

## STORY BOARDING

**UNIT CODE:** ME/CU/AN/CR/04/5/MA

### Relationship to Occupational Standards

This unit addresses the unit of competency: create animation storyboard

**Duration of Unit:** 150 hours

### Unit Description

This unit specifies the competencies required to create animation storyboard. It involves setting script scenes, preparing shot list, drawing draft storyboard, drawing final storyboard, developing soft copy storyboard, developing storyboard animation and creating animatic.

### Summary of Learning Outcomes

Elements	Hours
Set script scenes	25
Prepare shot list	23
Draw draft storyboard	32
Draw final story board	35
Create animatic	35
<b>Total hours</b>	<b>150</b>

### Learning Outcomes, Content and Suggested Assessment Methods

Learning Outcome	Content	Suggested Assessment Methods
1. Set script scenes	1.1 Introduction to storyboarding 1.2 Elements of a storyboard 1.3 Scene analysis	<ul style="list-style-type: none"><li>• Observation</li><li>• Oral questions</li><li>• Third party report</li><li>• Interviewing</li><li>• Project and report writing</li></ul>
2. Prepare shot list	2.1 Camera techniques 2.1.1 Camera shots 2.1.2 Camera angles 2.1.3 Camera movements 2.2 Shot list 2.3 Shot timing	<ul style="list-style-type: none"><li>• Observation</li><li>• Oral questions</li><li>• Third party report</li><li>• Interviewing</li><li>• Project and report writing</li></ul>

3. Draw draft storyboard	3.1 Frame dimensions 3.2 Storyboard layout 3.3 Storyboard panels 3.4 Storyboarding tools 3.5 Draft sketching	<ul style="list-style-type: none"> <li>• Observation</li> <li>• Oral questions</li> <li>• Third party report</li> <li>• Interviewing</li> <li>• Project and report writing</li> </ul>
4. Draw final storyboard	4.1 Analysis of draft storyboard 4.2 Storyboard refining 4.3 Storyboard clean-up 4.4 Storyboard colouring	<ul style="list-style-type: none"> <li>• Observation</li> <li>• Oral questions</li> <li>• Third party report</li> <li>• Interviewing</li> <li>• Project and report writing</li> </ul>
5. Create animatic	5.1 Introduction to editing software 5.2 Preparation of Digital frames and dialogue 5.3 Pencil test 5.4 Audio integration 5.5 Subtle movements and compositing 5.6 Animatic rendering	<ul style="list-style-type: none"> <li>• Observation</li> <li>• Oral questions</li> <li>• Third party report</li> <li>• Interviewing</li> </ul>

### **Suggested Methods of Instruction**

- Project
- Demonstration by trainer
- Practice by the trainee
- Discussions
- Direct instruction
- Case study
- Audio –visual aids

### **Recommended Resources**

- Computers
- Audio recorder
- Internet
- Digital Cameras
- Magazines
- Testing books
- Animation films
- Text books

- Editing & recording studio
- Computer software
- Television
- Drawing sets
- Drawing tables
- A4 Colour scanner
- Stereo studio headset
- Digital Drawing Tablet
- Flash drives