ART308 STORYBOARDING FOR DIGITAL MEDIA Stephan Leeper/Central Michigan University - Fall 2022

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 turned in, 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:
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 as 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.

308 ASSIGNMENT SCORES

Storyboard Assignments	
1. Personal Memory Storyreel	300
2. Stories for Change PSA Storyreel	500
3. Final Project - Original Storyreel	700
• Weekly Reading Guides (25 pts each)	300
• Storyboard Tutorials & Quizzes	200
Semester Total	**2000 pts**
Extra Credit. Assignment Revisions - Pts. Possible per Revision	**100**

Attendance: We will be meeting primarily face to face this semester unless otherwise indicated. If you must attend remote for whatever reason it is best that you contact me as early as possible to ensure access to the class via Zoom.
Regular tardiness is not acceptable. Please notify me in advance for excused absences. Unexcused absences and excessive tardiness will have a negative impact your grade. Four missed classes will result in the drop of a single letter grade.

Required Technology:
- 1TB/USB 3 portable hard Drive. Available in the campus Bookstore or here on Amazon Prime
- Wacom Intuos Bluetooth Tablet (Small). Available in the campus Bookstore or here on Amazon Prime. This exact model is required for in lab use. Other drawing devices are allowed provided you have your own tech to run them.

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