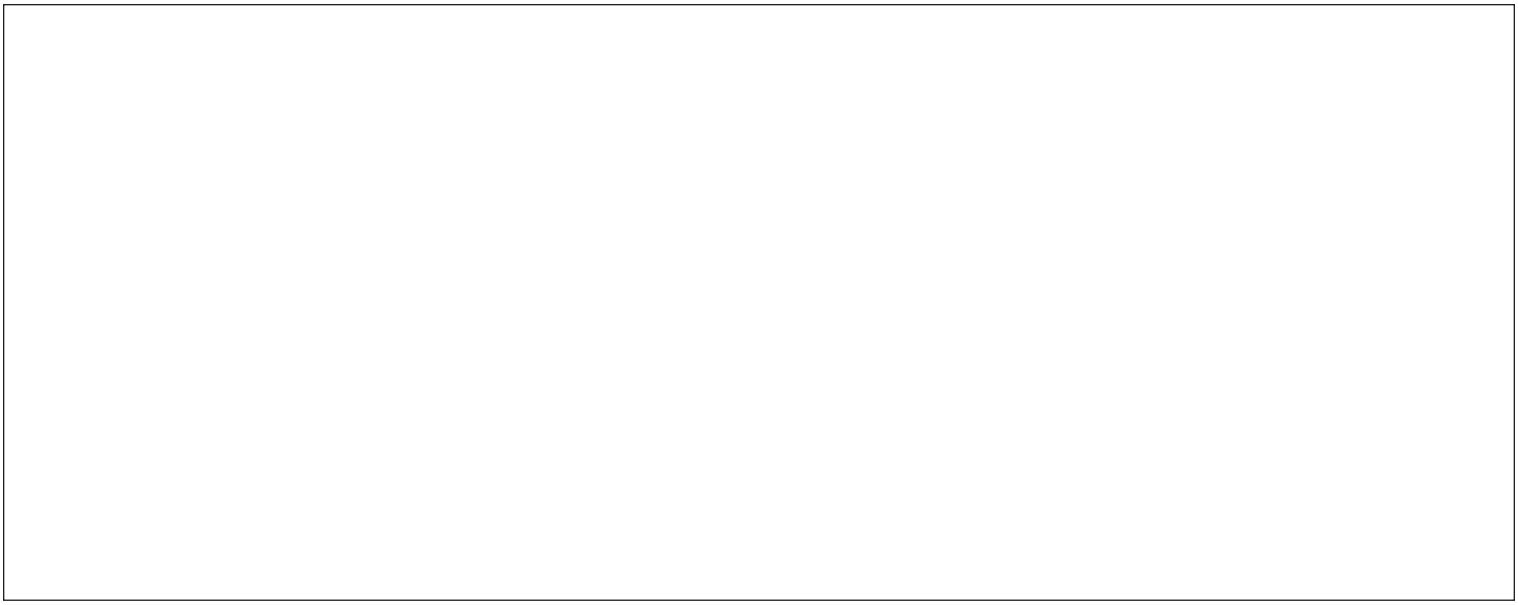
Timeline



CHARACTER SKETCHES

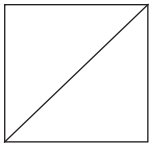


BACKGROUND DESIGN



Project Name: _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _

Version # _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _



Scene # Shot #

Scene # Shot #

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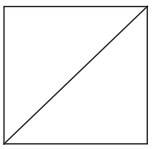
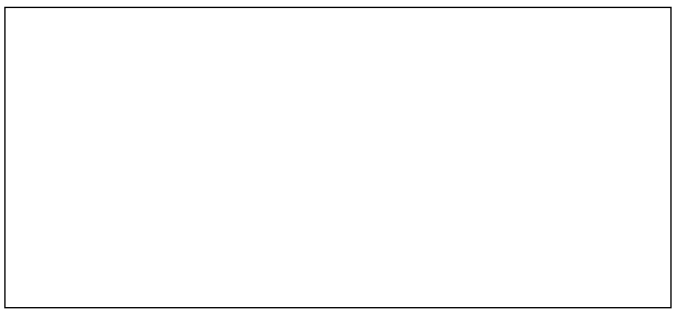
Notes:





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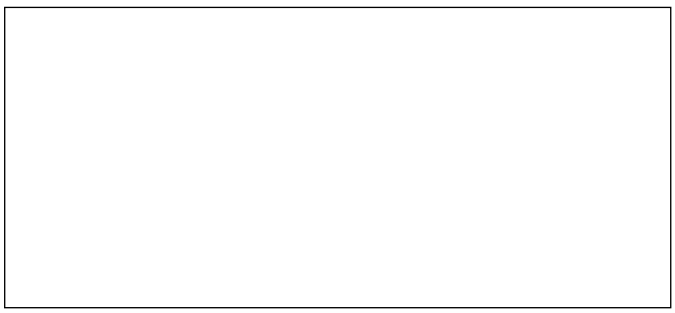

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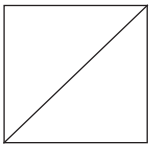

Scene # Shot #

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Sketch

Sketch

TITLE _____ DATE _____

IDEAS

CHARACTERS

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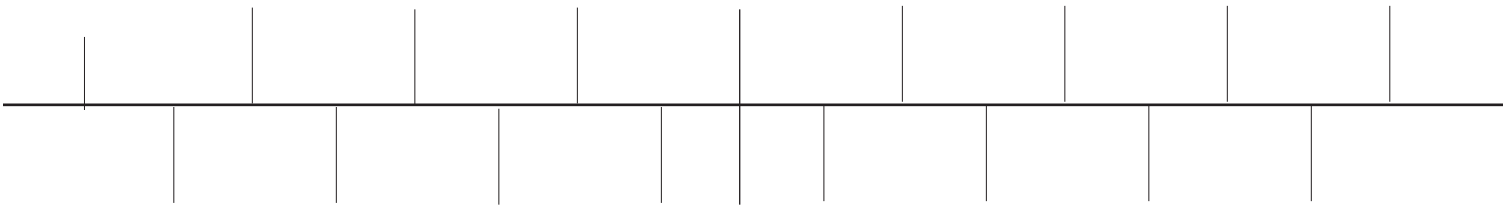

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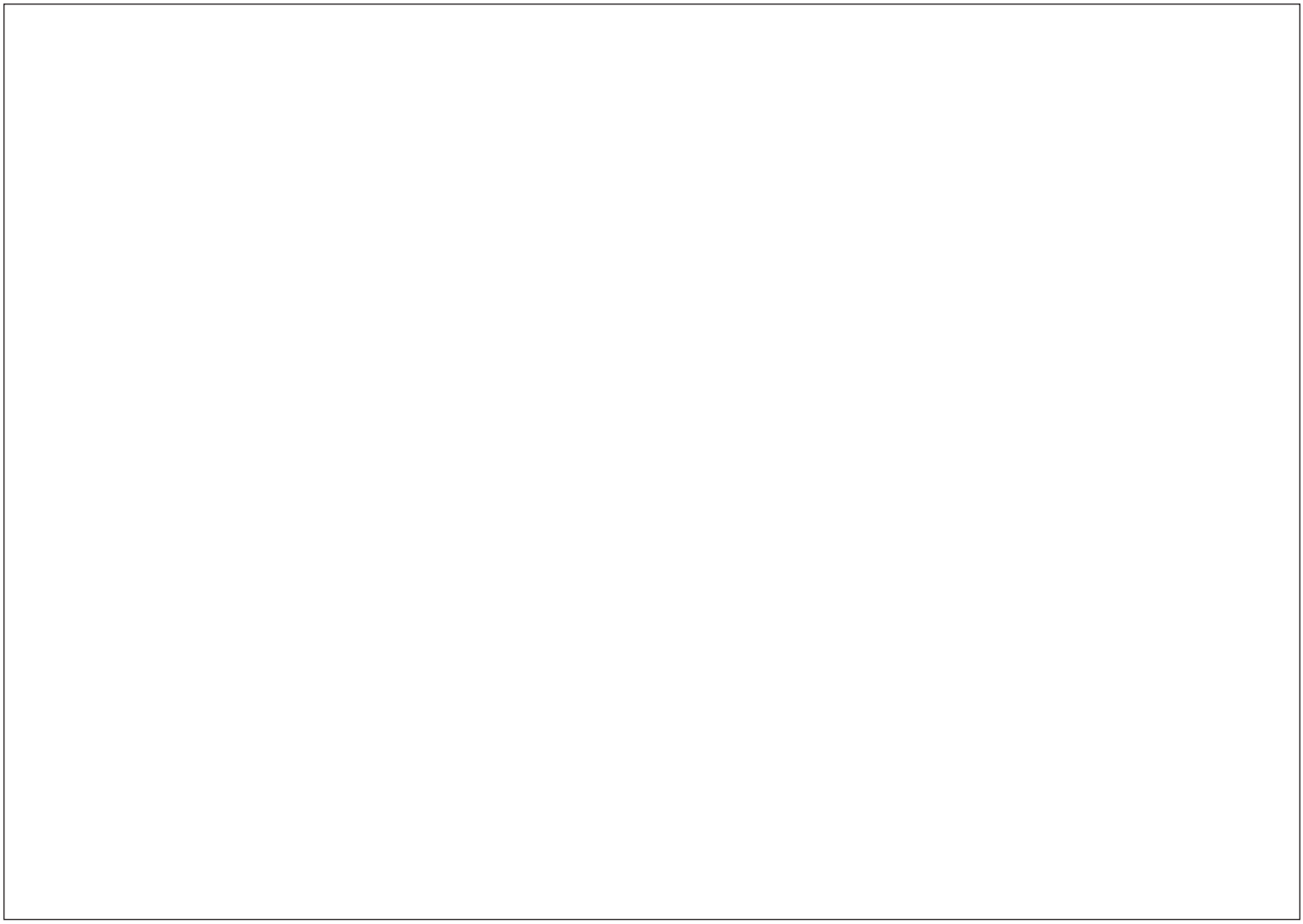
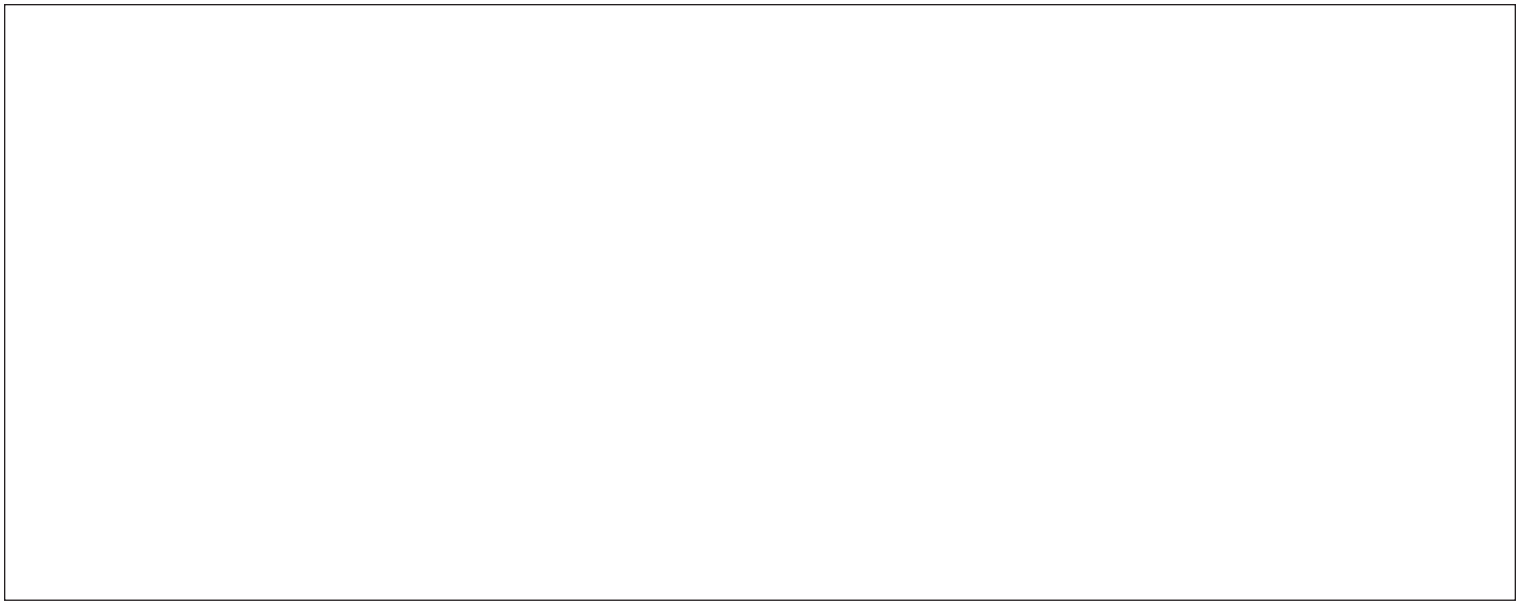


BACKGROUND DESIGN



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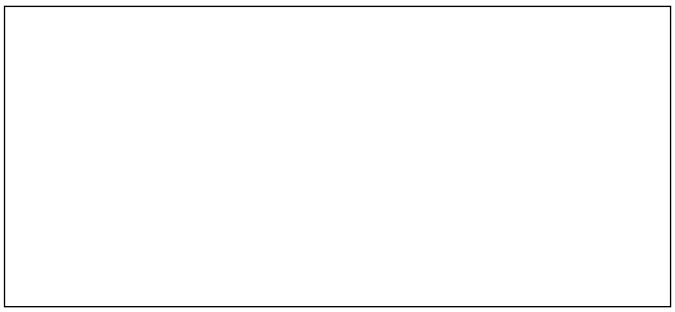

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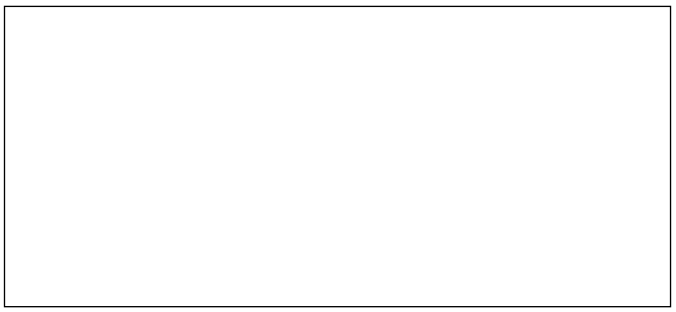

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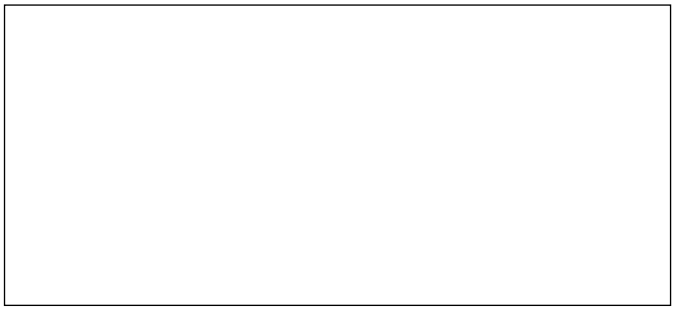

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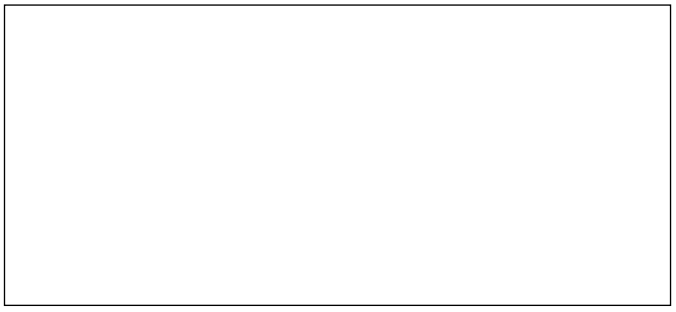

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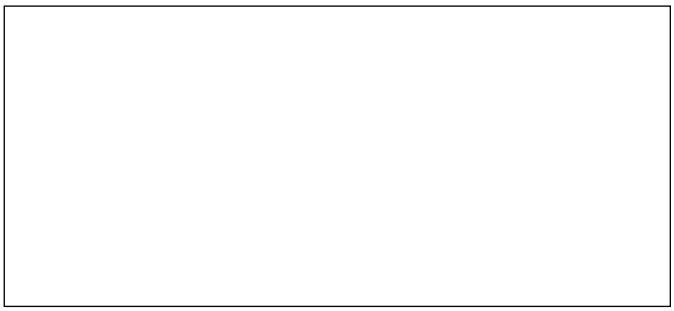

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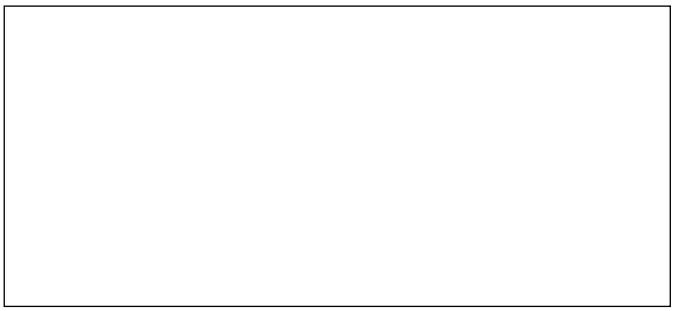

Scene # Shot #

Notes:

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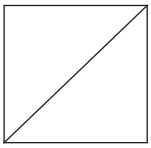

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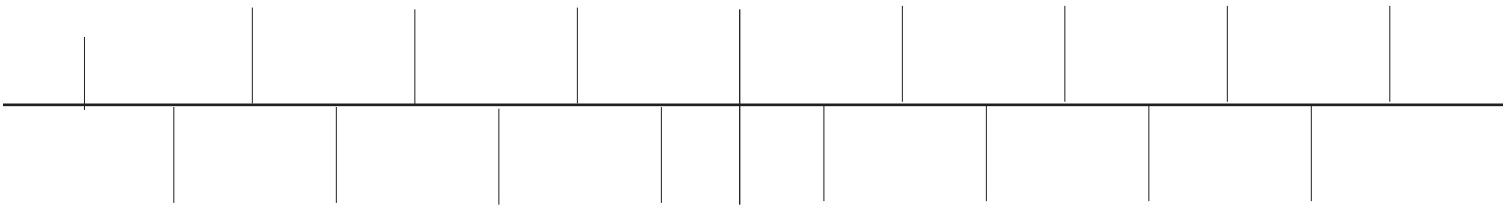
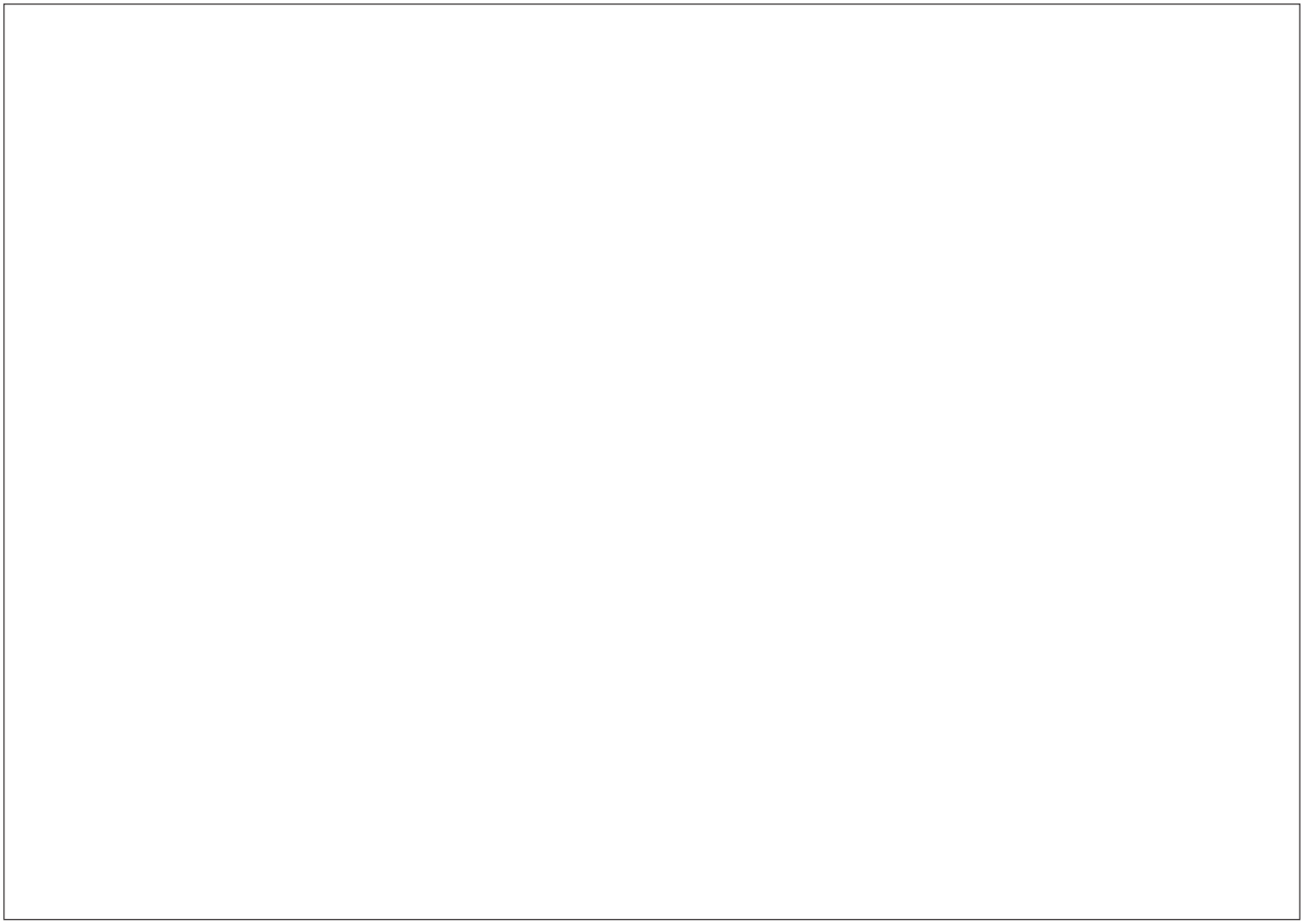
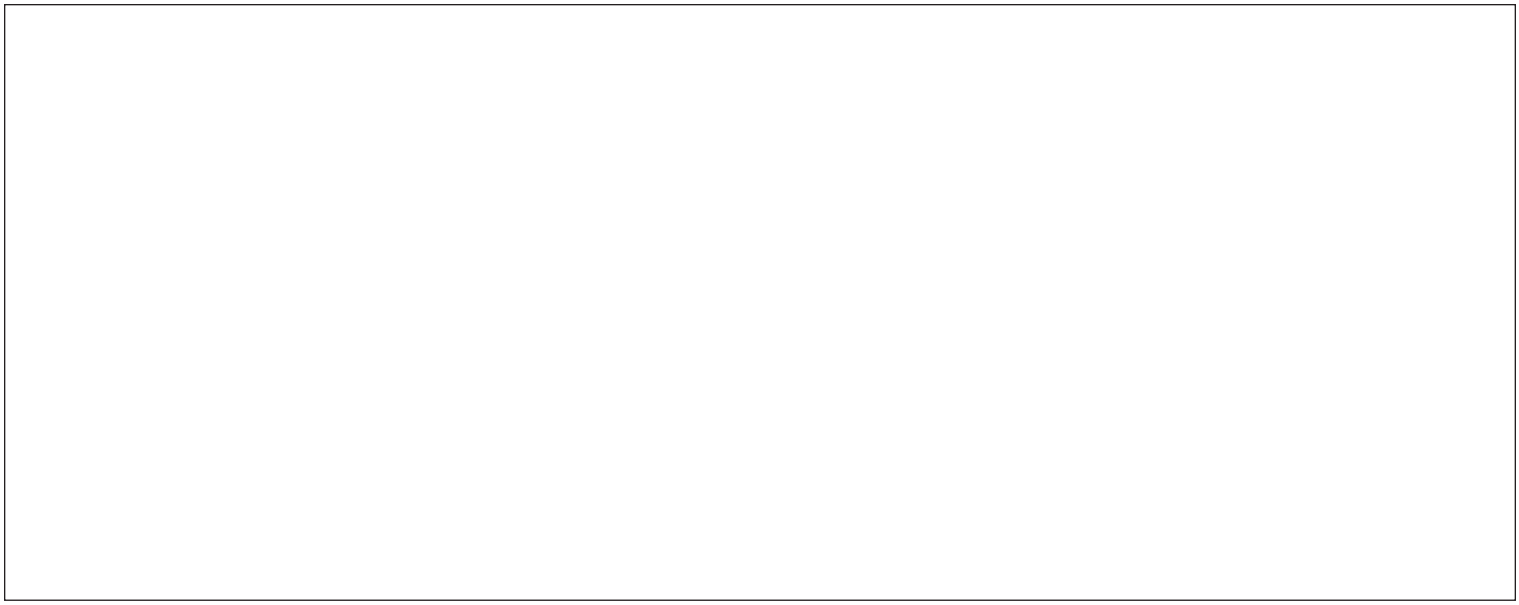


CHARACTER SKETCHES



BACKGROUND DESIGN



Frames	Storyboard Frames	Action Notes	Dialogue	Time

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Frames	Storyboard Frames	Action Notes	Dialogue	Time

Frames	Storyboard Frames	Action Notes	Dialogue	Time

Frames	Storyboard Frames	Action Notes	Dialogue	Time

Sketch

Sketch

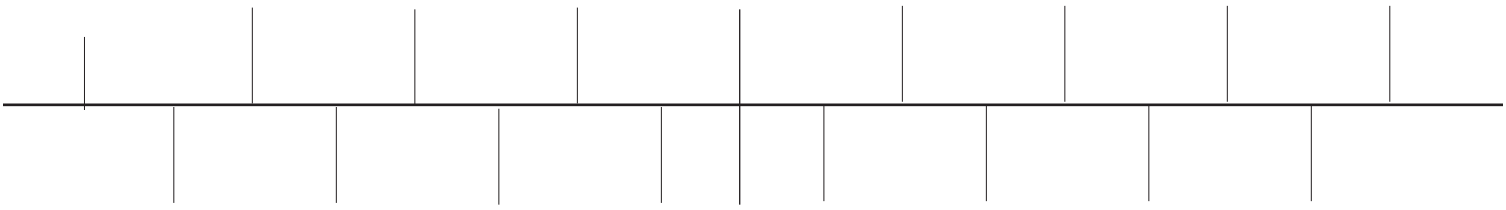
TITLE _____ DATE _____

IDEAS

CHARACTERS

THEMES

Timeline



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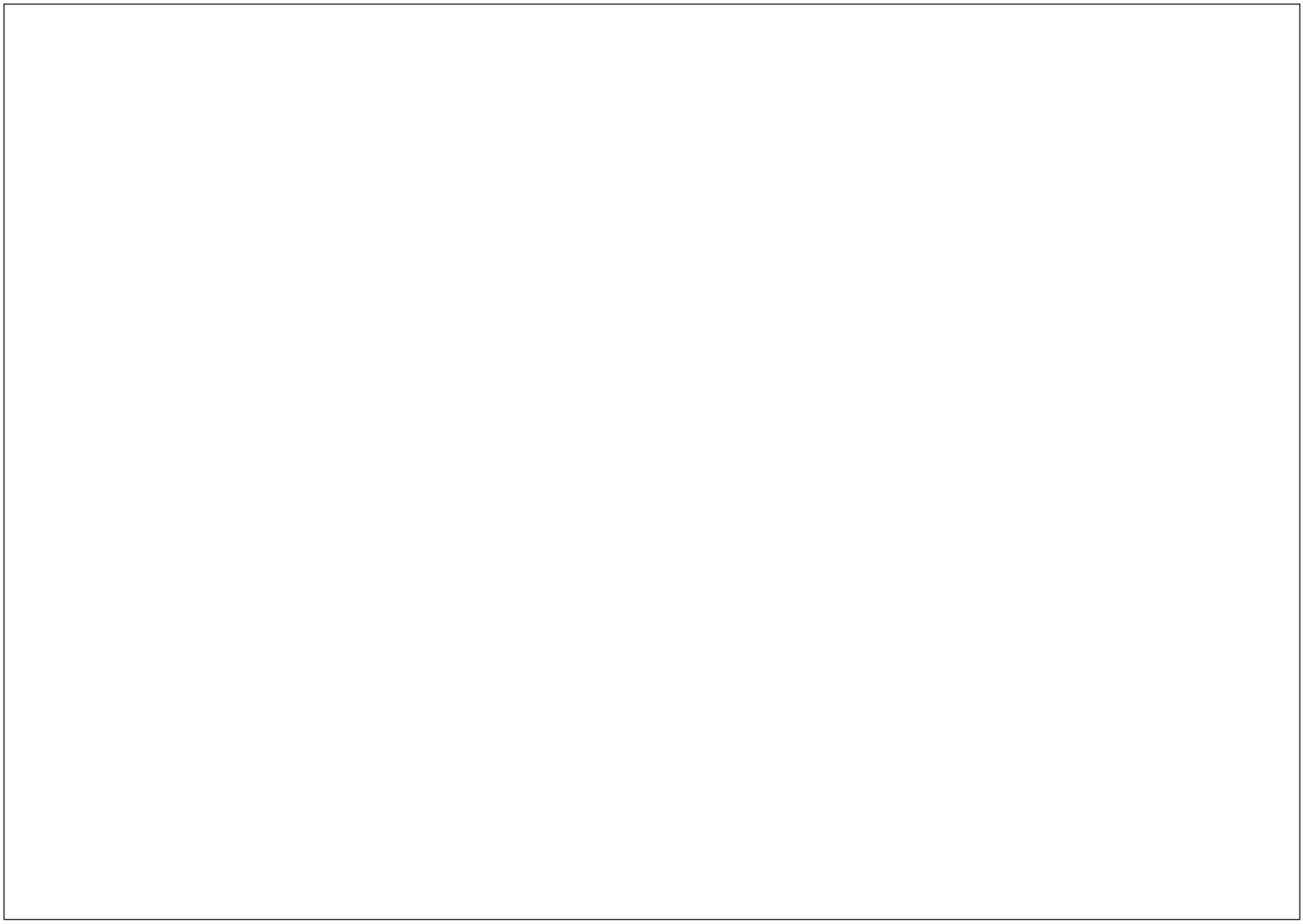

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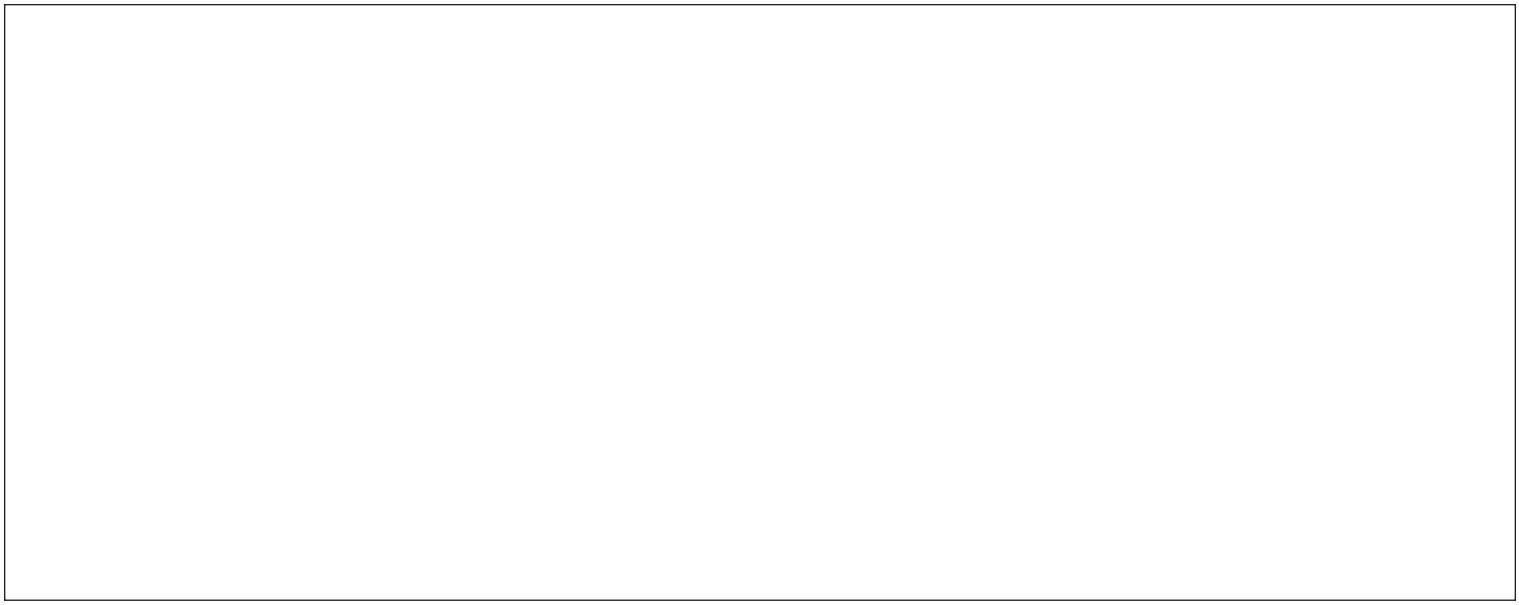

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Frames	Storyboard Frames	Action Notes	Dialogue	Time

Frames	Storyboard Frames	Action Notes	Dialogue	Time

Sketch

Sketch

THUMBNAIL SKETCHES

Develop Further

Sketch

Sketch