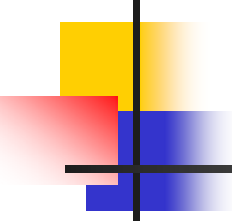


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Animation

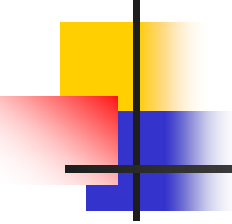
Storytelling

- ☞ Storyboarding
- ☞ Animatics and Leica Reels
- ☞ Nonlinear Storytelling



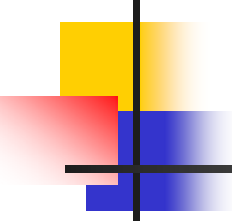
Story

- Stories are means of “communication”.
- Animation is creation of images to represent a “story”.
- Story does not have to be “realistic”.
 - Fantasy
 - Abstract
 - ...



Storyboard

- Cost of animation
 - Less editing and “rush” than live-action
- Storyboard is the outline form of a developing film
 - Conceptual
 - Presentation
 - Production



Storyboard Examples

- Milk Punch

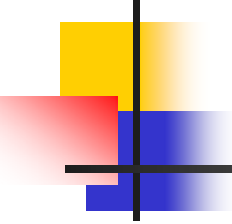
- <http://www.milk-punch.com/storyboards.htm>

- Article “Picturing the Story”

- <http://www.3dgate.com/community/2000/001128/1128pjohanson.html>

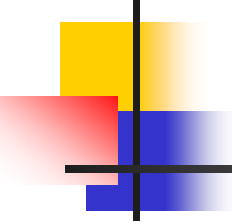
- StoryboardsEast

- <http://www.storyboards-east.com/>



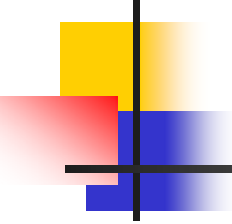
Storyboard Functions

- Conceptualization
 - Visual thinking
- Key moments
- Flow and transition
- Detail, composition, and aesthetics
 - At least one detailed image for each scene
- Logistics



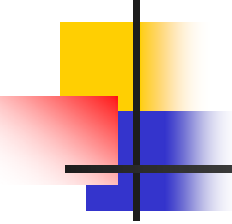
Animatics

- Animatics refers to a video representing storyboard images.
- The key point is “duration”.
 - Camera “moves” from one key frame to another.
 - In digital version, the software displays images using a defined timing
 - ***Adobe After Effects***



Leica Reels

- From early character animation
 - Pencil tests filmed by a cheaper camera (German Leica)
- Two additional elements are added
 - Sound track
 - Test footage
 - Wireframe 3D, for example



Digital Process

- Scan or draw the images
- Add rough timing (Animatics)
- Add sound track and test footage for Leica Reel
- ...
- Art production and rendering for final film