

STORYBOARDING

Most of our story about the man unexpectedly returning home is easy to shoot – the only complicated bit is establishing him and his half day off work.

How would you do it?

Maybe he says to a work colleague, “I’m not feeling too good. Reckon I’ll take the rest of the day off.” But that puts him in a negative frame of mind; I want him to go home happy, so that his later anger is stronger.

Maybe his boss says, “Stan – congratulations. Salesman of the month. Take the rest of the day off.” But it’s adding another character and it’s a little prosaic.

Can I have him exit the station, pause to check his watch against the clock on the building? This will give an excuse to close-up on the clock and see it’s early. Easy to do and just two shots.

Perhaps he meets a neighbour who says, “Half day, today?”

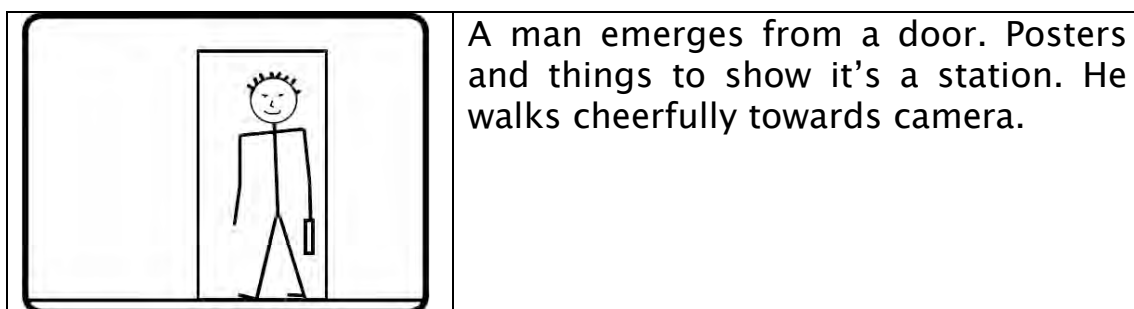
Or would it be enough to shoot him in high sunshine, looking pleased as he opens the garden gate?

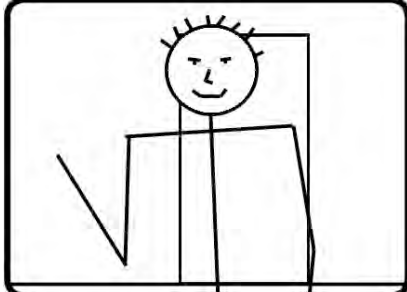
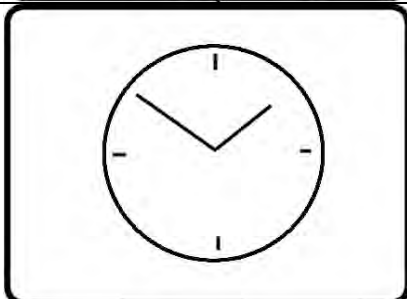
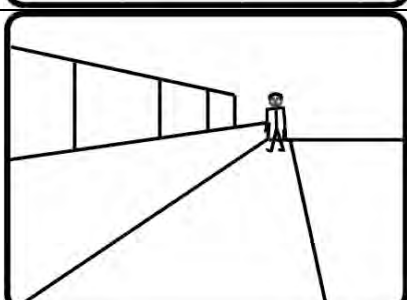
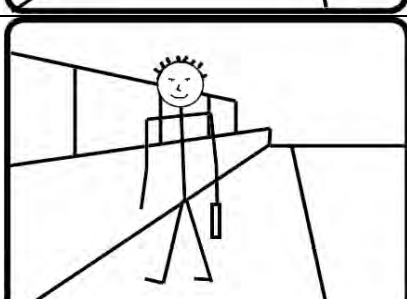
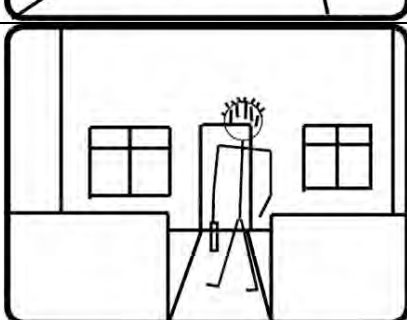
Wow! Well that’s five options and I expect you can think of more.

Whichever you decide on, you’ve got to turn the idea into pictures. So do what the professionals do and make...

A STORYBOARD

Here are the first few shots:



	<p>(Same shot) He walks into foreground and pauses to check his watch against the clock on the wall behind him. On his look cut to:</p>
	<p>... the clock!</p>
	<p>Same person comes round a corner and into VLS (Very Long Shot). He walks towards camera.</p>
	<p>He has a spring in his step and, as he comes closer we see he is very happy.</p>
	<p>The camera pans with him as he enters a gate and walks up the path. It is a nice house – a happy house.</p>

Simple -- but it tells the first half of the story – sets the scene and introduces the character.



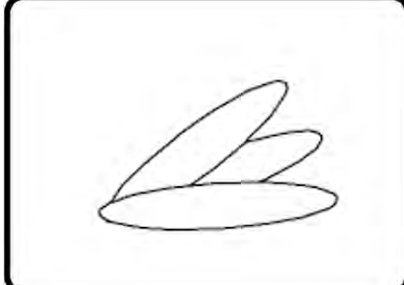
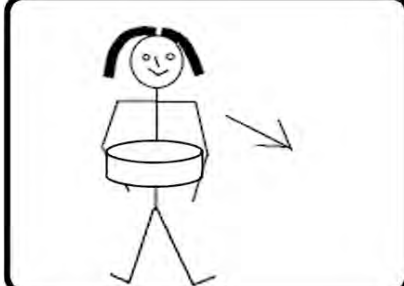

The three things that every storyboard shows are:

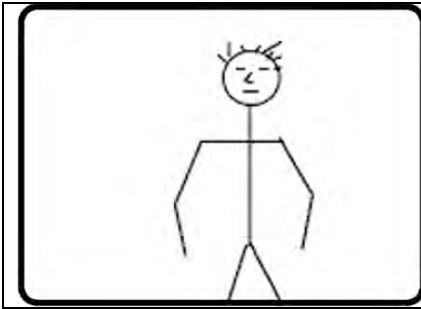
- Who or what is in shot
- Size of shot
- Direction of movement or look

Lack of drawing skill doesn't matter at all; just ensure you can always tell which character is which.

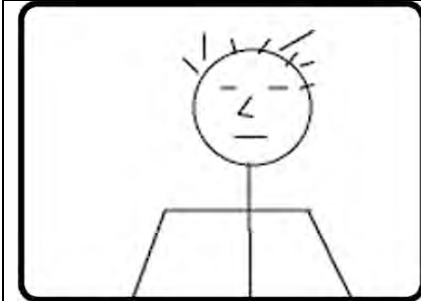
Here's a complete storyboard with a beginning, a middle and an end.

A dreadful 'public information' film called 'Don't Litter' made me think about how to show the same message in a non-preachy way.

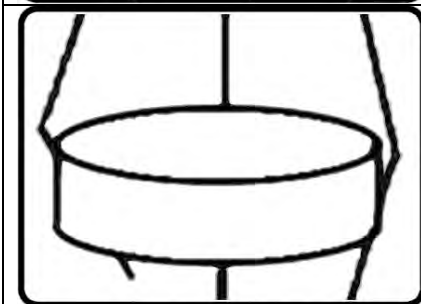
	<p>Loutish person walking along peeling a banana.</p> <p>(The arrow indicates the direction of walk.)</p>
	<p>(Same shot - he's just come closer.)</p> <p>He chucks the skin over his shoulder.</p>
	<p>The skin lands - splat - on the ground.</p>
	<p>Approaching from the same direction comes a lady carrying a cake</p>
	<p>(Same Shot) She spots the skin.</p> <p>(A shot of it here? Maybe.)</p> <p>She looks up at the offender, then calls out: "Hey".</p>



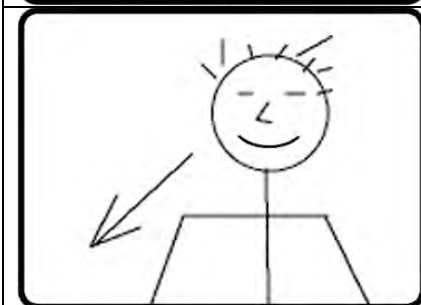
Litterer turns with a 'You talking to me?' attitude ...



(Same shot)
... walks forward threateningly. Then he sees:



The cake.



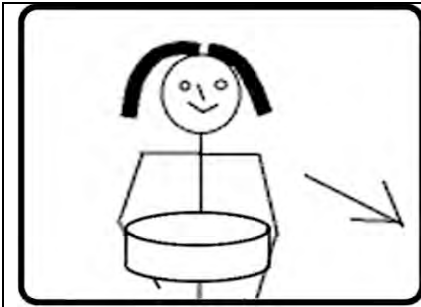
He completely misunderstands. Thinks it's for him! Eyes only for the cake, he heads for it. But meets ...



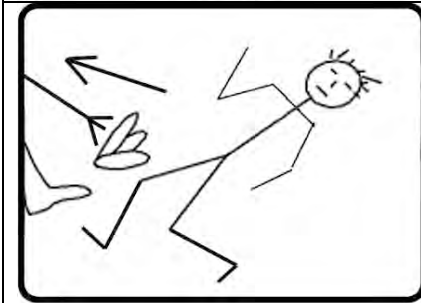
... the banana skin ...



... with the expected result. Whoops!



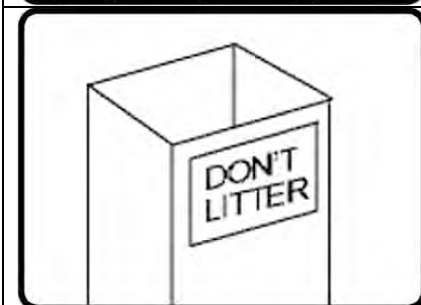
The lady isn't too dismayed.
She moves forward.



The litterer rubs his head. Ouch. A foot appears, then a hand takes the banana skin and exits left.



The feet and hands belong to the lady. She says, "Save the environment... and save yourself a headache. Don't litter". Skin goes into ...



... the bin - with the message on it.