



Course Description

DIG1430 | Storyboarding | 3.00 credits

This course is for students majoring in Animation and Game Art. It introduces the necessary tasks in the storytelling phase of an animation project. Students will learn how to develop and design visual storyboards and how to sell their storyboard ideas. (3 hr. lecture)

Course Competency

Course Competency 1: The student will demonstrate how to construct storyboards as a brief form of storytelling by:

1. Translating gestures and emotions into still digital images
2. Creating logical sequences to portray a character's emotional state
3. Creating logical sequencing to portray continuity

Course Competency 2: The student will demonstrate how to create the mechanics of storyboarding by:

1. Producing a character, object and background
2. Utilizing movement indicators to specify actions

Course Competency 3: The student will demonstrate knowledge of camera angles and terminology conducive to storyboard and film making by:

1. Utilizing different camera angles
2. Indicating movement of the camera throughout the sequences
3. Indicating camera cuts and scene transitions

Course Competency 4: The student will demonstrate knowledge of storyboard narrative by:

1. Pairing and synchronizing dialogue with digital images
2. Writing the actions of each board to complement the digital images
3. Indicating placement of sound effects and original music

Course Competency 5: The student will demonstrate a knowledge of production writing as it relates to 3D animation by:

1. Identifying the elements of a script
2. Developing the intended message of a script
3. Writing a professionally formatted script
4. Identifying the genre of a story
5. Defining characters and setting for a story
6. Breaking down a script into production elements (cast, props)

Learning Outcomes:

- Communicate effectively using listening, speaking, reading, and writing skills
- Use computer and emerging technologies effectively
- Demonstrate an appreciation for aesthetics and creative activities