

Different Types of Storyboards used in Filmmaking

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Introduction

Storyboarding is one of the oldest methods of preplanning a film. However, storyboarding is not one, but there are several. This is because storyboarding is utilized to preplan the whole process of filmmaking, and different situations require different planning. A particular scene shot from various angles, at different locations, times of the day, and for different purposes will utilize different storyboards. These storyboards are essential in saving the directors and producers a lot of time when doing the actual filming. Film production is like telling a story with a flowing event depending on the production type. There are single-strand productions and multiple-strand productions. Single-strand is the storytelling involving a single character, while multiple-strand involves different characters telling different stories that come together as one. Storyboarding is essential to both these production types (Hart, 2007).

Animatics

This type of storyboard requires a series of sketches, often hand-drawn, to visualize film shots. This is one of the simplest and most common storyboard types. Animatics goes further by arranging storyboard frames in sequence and playing them with approximate timing. This allows the filmmaker to see the proposed visual flow before production begins.

Animatics are useful because a filmmaker can experiment with camera position, timing, movement, and editing before expensive filming starts. The process helps directors and editors identify weak transitions or missing coverage. It may also include temporary dialogue, music, and sound effects to evaluate rhythm.

Another critical element of animatics is that it allows for using music and sound when doing trials. This makes the production even more comfortable since the filmmaker can insert all they need in the film, time it, and watch the visual flow of the test. This is done with less struggle since it is automated, and once a perfect draft is made, the filmmaker embarks on editing the original work, with the guide of the storyboard. They can make an exact estimate of time, which is essential, and they have an immediate step-by-step guide to make a perfect film. Animatics can be described as a collection of sketches put together to make a complete story used as a benchmark for actual filmmaking.

Although animatics is not a favorite in the film production industry, it is one of the best tools. It is not

a favorite because it has been overridden by the various technological advancements that happen every day in the industry. However, it remains one of the most accessible storyboarding tools in the film industry. It doesn't need a lot of technical knowledge, and its working mechanism can be easily grasped.

Another advantage of using Animatics is its software is easily accessed compared to others, which are technical and sometimes not open to all users. Animatics are best for people who are new in the film industry and are seeking comfortable but convenient ways of filmmaking before they advance to the next stages that require complex features of storyboarding. Another advantage of animatics is the filmmaker can feel in position while making the film. They can flow with the film so well that they can edit where necessary while making the story so that they have a perfect product by the end. Animatics are also time-saving since one can efficiently use it. Hence they do not waste a lot of time (Glebas, 2008).

Animatics also correctly utilize different camera angles; for example, when shooting conversations, it allows for neutrality, especially in short talks. With this, one can focus their attention on the essential character, and when the audience is viewing, they can get fixated on the film because every shot taken has been well made to attract and keep their conversation. This storyboard's end game is for the long run. Other than the necessary shots, animatics allow for reverse angle shots where the motive of the filmmaker is to make the audience fixated on one character hence their focus on them. Animatics create perfect imagery for the filmmaker according to instructions and results in an ideal scene when all the sketches are put together in the correct order and visual flow.

Digimatics

Digimatics is so much like animatics. Like animatics, it utilizes sketches and digital images to create a perfect visual flow. One significant advantage of using dogmatics is the ability to develop the whole film and view it before deciding on what changes ought to be made. They are called test films. This makes the entire filmmaking process so easy since they can make the changes needed and experiment with different imagery and visual techniques. Dogmatics is one of the favorites when it comes to storyboards in the film production industry. Digimatics is essential since it helps a filmmaker cut costs. This is because some films can be very costly, and it is necessary for a filmmaker to have a bright blueprint that will save them from redundancy, which will otherwise make the whole filmmaking expensive.

As mentioned earlier, dogmatics utilizes sketches just like animatics, it places digital images in place of the sketches, and they are then lined up in a proper sequence to create a complete scene. With this, the filmmaker can get a complete visual flow of the film they are making, and they can figure out areas of weakness that need changing. It is essential because mistakes are noticed early in the process and can be corrected before the producers are too deep into the filmmaking process. The visual flow offered by dogmatics allows for a filmmaker to create a sense of timing and they can come

up with a test film that is exactly what they need their end product to be. Digimatics is commonly used in the production of advertisements. As mentioned earlier, this storyboard is familiar with high-budget projects, hence the need for attention to detail and test results to ensure the final product is exactly what the investors want.

It also allows for a smooth transition between wide and medium shots. This transition is usually meant to capture the audience's attention so much since it brings them closer to their character's life. Connecting the various types of shots is very easy with dogmatics since it is excellent for visual flow. With this, one can completely capture the attention of their audience, and they can now relay the message they intended to. It is one of the easiest storyboards to use when it comes to showing emotion, conversation, and location. It allows for over-the-shoulder shots, essential in connecting two characters and their location through conversation.

Dogmatics is a clear example of how technology is essential in preplanning the filmmaking process. Without such a storyboard, there are chances of redundancy, and the filmmakers have to grapple with the costs of repeating a process over and over again physically before finding a perfect result. Planning helps in saving money and time. Digimatics perfectly offers this and much more. Besides being time-saving, a filmmaker can experiment with different imagery and visual enhancements. They can do this without having to alter the main film but experiment with this storyboard provided by technology. With this, they can try out different film editing techniques and transitions until they can come up with the best.

Digimatics helps the directors and producers a lot since having a final copy of what they need saves a lot of time during the shooting process. The storyboard's results are used to direct the crew during shooting, saving time without compromising the quality of the film. This is one of the best technological advancements in the film industry.

Photomatic

This type of storyboard utilizes still images arranged in a particular sequence, and the filmmaker gets to judge whether the story flows and whether the images appear in that order. With this, they can make the necessary changes and include the timing and image sequence. Photomatics uses a digital camera to capture the images, making it comfortable and convenient for the filmmaker since they do not need to adjust the aspect ratios of the images to fit in the storyboard, and they are automatically edited. The transitions are carefully chosen by the filmmaker, and using the correct software, they can make a complete story and view it, then edit out all imperfections.

This storyboard is also conventional in advertising because it can perfectly utilize images, which is common in advertising. As mentioned earlier, advertising jobs are costly, and there is a need to consider pre-production before actual filming to save on extra costs that may be accrued courtesy of redundancy. Photomatics offers the best pre-production platform, especially for such work.

Advertising jobs require beautiful imagery and professionally done transitioning to capture the attention of the desired audience. Photomatics offers this and more since it also allows for the filmmaker to edit out flaws and come up with a final pre-produced complete film. This enables investors to view and approve of it and whether the project should continue to completion or not.

This storyboard has two significant advantages that have been mentioned. One is the fixed aspect ratio and the ability to use various new camera angles. This is because this storyboard utilizes the camera a lot, and in the process, one can discover multiple camera angles that are better than they had previously planned. The ability to make new and better discoveries makes this storyboard essential to filmmaking because camera angles and imagery are critical in making short films that rely on images to thrive in sending the intended message, i.e., advertisements.

Another advantage of photonics is it increases imagination. With every image and step comes new ideas. This makes the storyboard one of the filmmakers' favorites because this field requires a lot of imagination and creativity. Photomatics encourages both, and when used in the pre-production process, the final product is perfect. Innovativeness is very important in the film industry, and this storyboard invokes innovativeness in its users. Without being innovative, one cannot survive in the highly competitive advertising market, and thus most filmmakers will choose to work with this so they can explore the many possibilities that come with Photomatix (Halligan, 2015).

Because such storyboards are excellent for productions that require one to capture the attention of the audience, photonics makes the best cutaway shots. This camera shot is done at an angle that lets the filmmaker drive away the viewer's attention from the characters closer to the screen to the characters far away. This is usually done to support a story or introduce another angle to the story. The director of the film will always do this to create chaos in the mind of the viewer and keep them guessing what the character at an indirect means to the current storyline.

Photonics is also very time-saving since it uses the computer. With this one can be able to experiment some transition styles, different camera angles in a short period. Other than this, they can make some rough draft films, and then the crew can compare which one is perfect before they settle on the final blueprint for the film. While this sounds like so much work, photomatics allows this to be done in the shortest time possible. It's a handy time-saving tool every filmmaker prides on.

Floating Storyboard

This type of storyboard is used of sketches drawn inside triangles. The triangles must match the aspect ratio required by the filmmaker. With these illustrations, the filmmaker can come up with every scene needed for the film to make it whole. This storyboard doesn't require much since it is unrestricted. This means it is possible to develop the sketches without the triangles. Most filmmakers prefer this open structure and may want to experiment a lot with it. It is straightforward and flexible and involves a lot less compared to other storyboards. This storyboard also invokes a lot

of unlimited imagination, and one can come up with many ideas when using it.

However, much every filmmaker would love to work with fewer restrictions and be allowed imagination to be as wild as possible, and a lack of order tends to create chaos. This means a lot of confusion; thus, arranging back up the scenes and the many ideas can be tasking. This, together with the fact that undoing the rectangles means one is working without considering the required aspect ratios, may make the editing process tedious and time-consuming. It was thus suitable for projects that are not time-sensitive. Besides this, the free storyboard requires unique skills and attention to detail. This means coming up with a perfect blueprint without following the rules can be tasking.

This kind of storyboard is also beneficial when the errors are detected and fixed in the early stages of filmmaking. This is because piling up the errors from the first stage will positively affect the subsequent scenes since the errors will be carried forward. This will affect the whole film. Other than this, there are various elements of this storyboard that encourage experimentation, which makes it one of the best when one wants to come up with perfect imagery and a final film. This storyboard expands drawings and limitless trials until one can settle for what one likes. This is because it allows the filmmaker to develop their images and edit them into a crisp edge-perfect form that they feel is impressive.

Floating storyboards are best suited for low-budget films where a filmmaker is allowed to take risks to break new ground. It provides for the production team to work together to try and see how far regarding quality diverting from the normal can get them. It is the best way to experiment with various camera angles and different shots while postponing the oblivious consequences of not working within the required aspect ratio. However, anyone who wants to learn and advance ought to be extraordinary and think outside the box. However, the sketches on a floating narrative perfectly advance the narrative and should be embraced by the various filmmakers. Using different perspectives and elaborate props, they can give the best results.

Most filmmakers are advised to stick to the use of triangles in this that fit the required aspect ratio of the film. This is because of the need to reduce errors and save time. For those who do not prefer using triangles, it is advisable to be unrestricted in the early stages of filmmaking when there is less work to do; thus, errors can be easily detected. Later in the process, it is critical to ensure that all the work fits the producer's required aspect ratio. Failure to meet this requirement will necessitate the need to start the process all over again to correct that since the film aspect ratio is critical in coming up with the perfect imagery for filmmaking.

Framed Storyboard

Knowledge of this storyboard is necessary for those who can work under rules and restrictions. This is because, with this storyboard, one is required to think inside the box. That means the rectangles drawn to the required aspect ratio limit the filmmaker's exploration boundaries. Anything they come

up with ought to fit in the aspect ratio. This is one of the most restrictive but useful storyboards. The filmmaker is limited to what they need to fit on the display screen. While most people may find a restrictive storyboard boring, it is a very useful element of filmmaking. This is because it encourages very few errors, hence saving time.

Other than being restrictive, some advantages come with using this storyboard. As mentioned earlier, there are fewer errors, hence saving time. It also encourages orderliness in the pre-production process. It allows the filmmaker to choose the sizes of the shots they need and work with them, which means they can choose something they are comfortable with. A framed storyboard is also essential because one can shuffle and reshuffle the various scenes as many times as possible until they meet the filmmaker's needs. This storyboard is one of the most orderly and gives perfect work when used (Christiano, 2012).

A framed storyboard allows for the use of various drawing and image computer software to make work easy. With this, one can make perfect scenes using the ideal rectangles well measured to the required aspect ratio, and then the filmmaker fits the scenes exactly how he wants them to appear. This means that when they are done with each stage, they do not leave behind a trail of a backlog.

It is called a framed storyboard because the many triangles made to fit the various scenes are like a collection of frames. This storyboard is excellent because it comes up with tidy and orderly work at the end of the pre-production process. This means when the filmmaker is on the ground doing the actual filming, they have a complete and perfect guide to how they should work. When the film is filmed, they can use the step-by-step guidance of the now printed and bind storyboard scene by scene. This minimizes errors even in the actual filming since all directions are embedded in the storyboard and interpreted by the directors. This storyboard is also essential in processing the correct imagery for every scene. In as much as there is no motion picture in the film process because a printout is used, it still offers a perfect visual flow of activities in the film and is an excellent filmmaking tool.

Another advantage of this storyboard is the filmmaker can regulate the aspect ratio according to the imagery they can offer. With this, they can work within their means and budget. This is because working without considering the aspect ratio can sometimes lead to one using high-definition imagery that they do not have the proper tools to provide. The fact that it confines the filmmaker to specific instructions and requirements, i.e., the use of rectangles and sticking to the aspect ratio, should be considered more of an advantage rather than a disadvantage.

Framed storyboards are great for films that involve a lot of intimate conversations, especially between two people. These involve close-up camera shots, and they work to bring out the emotions and reactions of the characters in the scene. Such shots are also meant to satisfy the curiosity of the audience by bringing them up and close to the characters. It makes them so engrossed, and the viewer feels like part of the film. This is because they can either relate to it or because the way the shot was made invokes a particular feeling or brings up a memory. This storyboard is the real epitome

of the fact that storyboards bring concepts and ideas to life. Without such, film production would be dull and lack of imagination would make the final products even more boring.

Conclusion

Before coming up with a storyboard, there are several things a filmmaker ought to consider. One is the type of shot. For example, a full shot is one that requires the filmmaker to reveal a lot about the location of the character. This means the character's whole body is captured and their location. This means the viewer can see so much of the scene's location. The surrounding environment is all about the place. Such shots are intended to capture the attention of the viewer so that they become engrossed in the film. This is one of the primary considerations when choosing the required aspect ratio and storyboard measurements.

Storyboarding is selling an idea visually. It is all about telling the story before actual filming. It is like setting the pace and pitching the concept up first before working on it. Shooting the actual film without storyboarding would be a cumbersome and boring redundant exercise. Storyboards tell the story of the filmmaker's work on it. It is like someone telling you a story as you act it out. It makes the filmmaker's work easy because they can consult every second of the film as they go on with the actual process. It is like a professional script that combines images and words that show the directors and the actors what to do, when, and how. Storyboards allow for the editing of wide shots to medium shots where the audience gets to understand the characters even better (Hart, 2007).

Proper knowledge and storyboard skills are essential for anyone wanting to make a high-flying career in filmmaking. It is the anchor of all the filmmaking activities. Without a storyboard, it is safe to say there is no film. This is because the characters' physical actions are even more important than the words. It is the action that is needed to make the film successful.

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