

1. Record Nr.	UNINA9911126463703321
Autore	Torta Stephanie
Titolo	Storyboarding : turning script to motion / / Stephanie Torta and Vladimir Minuty
Pubbl/distr/stampa	Mercury Learning and Information, 2017 Dulles, Virginia ; ; Boston, [Massachusetts] : , : Mercury Learning and Information, , 2017 ©2017
ISBN	9781683923206 1683923200 9781683920403 1683920406 1-68392-040-6
Edizione	[2nd ed.]
Descrizione fisica	1 online resource (400 p.) : ill
Collana	Digital Filmmaker Series
Disciplina	791.43023
Soggetti	COMPUTERS / Interactive & Multimedia COMPUTERS / Programming / Games GAMES / Video & Electronic PERFORMING ARTS / Film & Video / General PERFORMING ARTS / Film & Video / Direction & Production
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Cover -- Half-Title Page -- Title Page -- Copyright Page -- Acknowledgments -- Contents -- Introduction -- Part 1: The Storyboard -- Chapter 1 - A Brief Background on Storyboards -- 1.1 - What are storyboards? -- 1.2 - Is there only one type of storyboard? -- 1.3 - Why use storyboards? What makes them Important? -- 1.4 - What is portrayed in a storyboard? -- 1.5 - Are storyboards different for animated movies or in different fields? -- 1.6 How are storyboards evolving for the future? -- Summary -- Review Questions -- Discussion / Essay Questions -- Applying What You've Learned -- Chapter 2 - Producing the Storyboards -- 2.1 - Where to start a storyboard project? -- 2.2 - Who should be involved? -- 2.3 - What information needs to be gathered? -- 2.4 - Understanding the shot list -- 2.5 - Common

types of camera shots -- 2.6 - Descriptions and examples of common camera shots -- 2.7 - How detailed do the storyboard drawings have to be? -- 2.8 - Who benefits from storyboards and why? -- Summary -- Review Questions -- Discussion / Essay Questions -- Applying What You've Learned -- Part 2: The Project Overtime -- Chapter 3 - Preproduction -- 3.1 - Information gathering -- 3.1a - The Overtime script without notation -- 3.1b - The Overtime shot list unmarked -- 3.1c - Location diagrams. Talent and location photographs -- 3.1d - Prop and wardrobe list for the project Overtime -- 3.1e - A director meeting with the storyboardartist during preproduction -- 3.2 - Refining the information -- 3.2a - The Overtime script with director notation -- 3.2b - The script to rough storyboard comparison -- 3.2c - The shot list to storyboard comparison -- 3.2d - Location and talent photographs to storyboard comparison -- 3.2e - Prop and wardrobe photographs to storyboard comparison -- Summary -- Review Questions -- Discussion / Essay Question -- Applying What You've Learned.

Chapter 4 - Production -- 4.1 - Day of the shoot of the short film, Overtime -- 4.2 - Storyboard-to-actual shot comparison -- 4.3 - Updated boards because of on-site changes -- 4.4 - The shot list-to-film comparison -- 4.5 - Cast and crew credits for Overtime -- Summary -- Review Questions -- Discussion / Essay Questions -- Applying What You've Learned -- Part 3: Additional Uses and Technology -- Chapter 5 - Storyboards in Video Gaming, Motion Graphics, and E-Learning -- 5.1: Storyboard Use in Video Gaming -- 5.2: Storyboard Use in Motion Graphics -- 5.3: Storyboard Use in Animatics and Motion Comics -- 5.4 - Storyboard Use in Electronic Learning -- Summary -- Review Questions -- Discussion / Essay Questions -- Applying What You've Learned -- Chapter 6 - Technology Used in Creating Storyboards -- 6.1 - Conceptualizing for visual effects (VFX) -- 6.2 - Digital creation with graphic touch tablets and screens -- 6.3 - Computer software for storyboard and animatic rendering -- Summary -- Review Questions -- Discussion / Essay Questions -- Applying What You've Learned -- Appendices -- A - Glossary -- B - Miscellaneous -- DVD information -- Blank storyboard frames -- Storyboard practice frames -- Extra scripts -- Additional Exercises -- Cast and crew biography -- References -- Credits -- Index.

Sommario/riassunto

This revised text is designed to demonstrate the process of converting static images to an effective animation of characters and effects. Unlike many of its competitors, Storyboarding uses the accompanying DVD to show the storyboards in conjunction with a final short film and script. Material on game scripting, Motion Graphics, and Web comics has been added. The text and tutorial disc take an in-depth view on the step-by-step process for developing characters, scenes, and camera angles through the full production of a finished project. The book includes numerous techniques for analyzing scripts, provides a comprehensive look at the various types of storyboards, and covers methods used in both film-making and video game storyboards. Features:- Uses the companion DVD with an original short film, Overtime, to demonstrate the storyboards in conjunction with the script- Includes video game, motion graphic, animatic, motion comic, and e-learning storyboards with selected sample projects- Loaded with projects, figures, tips, and interviews that offer practical advice- Includes in-text commentaries on the storyboards by both the director and artist- Includes a comprehensive glossary of key terms used in the film industry