

ART308 STORYBOARDING FOR DIGITAL MEDIA

Stephan Leeper/Central Michigan University Fall 2021

Syllabus

The primary focus of this class is visual storytelling and storyboarding for short form animation. That said, many of the concepts and techniques explored draw from, and cross-over to live-action filmmaking, web-comics, graphic novels, and even game design. This semester we will be mining for stories and characters while exploring visual techniques that best connect them with our audience. Topics includes story development, character design, cinematography, and even a bit of editing sound design. It all comes with the territory.

We will also be learning the nuts and bolts of *Toon Boom Storyboard Pro*. Over the course of the semester you will conceive, design and build simple *animatics* (or *storyreels*). Our goal is to end the semester with a slightly more complex project. A clear, cohesive *pitch bible*, *animatic* and *storyboard* that could later form the basis for a short film, story picture-book, graphic novel, or video game.

Objectives:

- Students will be exposed to a variety of films, stories, and visual storytelling techniques to broaden their exposure and storytelling influences.
- Students will communicate their weekly assignments to the class using the language and techniques known as *the pitch*.
- Students will learn to strengthen their visual storytelling through pacing, composition, staging and cinematography.
- Students will end the semester with a working knowledge of digital and analogue storyboarding tools and concepts.
- Students will end the semester with a variety of original story ideas and a single finished *Pitch/Storyreel*, all of which are potential candidates for future projects.

Class Critiques:

Students will be given the opportunity to present their work on a weekly basis. Come to class fully prepared to pitch your work and ready to give fellow students the benefit of your full attention. Please be attentive, respectful, and constructive as you participate in class critiques.

Assignments:

As class time is at a premium, all assignments are required to be in the @DROP BOX, and properly named and formatted for presentation before class begins. Out of respect for fellow class-mates, once pitches begin students should avoid working on assignments until critiques have ended. Late work can be pitched at a later date as time allows.

Weekly Readings and Reading Quizzes:

There are three reading quizzes over the course of the semester. Weekly readings are listed on the class web-site Weekly Schedule. From there you can download the *Weekly Reading Guide*. Fill out the *Weekly Reading Guide* as you read and submit them on the dates indicated in the schedule.

Assignment Revisions and Late Policy:

Assignments revisions are strongly encouraged. Any assignment can be revised post-critique and resubmitted. Course credit will be assigned to the latest revision. Late or improperly formatted projects can be pitched to the class as time permits but may not receive the full portion of their value. See the class web page for the *Rubric for Story Assignments*.

Grades: Semester Total 2000 pts

Critiques, grades and project notes will be given on a regular basis. If you have concerns about your standing in the class feel free to send me an email.

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| Storyboard Assignments | |
| Personal Memory Storyreel | 300 |
| Stories for Change PSA Storyreel | 400 |
| Reading Guides (x4 50 each) | 300 |
| Storyboard Tutorials | 200 |
| Character & Story Exploration for Final | 300 |
| Final Project: Storyreel, Pitch Bible & Thumbnail Sheet | 400 |
| Participation and Peer Comments | 100 |
| Semester Total | 2000 pts |

Required Technology:

- 1TB/USB 3 portable hard Drive. Available in the campus Bookstore or [here on Amazon Prime](#)
- Wacom Intuos4/Cintiq Grip Pen. Available in the campus Bookstore or [here on Amazon Prime](#) (this exact model only)

Required Text:

Making Comics by Scott McCloud, Harper Collins

ISBN-10: 0060780940

Framed Ink by Marcos Mateu-Mestre, Design Studio Press

ISBN-10: 1933492953

Supplies:

Small Sketch Book w/ Story Template will be provided and charged to students account.

Further Reading:

Paper Dreams by John Canemaker

Story Disney Archive Series

The Visual Story by Bruce Block

Setting the Scene; the Art and Evolution of Animation Layout by Fraser McClean

Official CMU Face Covering and Social Distancing Policy

Face coverings, such as masks, and social distancing (6 feet apart) are required in all buildings and classrooms ([CMU's policy on face coverings](#)). Students who have forgotten their face coverings may obtain a disposable mask from one of the 40 vending areas on campus. Vending machine locations are available on the [Fired Up for Fall website](#).

The evidence is clear that [face coverings are a crucial part of keeping coronavirus at bay](#) and [support the university's commitment to providing all members of its community with a safe, healthy, caring, and supportive environment](#). Masks should cover the entire nose and mouth, per guidelines from the Centers for Disease Control (<https://www.cdc.gov/coronavirus/2019-ncov/prevent-getting-sick/how-to-wear-cloth-face-coverings.html>). Students whose unique and individual circumstances require an alternative face covering, as indicated by a medical condition may request one. To request an alternative, students should [contact Student Disability Services \(SDS\)](#).

Refusing to wear a mask in any building or classroom without an accommodation letter from Student Disability Services is a violation of university regulations ([section 3.2.31 of the Student Code of Conduct](#)) and exposes the student to possible sanction for not adhering to university regulations. Refusing to maintain social distancing guidelines also violates the same university regulations. Students not adhering to the policy on face coverings or social distancing will be asked to leave the classroom and the building. In addition, faculty and/or staff may file a report with the Office of Student Conduct.