

Storyboard - O que é

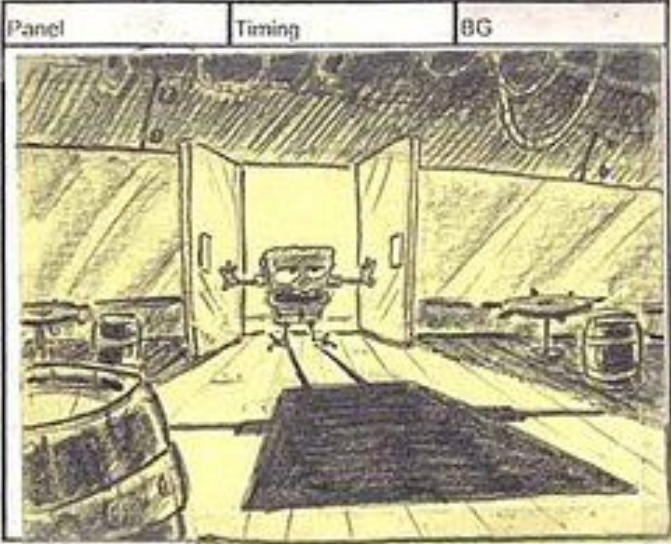
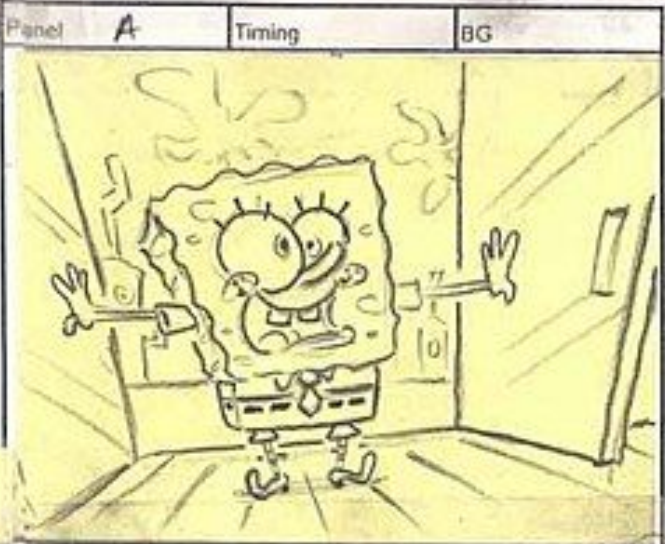
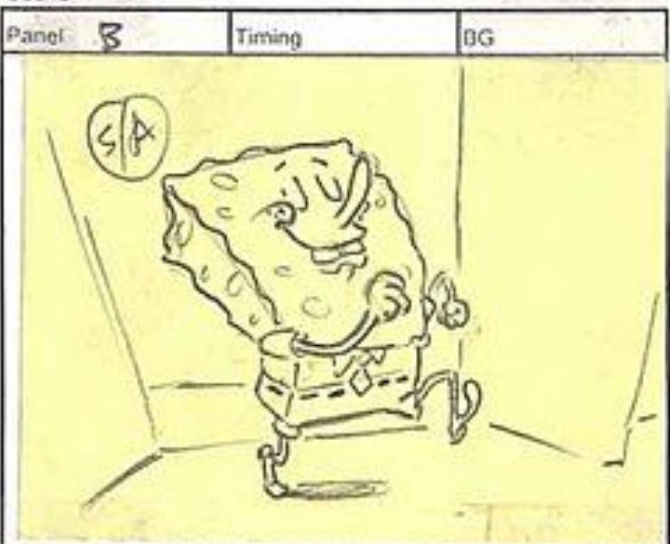


Storyboard - O que é

SPONGEBOY
No SCENE 39 AHoy!
Scene 38

NICKELODEON

PAGE 50

Panel	Timing	BG
		
CUT TO: FRONT ENTRANCE (DAY) SpongeBob stands in doorway (dramatic lighting)		
DIAL		
SPONGEBOY CONT. *I've been training my whole life for the day I could join the Krusty Krew. *(superhero voice)		
TRANS		
		
CUT TO CLOSE UP (DAY) regular lighting		
DIAL		
SPONGEBOY CONT. and now I'm ready!!		
TRANS		
		
SpongeBob proudly steps forward.		
DIAL		
TRANS		

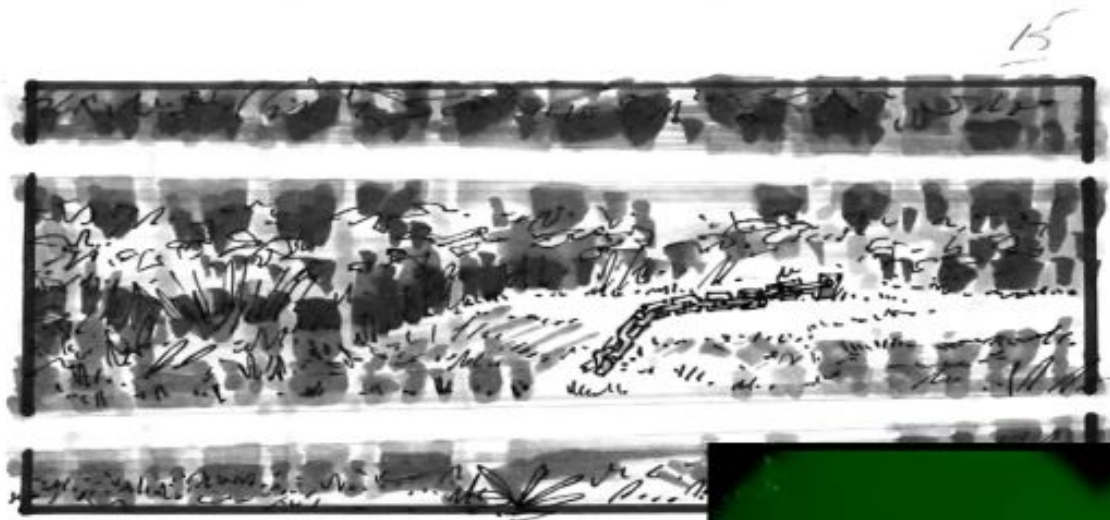
Storyboard - Exemplos: O filme no papel?



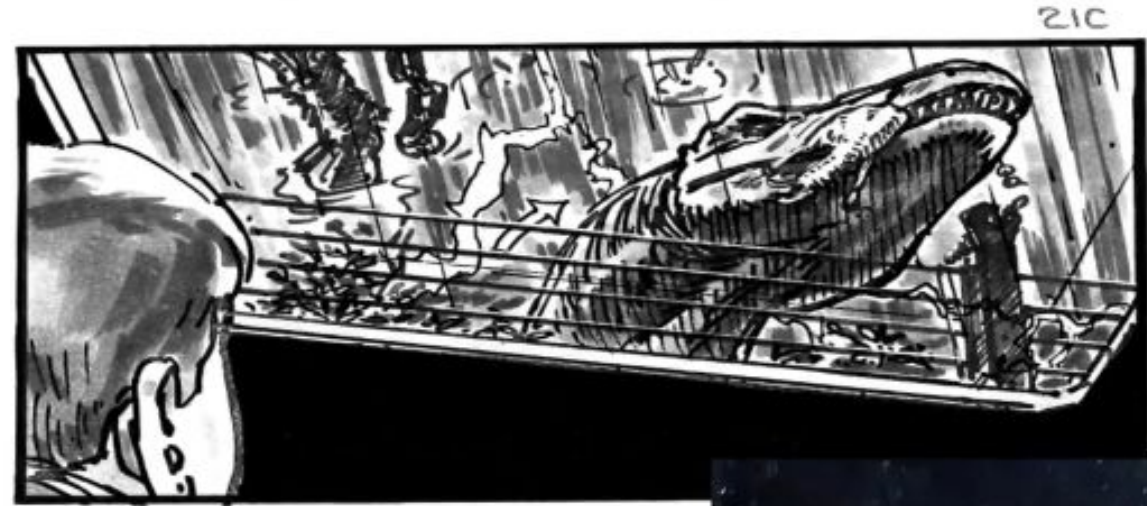
WIDE TO VEHICLES. REGIS RUNS
GERHARD IN SECOND



Storyboard - Exemplos: O filme no papel?



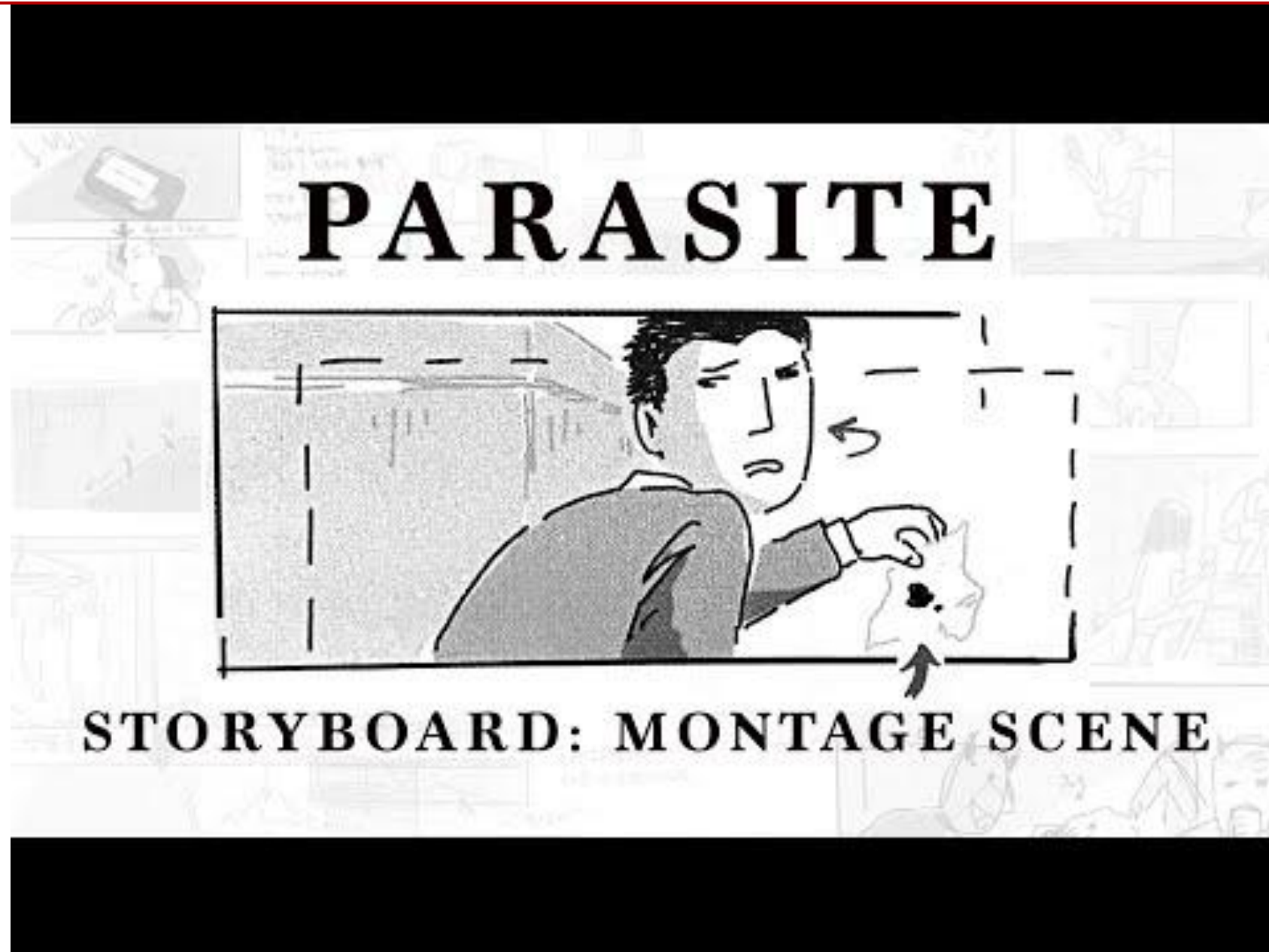
NIGHTVISION P.O.V.: THE CHA
BUT THE GOAT IS GONE!



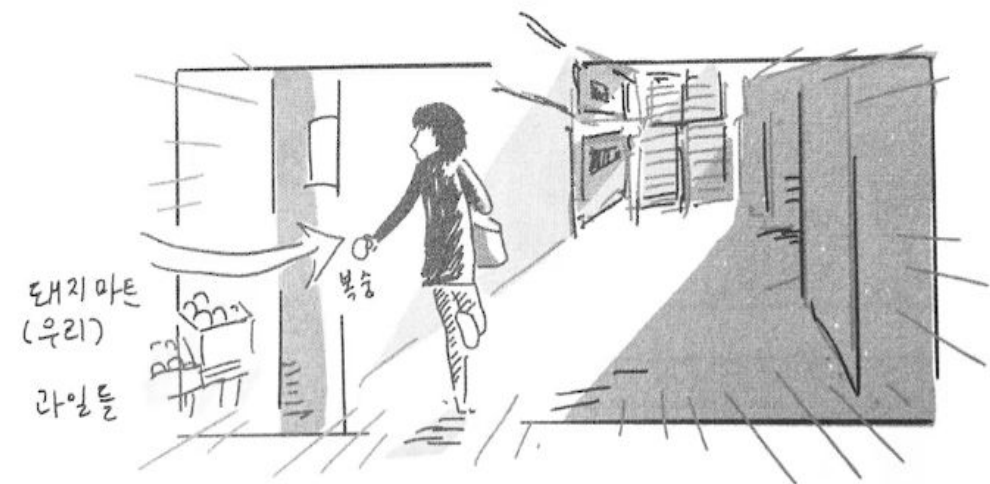
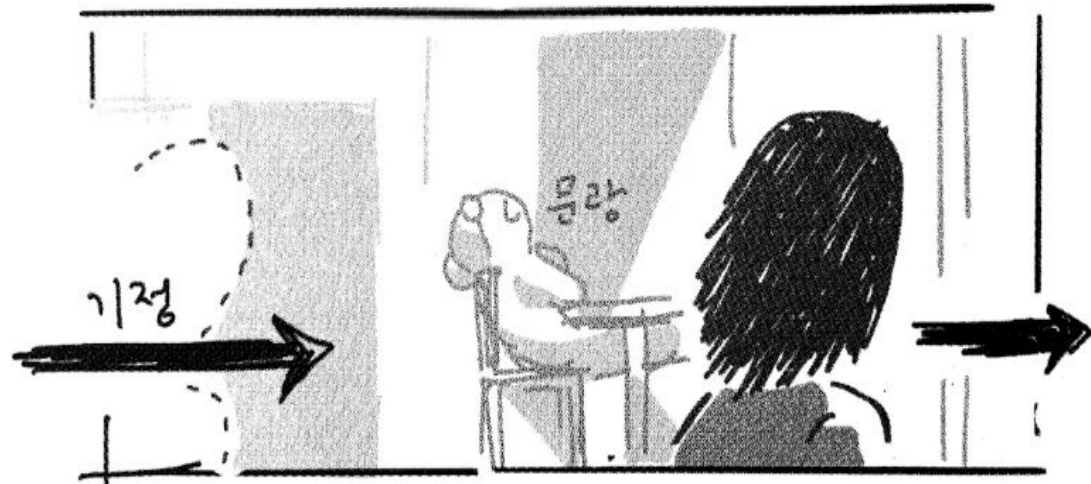
TIGHT OVER TIM UP TO ROOF
GOAT HANGING OUT OF IT
THE REX SWALLOWS THE GOAT
GULP.



Storyboard - Exemplos: Direção dos olhos



Storyboard - Exemplos: Direção dos olhos



Storyboard - Exemplos: Expressões faciais



Storyboard - Exemplos: Expressões faciais



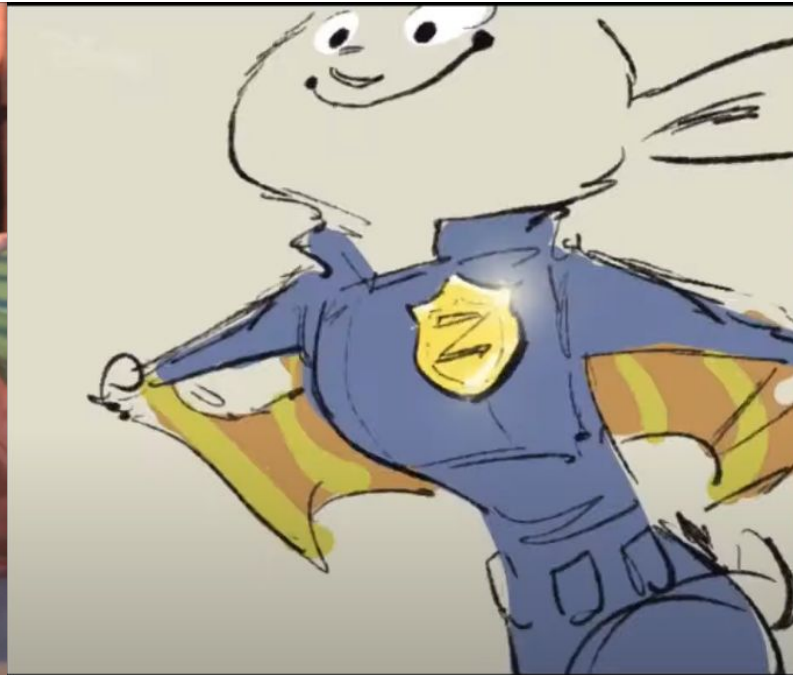
Storyboard - Exemplos: Expressões faciais



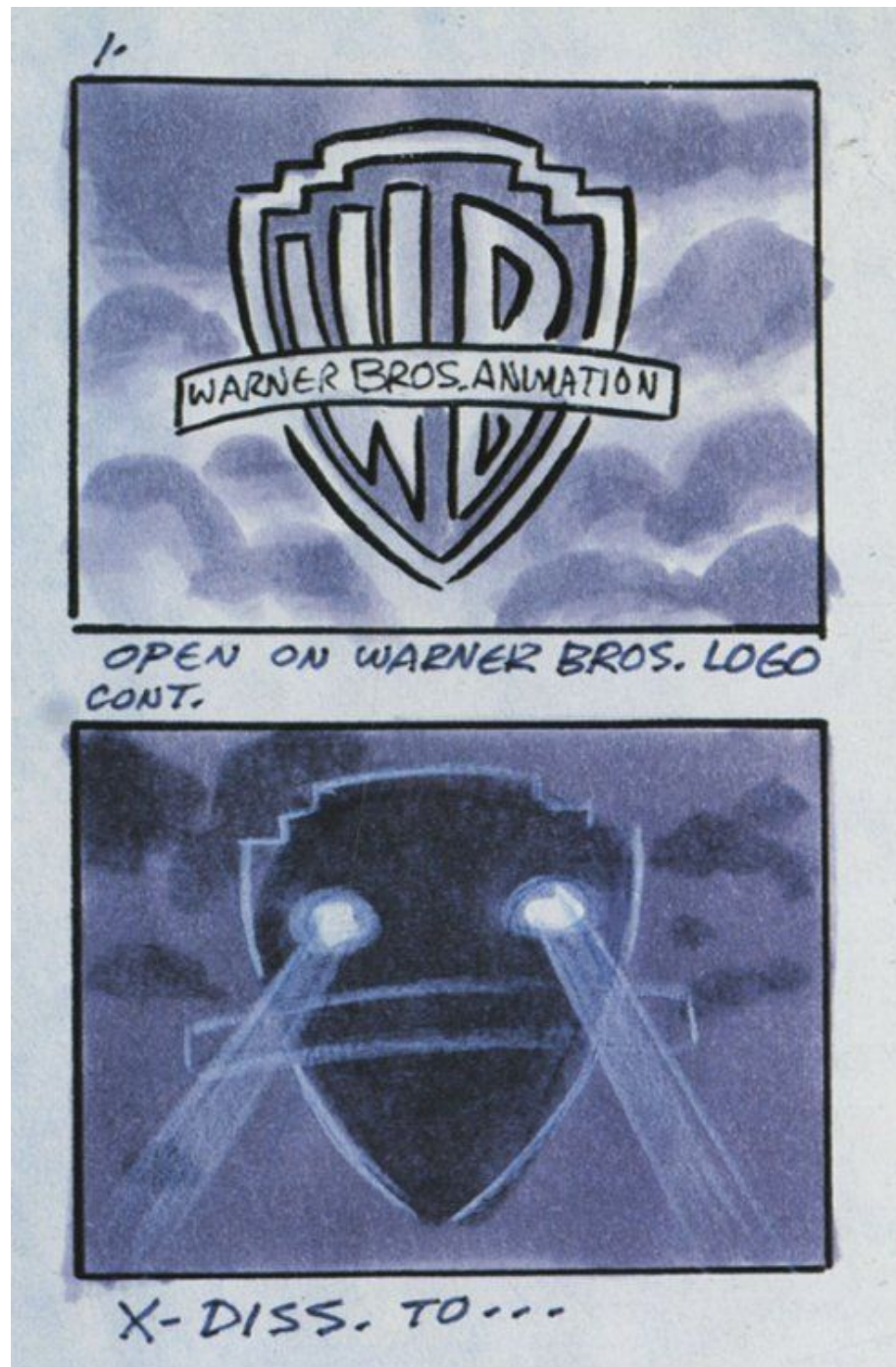
Storyboard - Exemplos: Pacing e timing



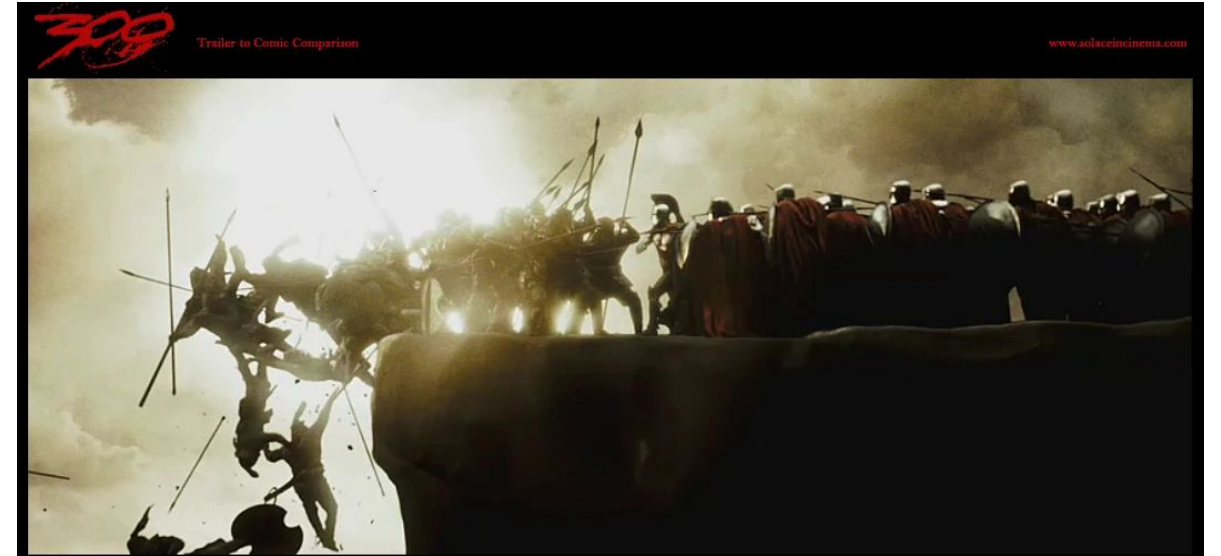
Storyboard - Exemplos: Pacing e timing



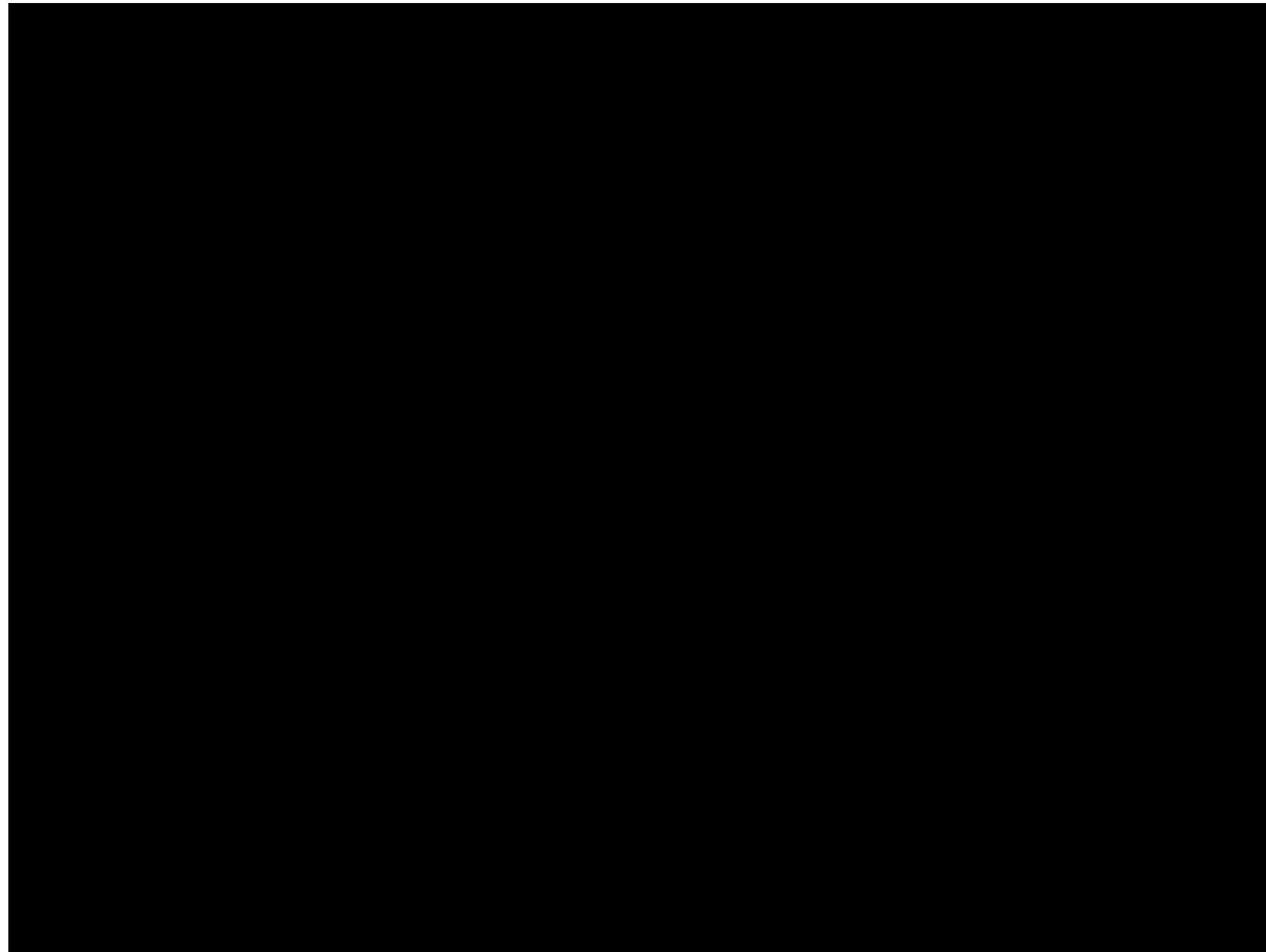
Storyboard - Exemplos: Pacing e timing



Storyboard - Exemplos: Material fonte



Storyboard - Exemplos: Material fonte



Storyboard - Exemplos: Video Games



Don Milligan Illustration Ltd
storyboards and concept art
client: Naughty Dog
project: Uncharted 3: Drake's Deception
description: opening scene

UNCHARTED 3
DRAKE'S DECEPTION



Wide: London street. (rainy) Drake and Sully walk towards camera



Overhead: Drake and Sully move through frame bottom to top



CU: shoe splashes puddle



Drake and Sully (soft foreground) move past meat packer

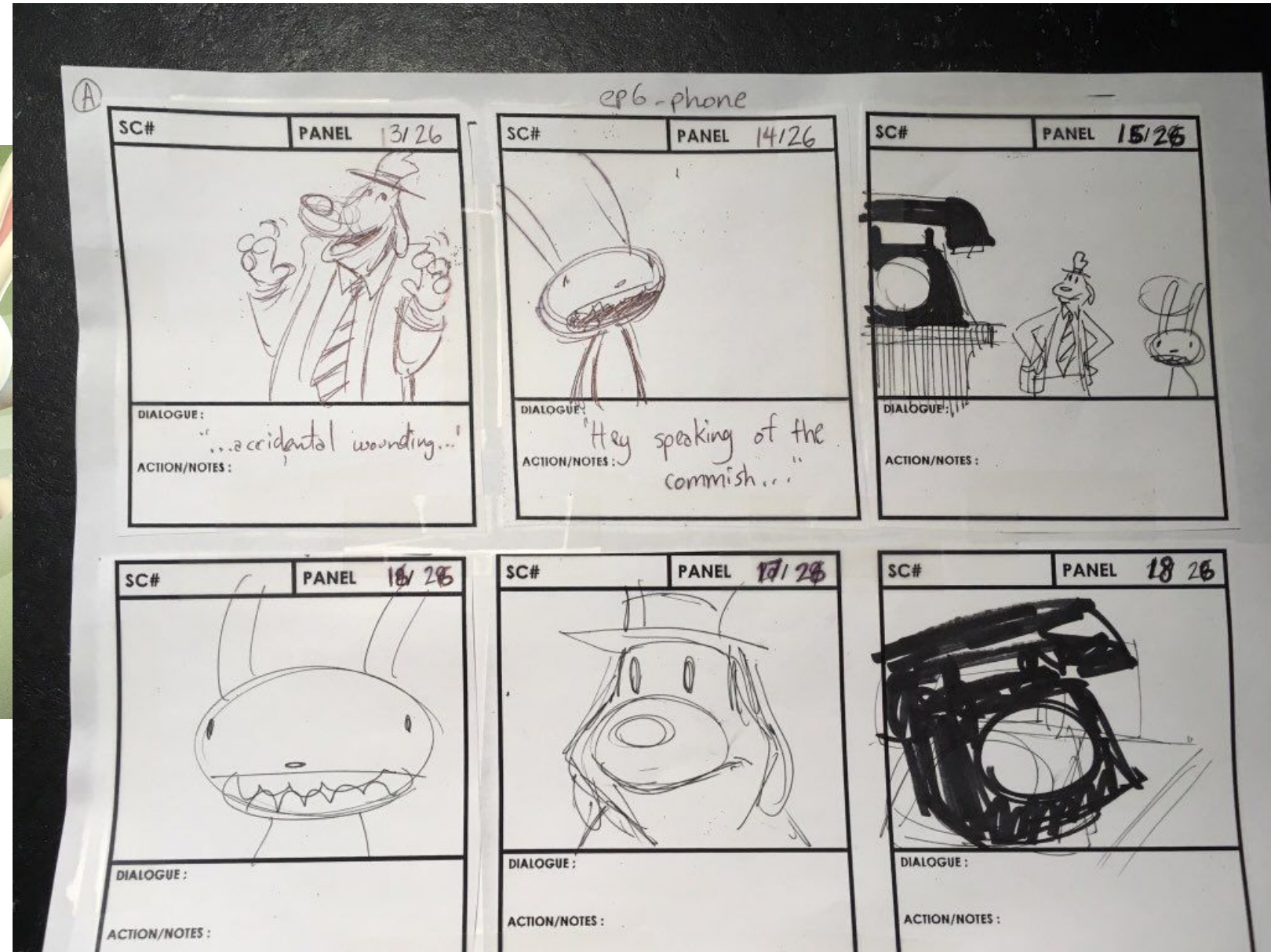


cigar tossed - debris in foreground

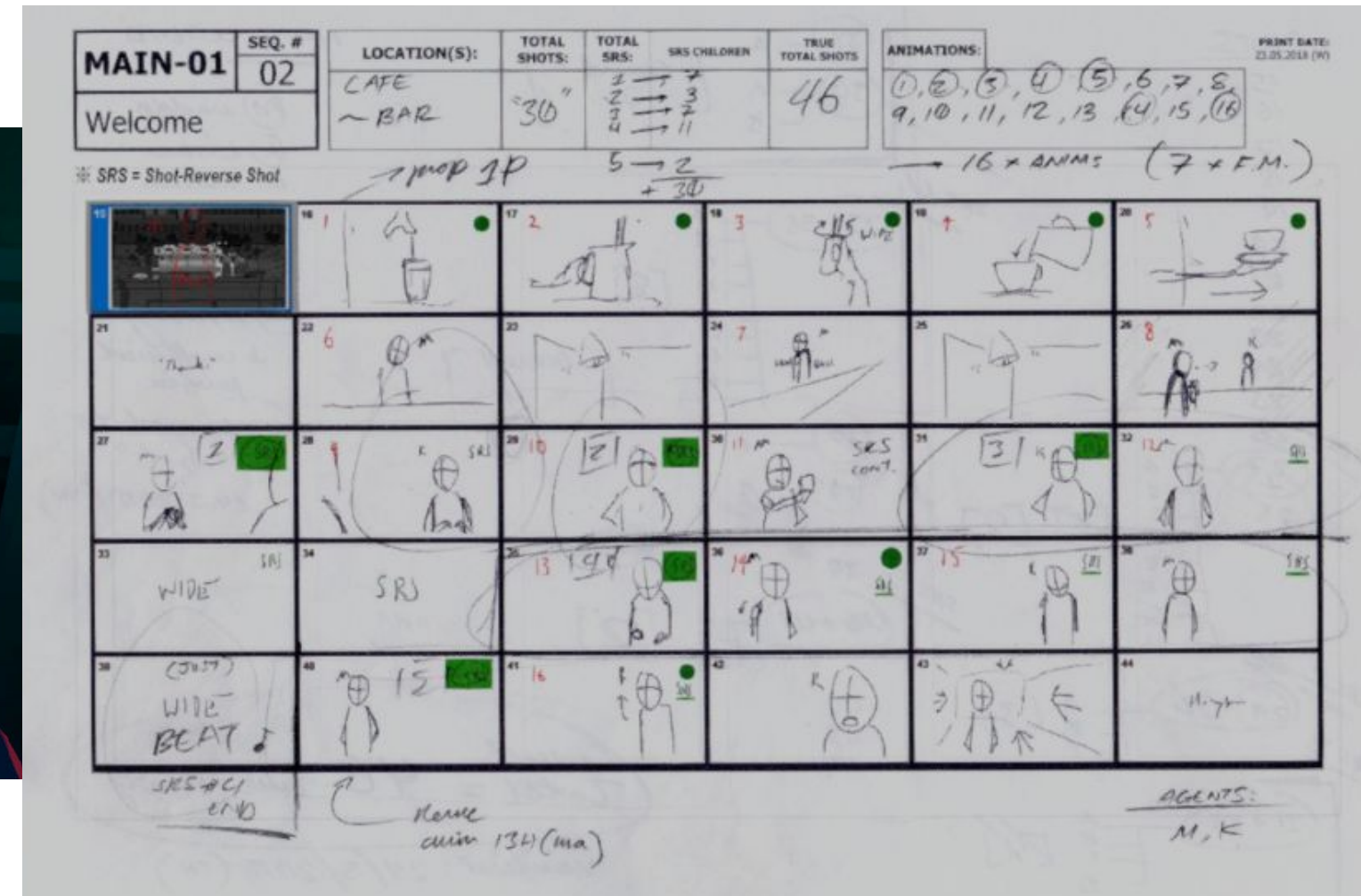


guys reflected in London taxi

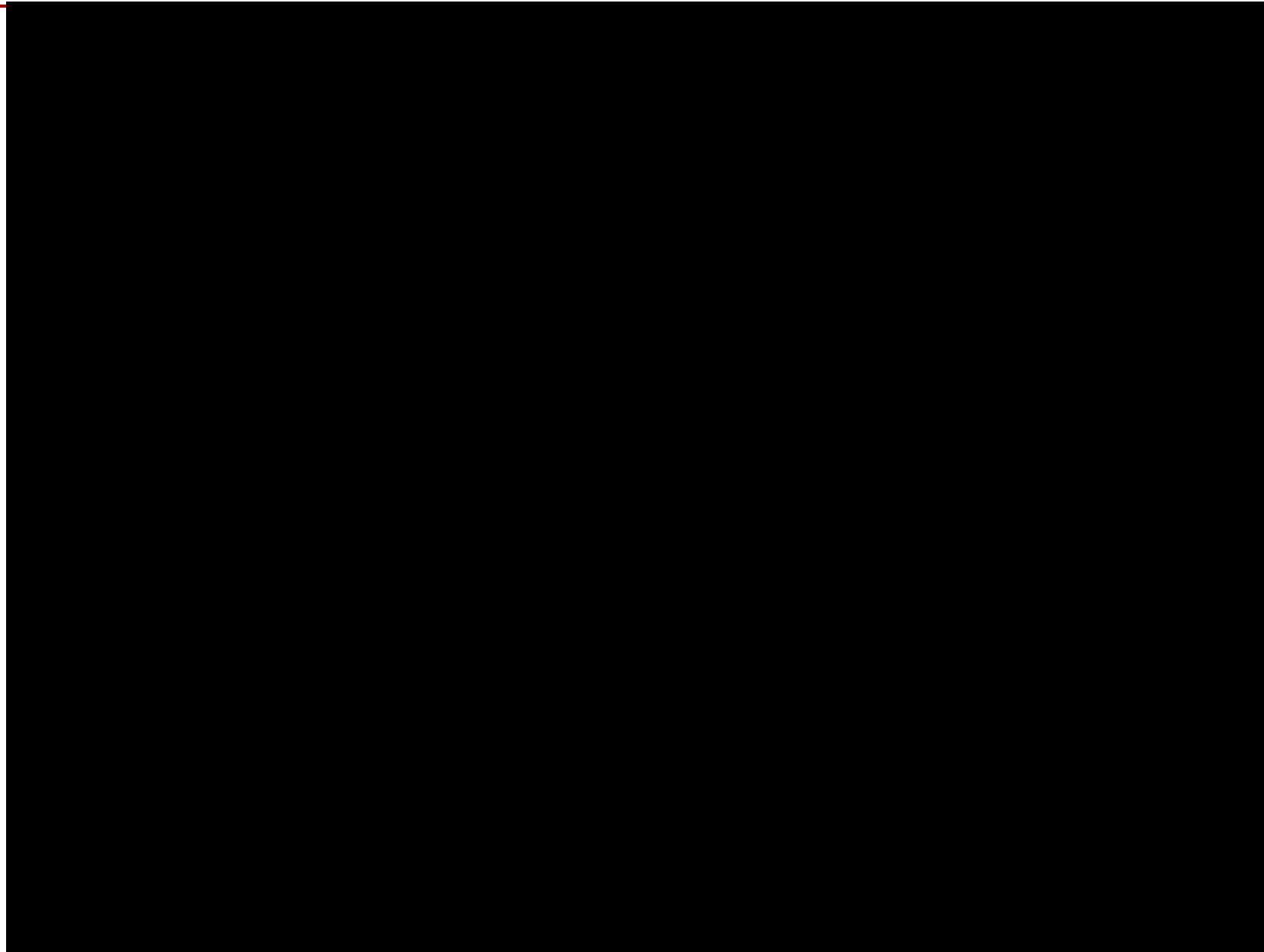
Storyboard - Exemplos: Video Games



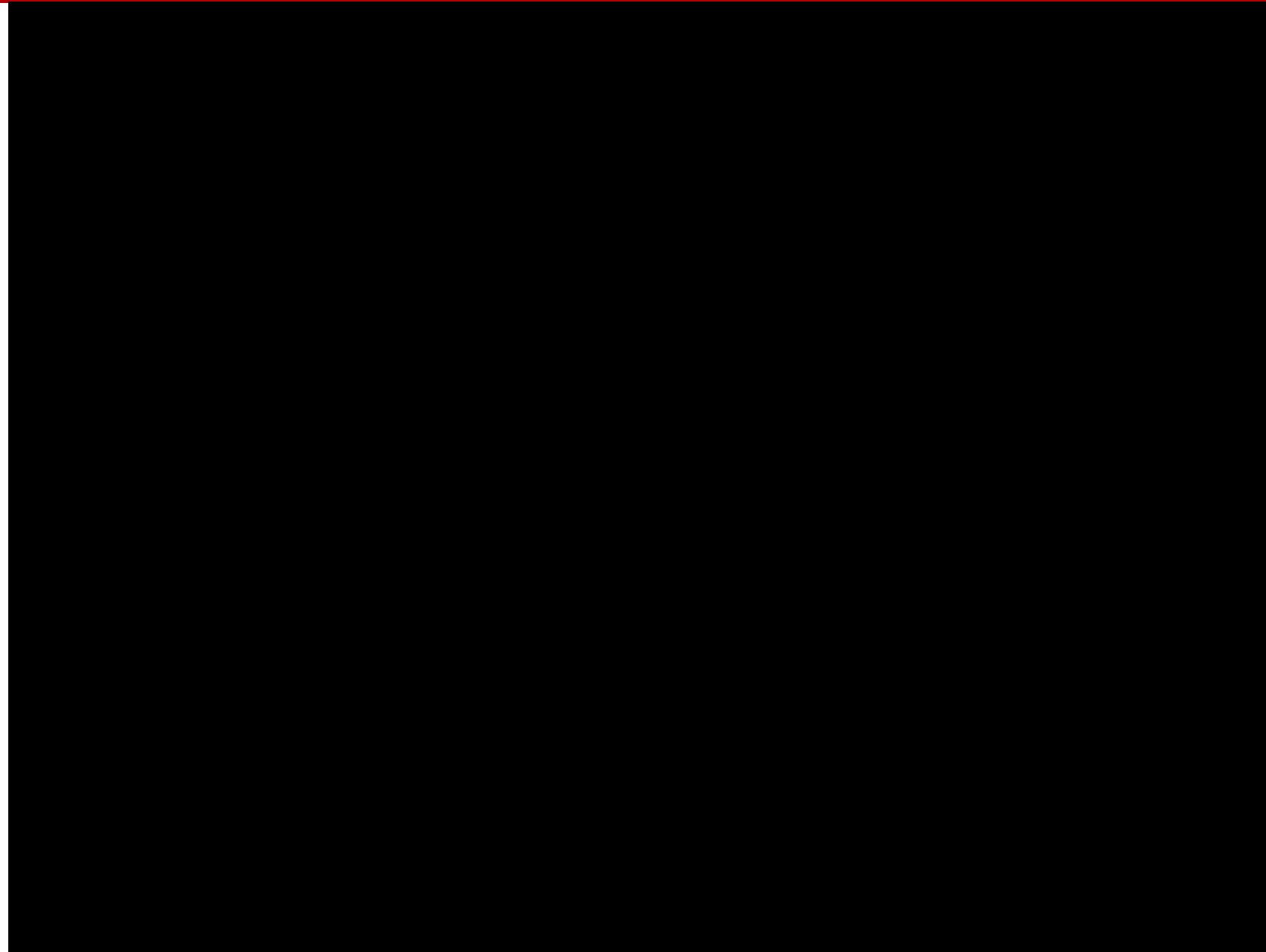
Storyboard - Exemplos: Video Games



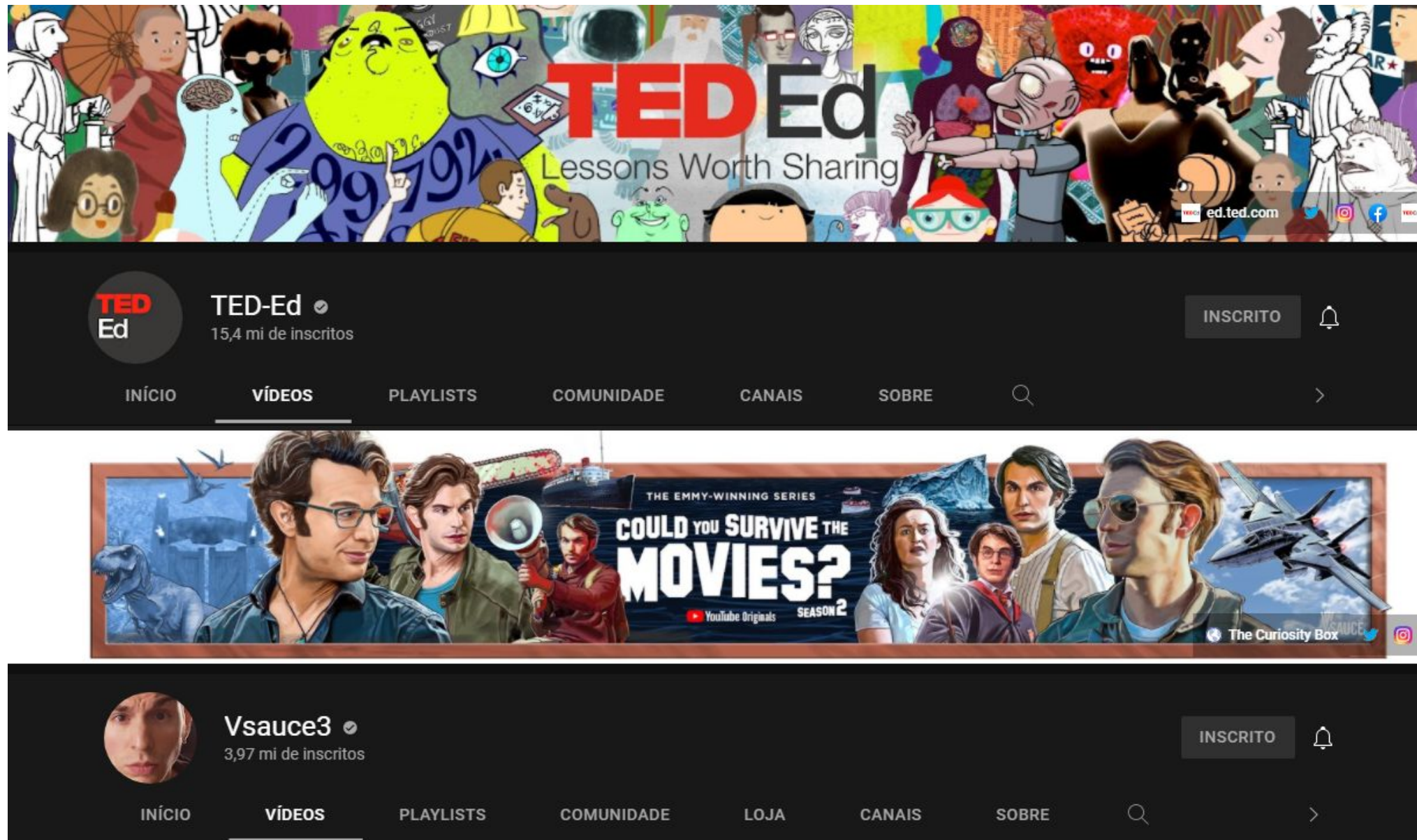
Storyboard - Exemplos: Resolução de problemas



Storyboard - Exemplos: Divulgação



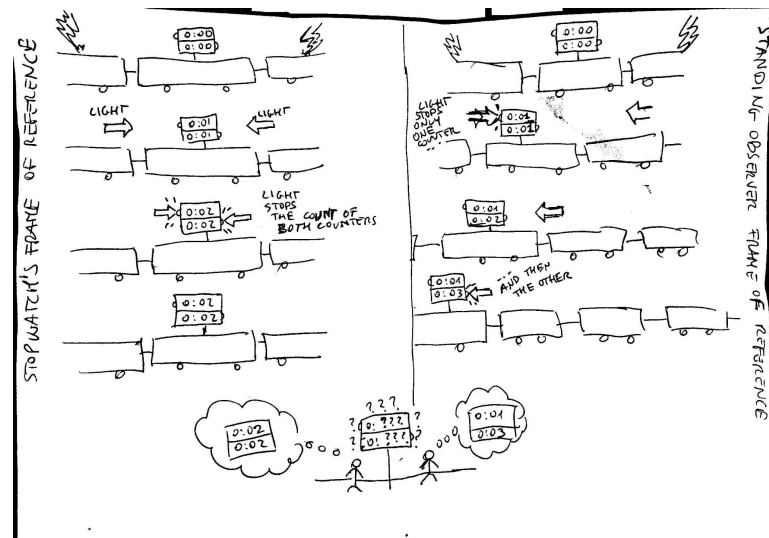
Storyboard na divulgação científica



Há storyboard na ciência?

Targeted Construction Storyboards in Semantic Fieldwork

Strang Burton and Lisa Matthewson



The case for creative, visual and multimodal methods in operationalising concepts in research design: An examination of storyboarding trust stories

Rachel Ayrton

Storyboards and Science: Introducing the Planetary Data Storyboard

Show affiliations

King, T. A. ; Del Villar, A. ; Alkhawaja, A. ; Grayzeck, E. J. ; Galica, C. ; Odess, J. ; Erickson, K. J.

Há storyboard na ciência?

Singularity

At the very centre of a black hole, matter has collapsed into a region of infinite density called a singularity. All the matter and energy that fall into the black hole ends up here. The prediction of infinite density by general relativity is thought to indicate the breakdown of the theory where quantum effects become important.

Event horizon

This is the radius around a singularity where matter and energy cannot escape the black hole's gravity: the point of no return. This is the "black" part of the black hole.

Photon sphere

Although the black hole itself is dark, photons are emitted from nearby hot plasma in jets or an accretion disc (see below). In the absence of gravity, these photons would travel in straight lines, but just outside the event horizon of a black hole, gravity is strong enough to bend their paths so that we see a bright ring surrounding a roughly circular dark "shadow". The Event Horizon Telescope is hoping to see both the ring and the "shadow".

Relativistic jets

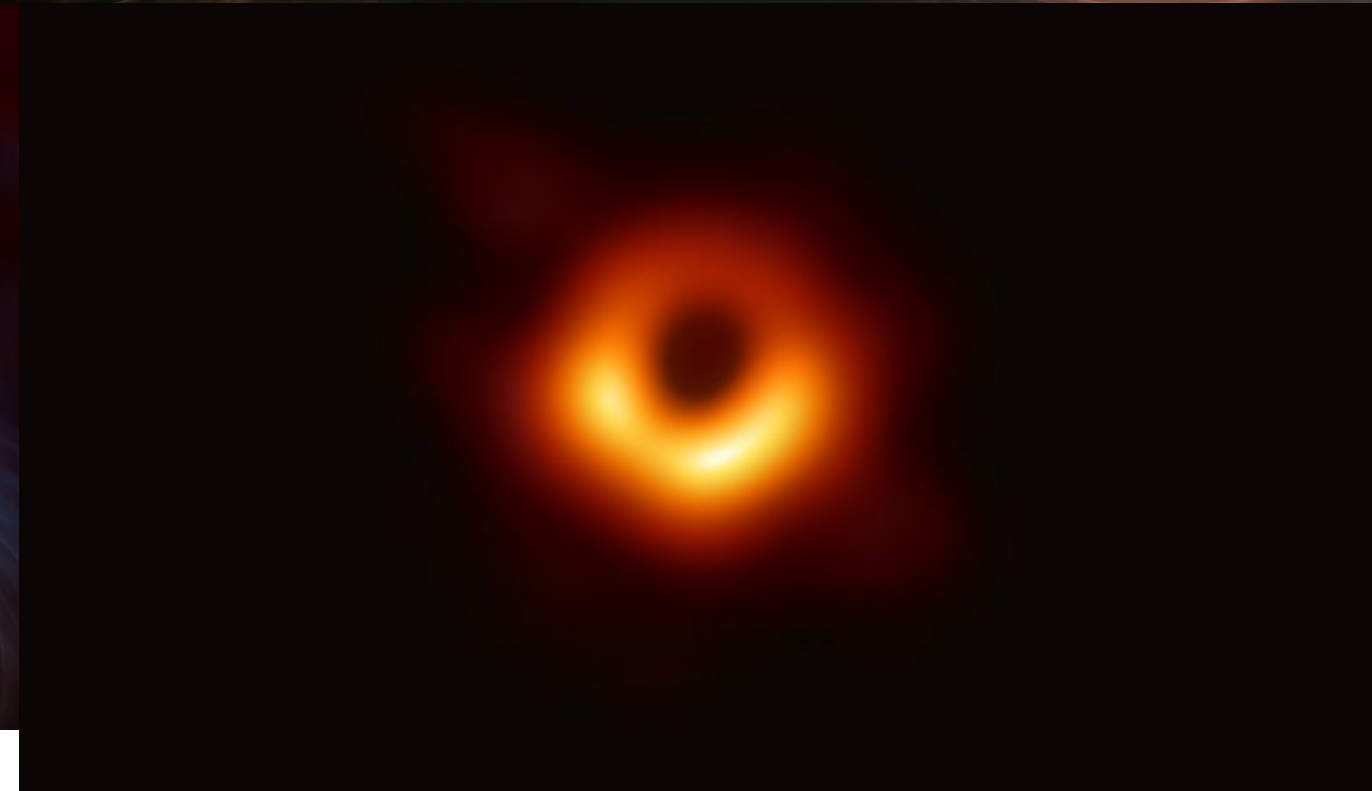
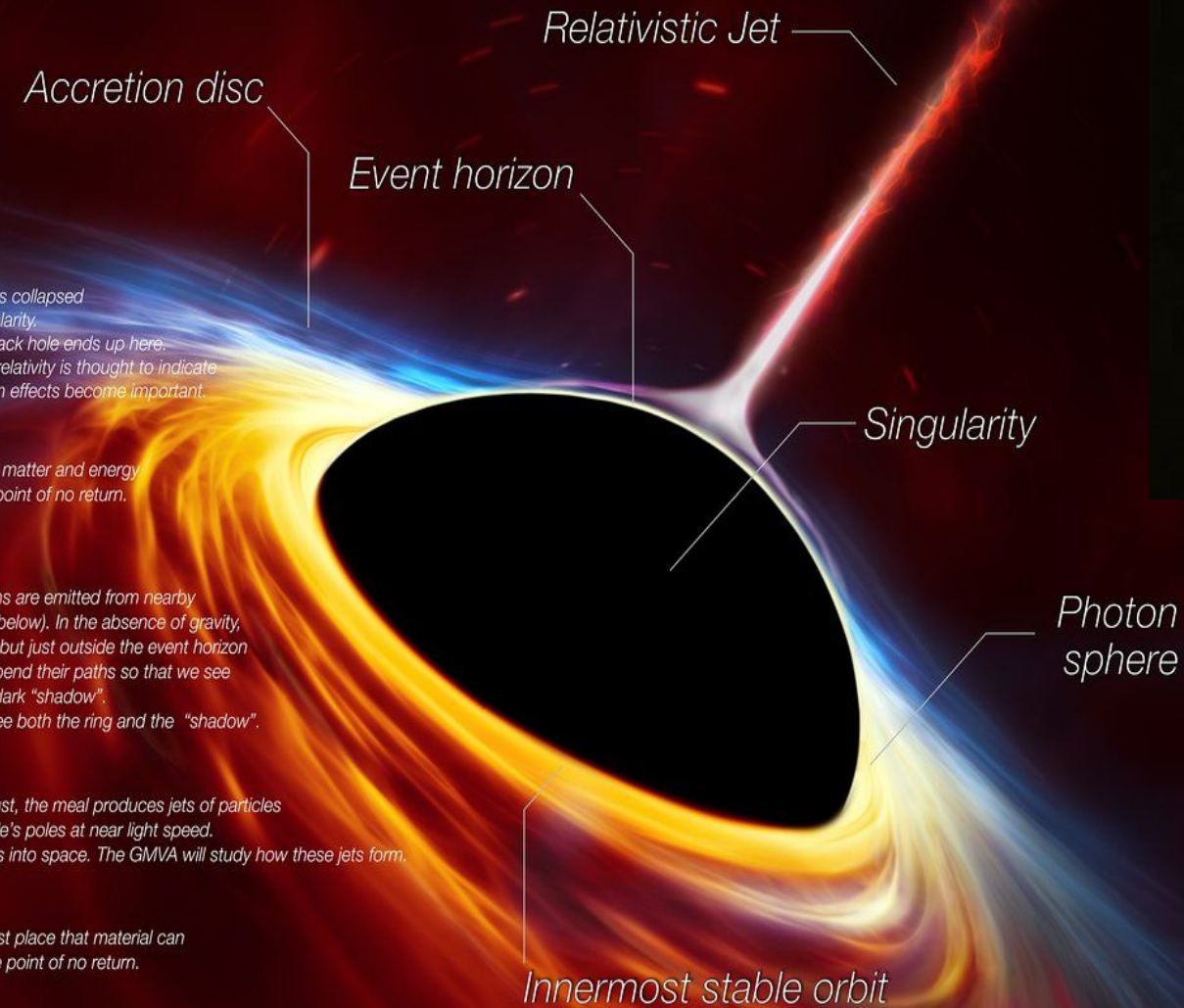
When a black hole feeds on stars, gas or dust, the meal produces jets of particles and radiation blasting out from the black hole's poles at near light speed. They can extend for thousands of light-years into space. The GMVA will study how these jets form.

Innermost stable orbit

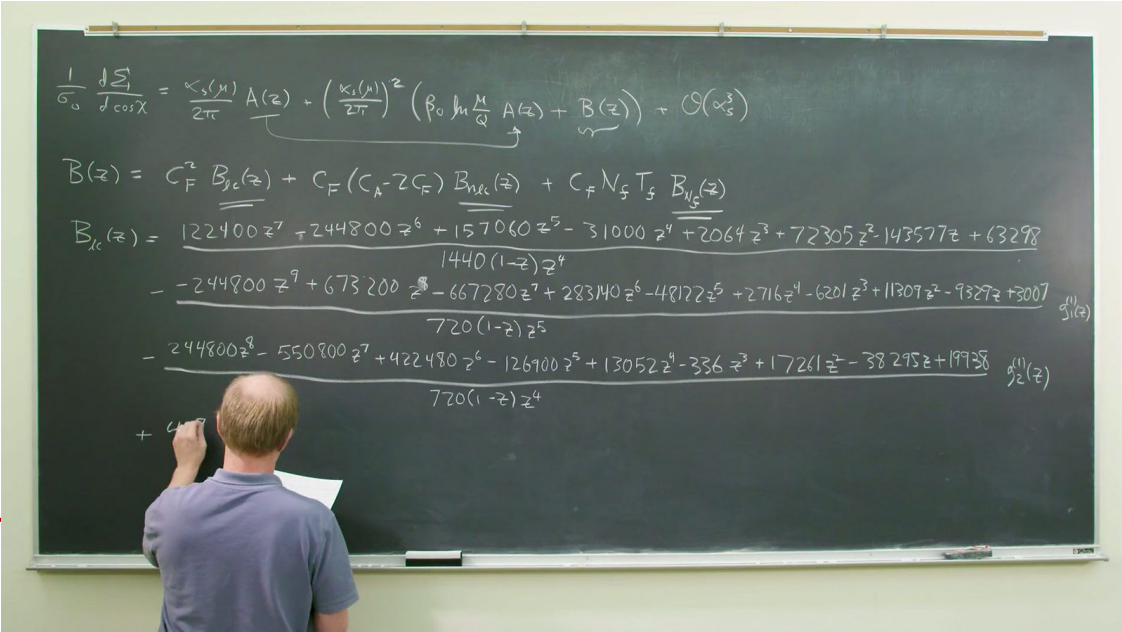
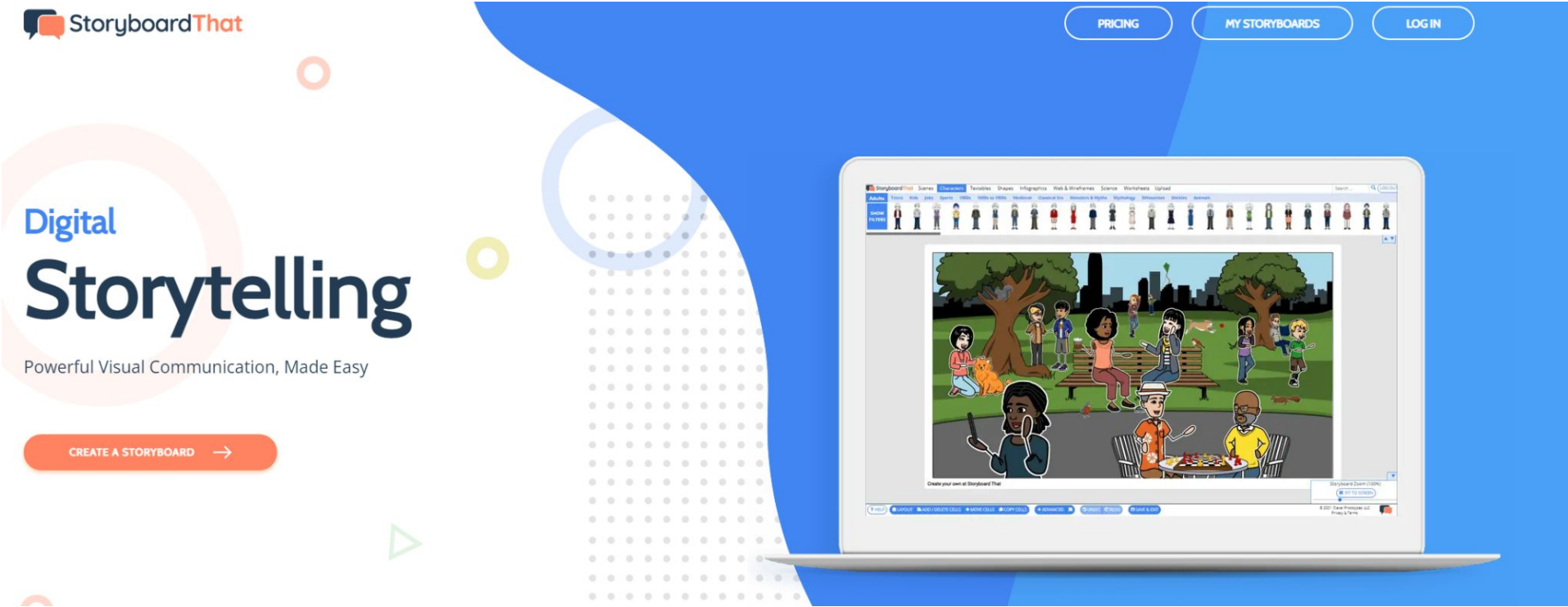
The inner edge of an accretion disc is the last place that material can orbit safely without the risk of falling past the point of no return.

Accretion disc

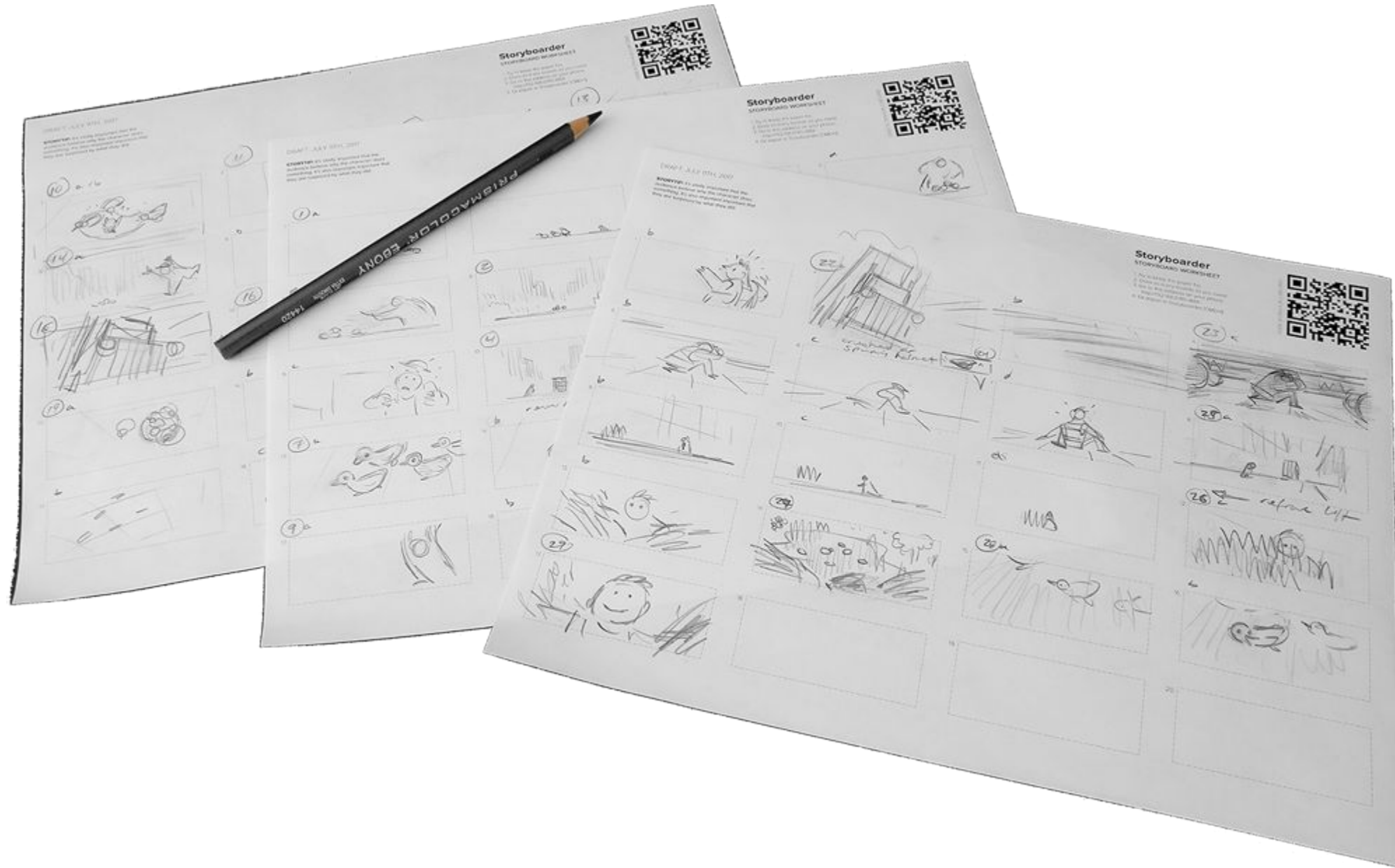
A disc of superheated gas and dust whirls around a black hole at immense speeds, producing electromagnetic radiation (X-rays, optical, infrared and radio) that reveal the black hole's location. Some of this material is doomed to cross the event horizon, while other parts may be forced out to create jets.



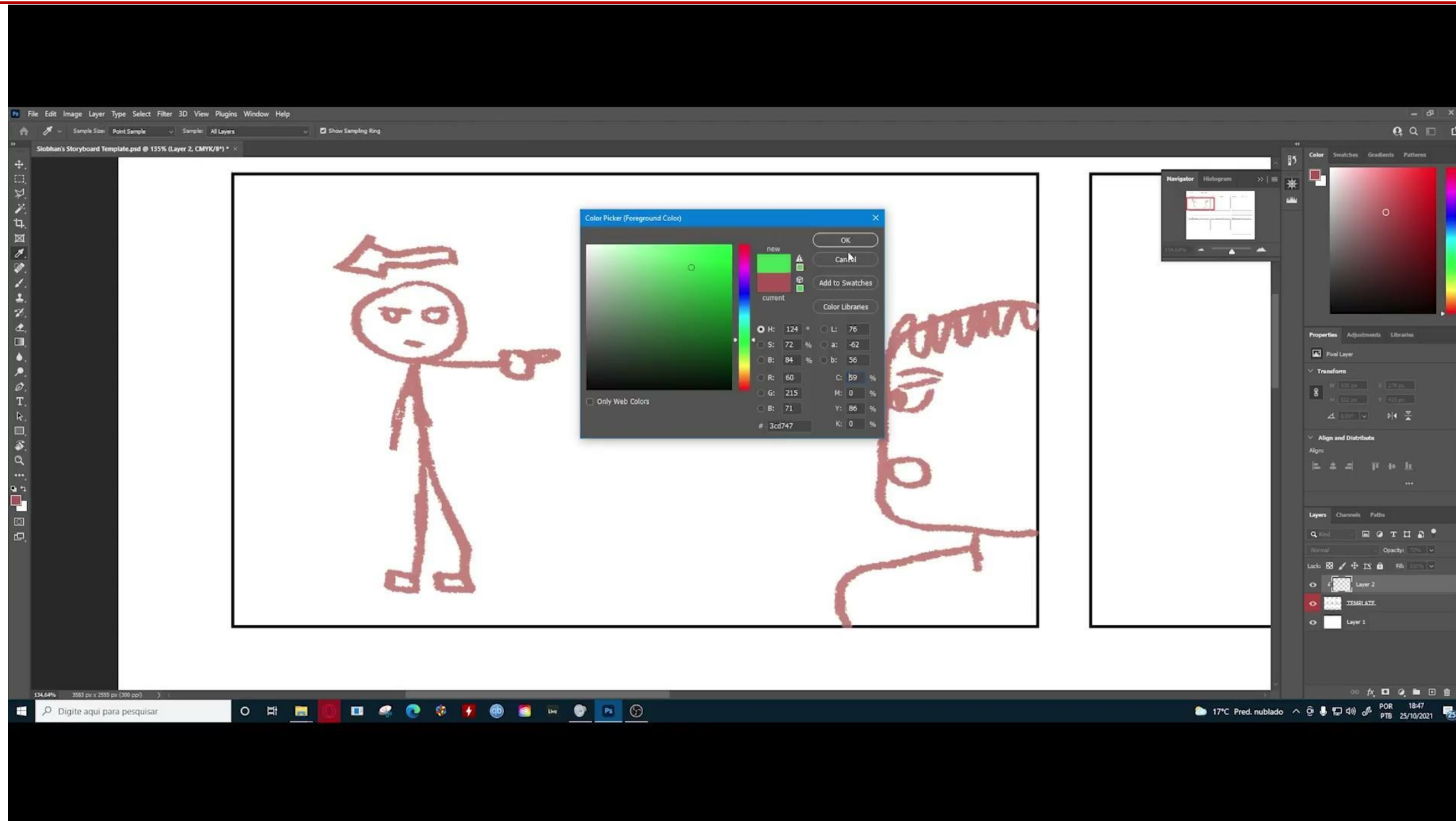
Há storyboard no ensino?



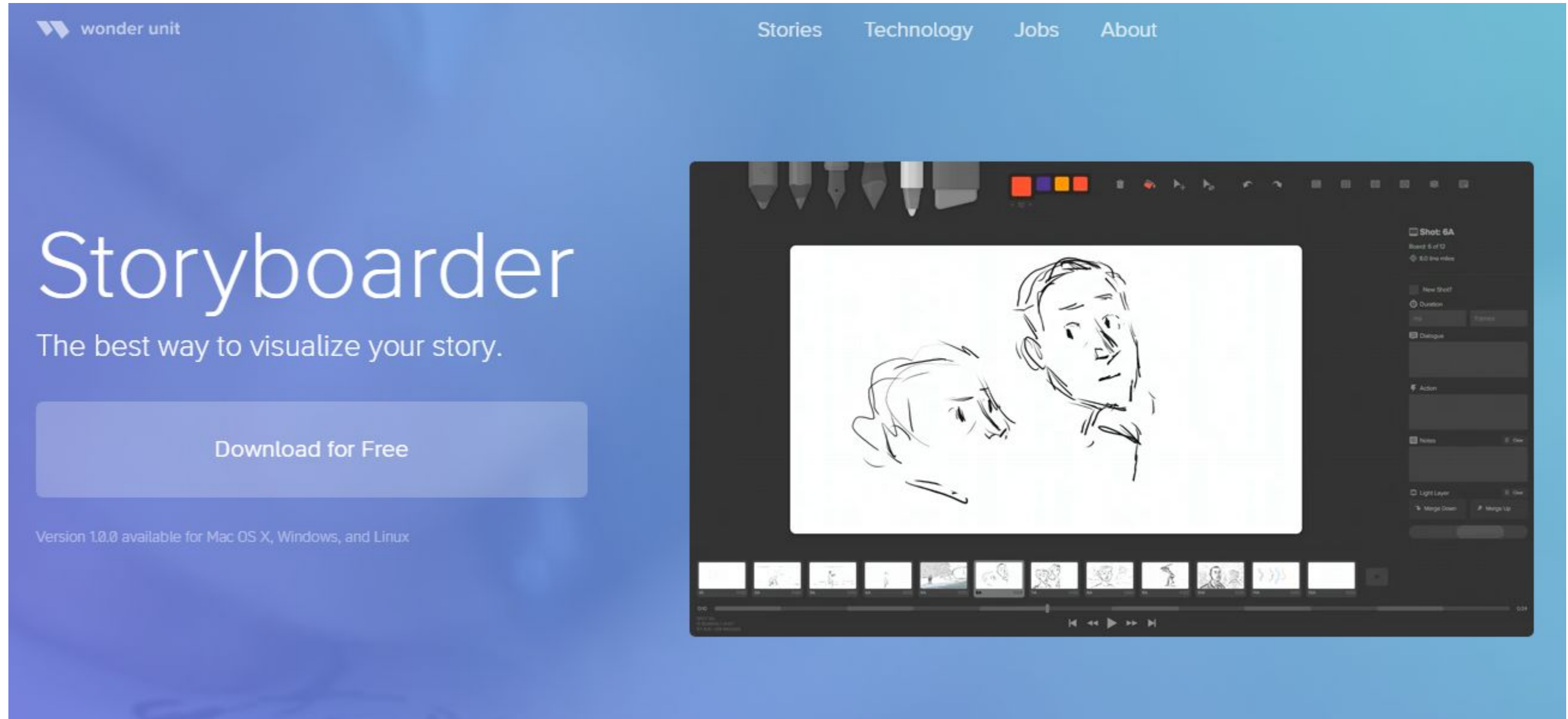
Onde fazer? - Papel



Onde fazer? - Softwares Gráficos



Onde fazer? - Softwares especializados



wonder unit

Stories Technology Jobs About

Storyboarder

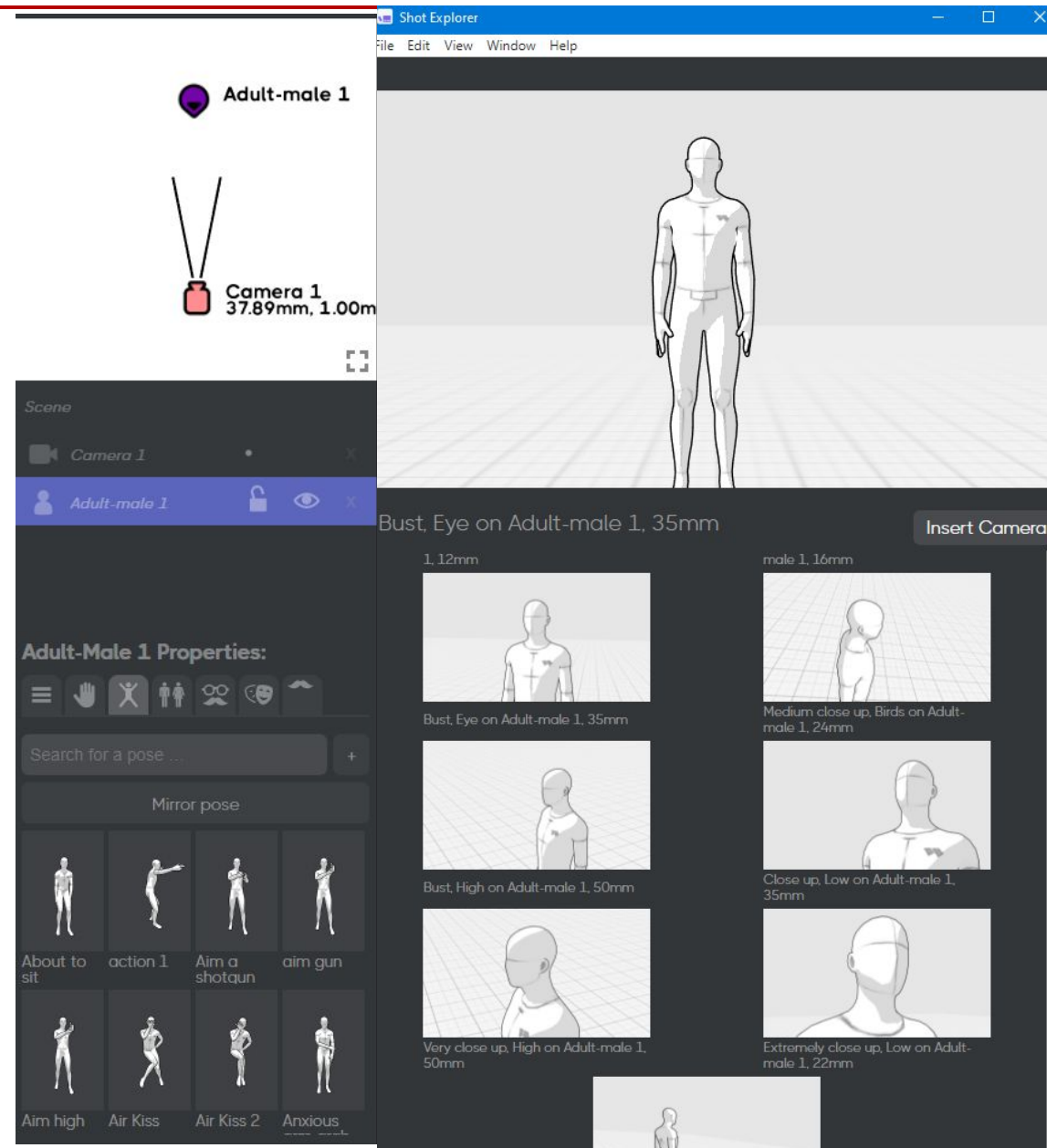
The best way to visualize your story.

Download for Free

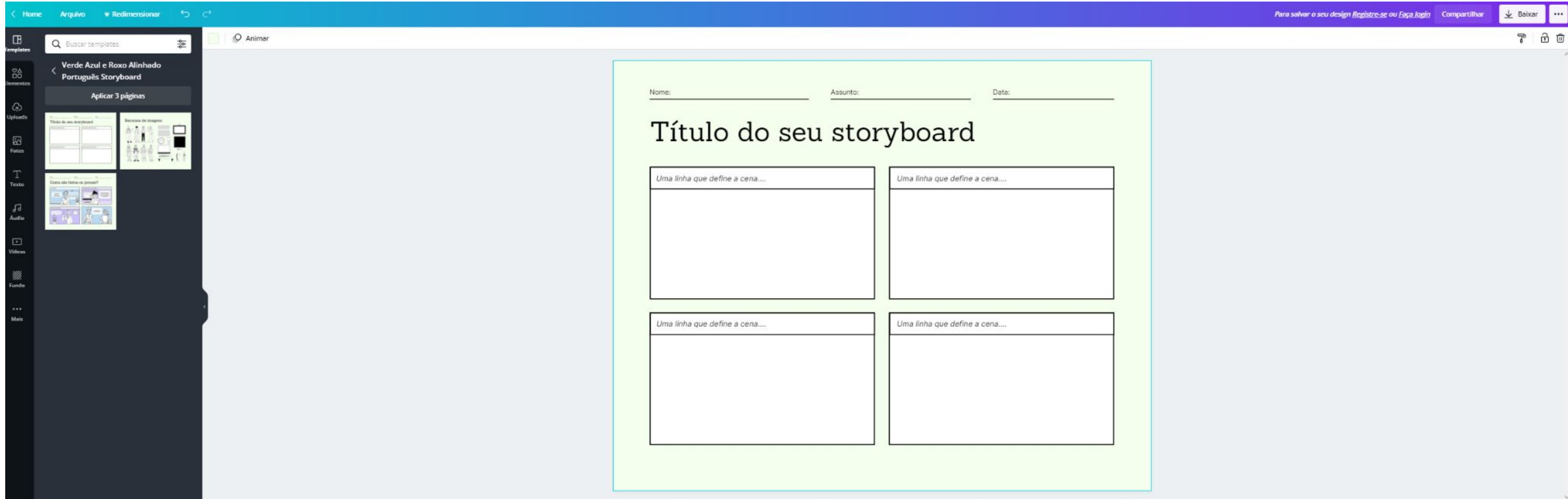
Version 1.0.0 available for Mac OS X, Windows, and Linux

The screenshot displays the Storyboarder software interface. At the top, there is a navigation menu with links for 'Stories', 'Technology', 'Jobs', and 'About'. The main area features a large white canvas with two hand-drawn sketches of characters' faces. To the right of the canvas is a control panel with various options like 'Shot: 6A', 'Board: 6 of 12', 'Duration', 'Dialogue', 'Action', 'Notes', and 'Light Layer'. At the bottom, there is a timeline with several storyboard panels and a play button.

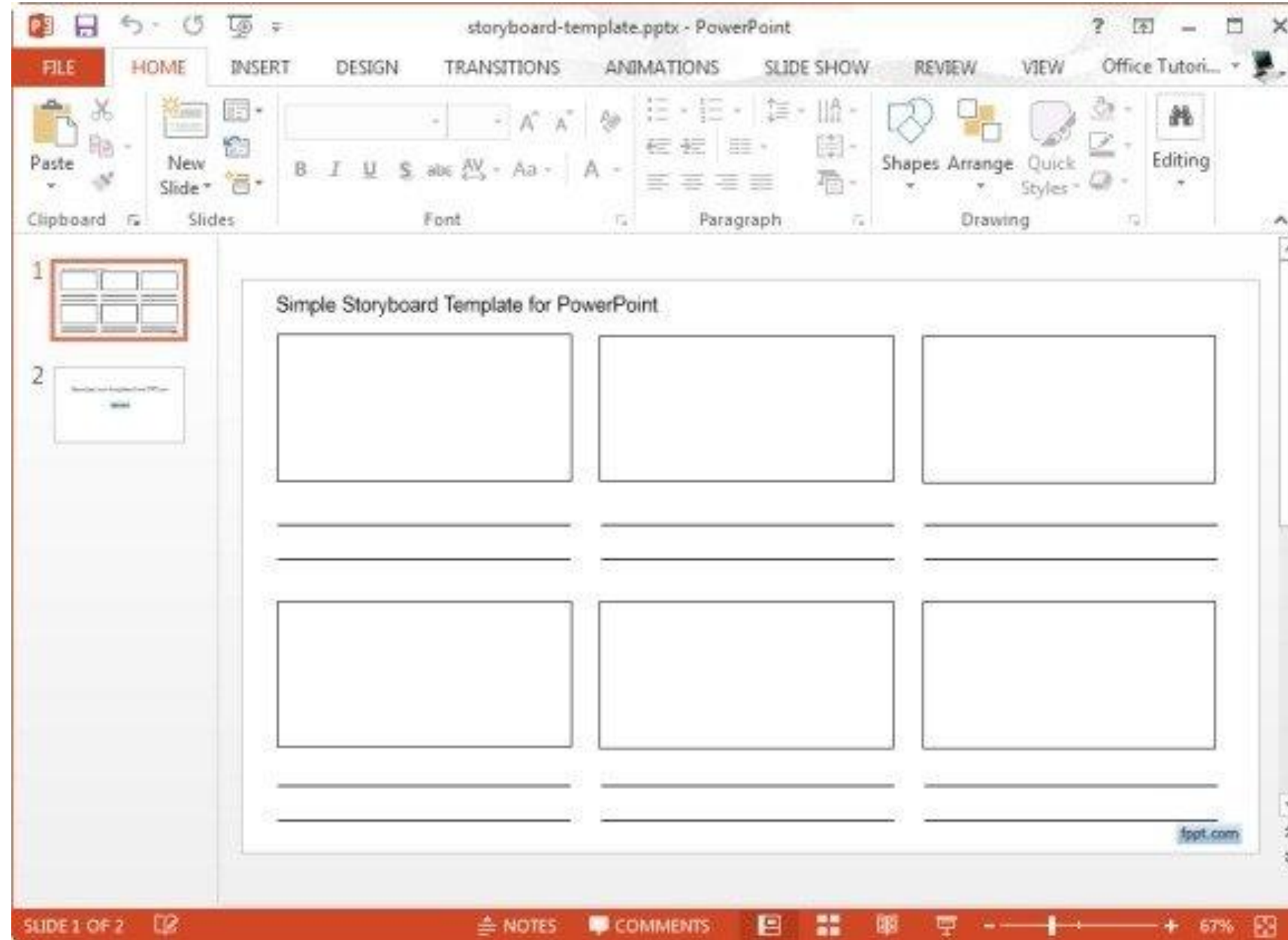
Onde fazer? - Softwares especializados



Onde fazer? - Slides/PowerPoint/Canva



Onde fazer? - Slides/PowerPoint/Canva



Onde fazer? - Fotos

'How to Film' storyboard - part 1



1. Wide Shot of both Sarah and Callum illustrating where they are and what the film is about.



2. Close up of Sarah speaking directly to camera.

Script: Sarah
One thing you must always remember- keep it simple.



3. Low angle camera pointing up at Callum

Script: Callum
Oops! Sarah is right!... forget all this .



4. Close up of Sarah holding photograph



5. Camera zooms out to Wide Shot so we can see Sarah speaking about using photographs to plan your storyboard.

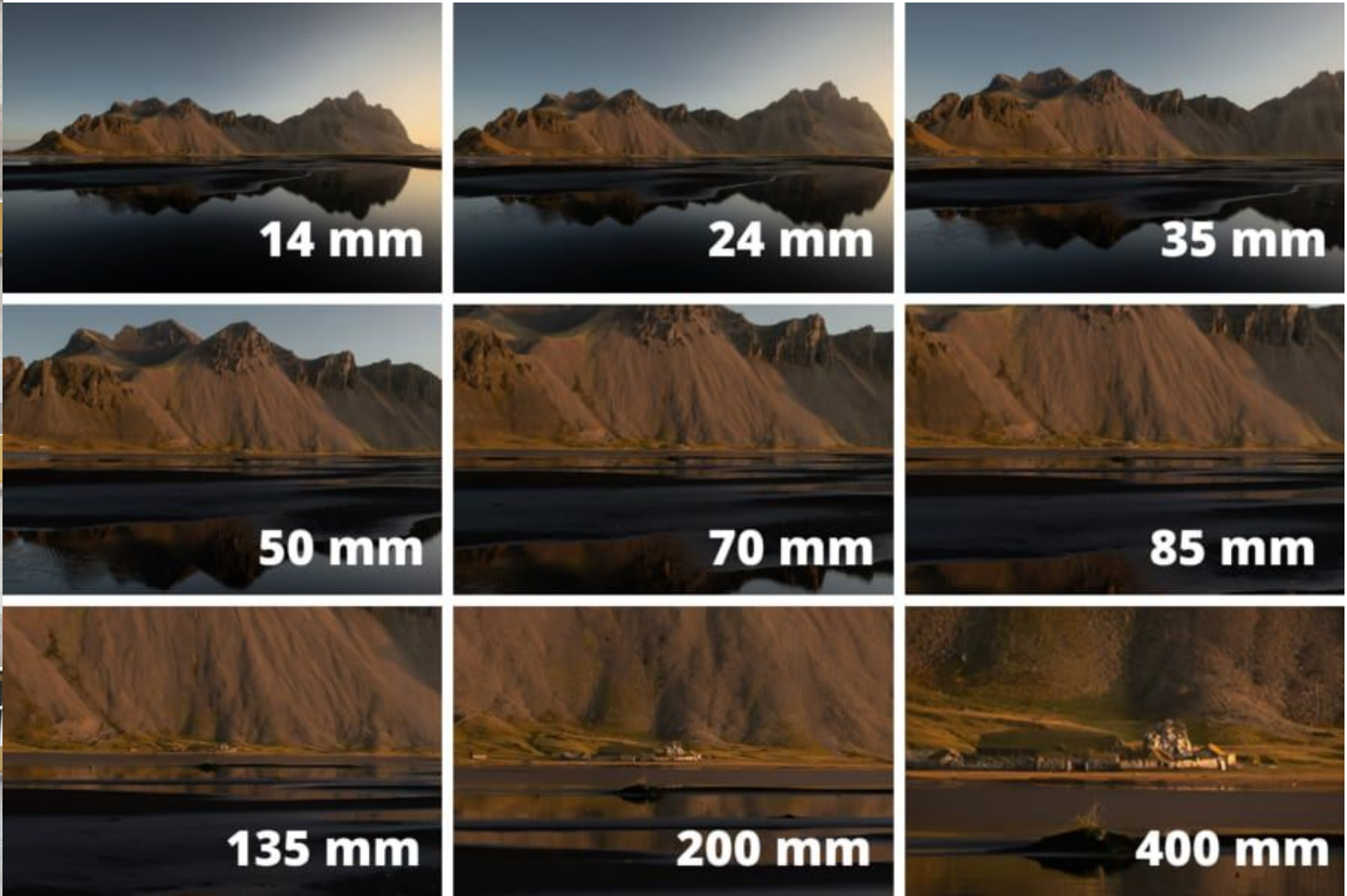


6. Over Shoulder shot of Callum pointing to drawings of different shots that you could try filming.

Ficha técnica - Pequeno Spoiler



Ficha técnica - Pequeno Spoiler



Ficha técnica - Pequeno Spoiler

Examples of application (artworks not my own):

Iconic



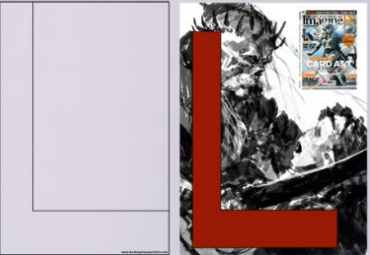
Thirds



Golden Ratio



L Shape



Cross



Ficha técnica - Pequeno Spoiler



Previous drawing
in red



Next drawing
in green

Current drawing in black

O que colocar?

NOME DA CENA



PROJECT _____

NÚMERO DO SHOT



PAGE _____ / _____

SCENE:	SHOT #:	SET PLAN

**POSIÇÃO DO ELENCO
E CAMERA**



TIPO DE SHOT



ECU CU MCU MS LS ELS

LENS: _____

DISTÂNCIA FOCAL



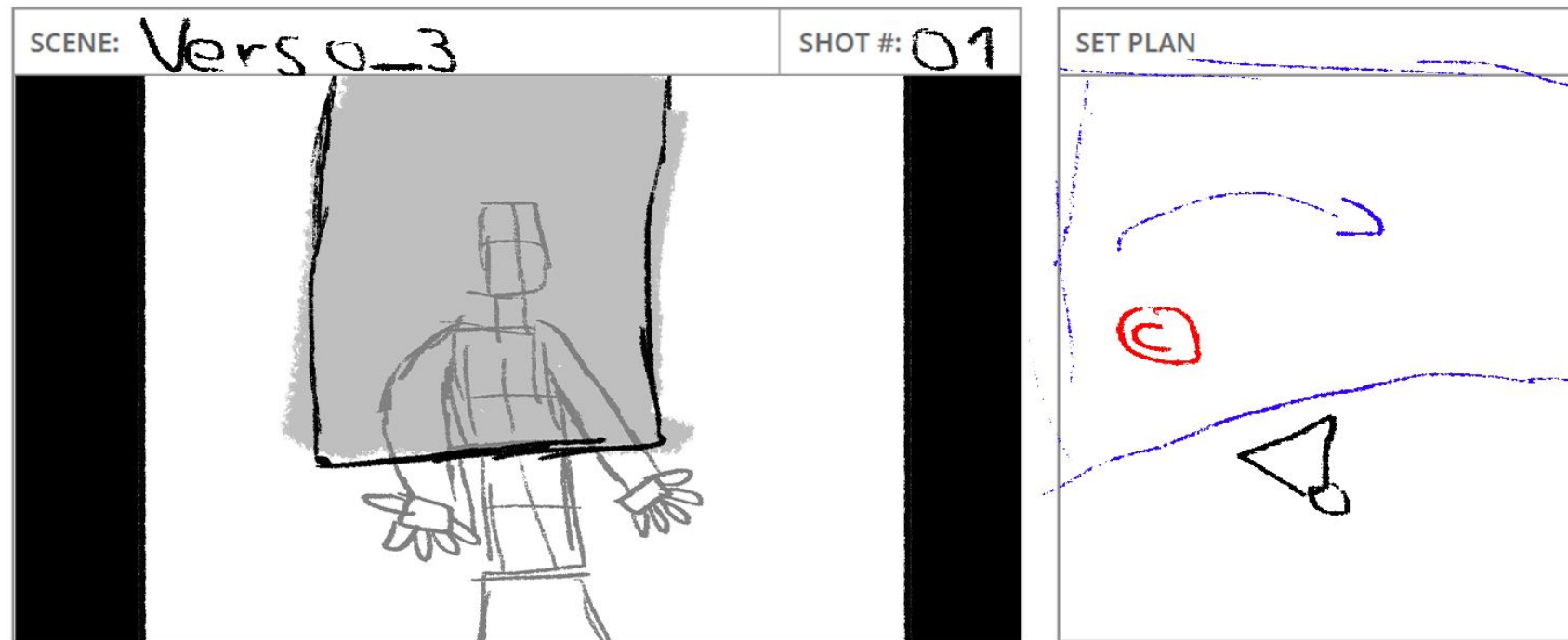
DESCRIÇÃO DA CENA



O que colocar?

PROJECT Take On Me PAGE 03 / 05

V3
SB_1



ECU CU MCU MS LS ELS

SB_1 DO DO TAKE ÚNICO DO VERSO 3 DA TAKE ON ME

CAMERA COMÇA NO LADO ESQUERDO DO EU, VAI CAMINHANDO PARA A DIREITA

SEM ESTABILIZAÇÃO OU TRIPÉ

Aspectos criativos do storyboard

- Estilo de arte?
- Estética?
- Ritmo?
- Música?
- Cor?

E depois?

CENA_SHOT	SB REF	LOCAL	COMPO	CAM	FOCO	STATIC	DESC
1_1	1	CHROMA	CENTER MID	XM	CHAGAS	YES	Entrada na cena e agaixar
1_2	2	CHROMA	CENTER MID	XM	CHAGAS	YES	Levantando o cabelo
2_1	3	CHROMA	CENTER MID	XM	KEYS	YES	Riff de keys inicial baixo
2_2	4	CHROMA	CENTER MID	XM	GTR	YES	Riff de guitarra intro
2_3	4	CHROMA	CENTER MID	XM	GTR	YES	Base da guitarra intro
2_4	4	CHROMA	CENTER MID	XM	BASS	YES	Baixo intro
2_5	4	CHROMA	CENTER MID	XM	KEYS	YES	Pad intro
3	5-6	CHROMA	CENTER MID	XM	CHAGAS	YES	Verse 1 até parte 1 do refrão 1
3_1	7	CHROMA	CENTER CLOSE	XM	CHAGAS	YES	Refrão 1 parte 2
4	8	COZINHA	R SIDE MID	XM	CHAGAS	YES	Tomar susto da Mão
						YES	
5_1	9, 11	CHROMA	CENTER MID	XM	CHAGAS	YES	Refrão 2
5_2	13	CHROMA	CENTER CLOSE	XM	CHAGAS	YES	Refrão 2 parte 2
6	20-23	CHROMA	MOVING MID	XM	CHAGAS	NO	Verso 3
7_1	24, 26, 28	CHROMA	CENTER MID	XM	CHAGAS	YES	Refrão
7_2	10, 12, 25, 27	CHROMA	CENTER MID	XM	GTR	YES	TOM Guitar (loop)
7_3	10, 12, 25, 28	CHROMA	CENTER MID	XM	KEYS	YES	TOM Keys (loop)
8_1	17-19	CHROMA	CENTER MID	XM	GTR	YES	Riff de guitarra re-intro
8_2	17-20	CHROMA	CENTER MID	XM	GTR	YES	Base da guitarra re-intro
8_3	17-21	CHROMA	CENTER MID	XM	BASS	YES	Baixo re-intro
8_4	17-22	CHROMA	CENTER MID	XM	KEYS	YES	Pad re-intro

Como começar

- Storyboard da história que criou na aula 7*
 - Storyboard do projeto final
 - Storyboard de algum fenômeno físico
- Storyboard da sua narrativa do podcast