

STORYBOARDING AND STORYTELLING

06.03.2019

WITH STUDENT LEARNING OUTCOMES

Storyboarding and Storytelling (AN210, 3 credits)

Course Description:

This course focuses on the fundamental skills of design for time-based media beginning with basic conceptual scripting and storyboarding techniques and ending with the creation of an “animatics” prototype. The art of storytelling is explored from both abstract and representational points of view, with applications ranging from cinema and cartooning treatments to character animation.

Prerequisite: Animation I

Students will:

1. Demonstrate effective story telling using visual and verbal elements. (PC 1)
2. Create storyboards in the correct ratio and script to plan films and animation. (PC4)
3. Use various panel-to-panel transition and camera movement in storyboard and other forms of sequential art. (PC 3)
4. Demonstrate the knowledge of shots, utilizing the 180-degree rule correctly, camera angle, and continuity in animation projects. (PC 3)
5. Demonstrate the ability to work in various formats of sequential art including comic books, comic strips, and storyboards. (PC 1)

Required Texts: There is no required text for this course.

Supplementary Readings:

Understanding Comics: The Invisible Art, Scott McCloud, Kitchen Sink Press, 1994. ISBN: 006097625X (\$17.00)

Supplies:

- A sketch book (minimum 4"x 6") (\$6.00)
- 11 x 14 Pad of Strathmore 500 series bristol board- plate surface (smooth) (\$14.00)
- Nib Holders- Hunt Crow Quill # 9542 - 3 each (\$15.00)
- Koh-I-noor Pen Nibs - #130 - 3 each or similar type (\$15.00)
- Speedball Pen Nibs - #'s 102, 103, 107, 22, 512 and 513 (\$15.00)
- Sable Brushes - #'s 0, 3, & 7 (\$10.00)
- Pro-White paint (\$7.00)
- Triangle 12 x14 with inking edge (\$4.00)
- White artist's tape (1/2 inch) (\$8.00)
- Toshiba Canvio Advance 1TB Portable External Hard Drive USB 3.0 (\$54.00)