

MODULE 2: STORYBOARDS

The key to any great movie is an interesting plot (or storyline). Planning out your animation ahead of time is a great way to keep yourself organized, and will help you remember what pictures you should be taking. Take some time to brainstorm, and to draw your storyboard!

CHOOSE YOUR MOVIE STARS

What is your movie about? Take a look around your house to see what you can use – perhaps you'll get some inspiration! LEGO figurines, dolls, PlayDoh – whatever you have, you can incorporate into your stop motion animation.

PRO TIP:

- You may only want to select 1-3 figures for your animation. More figures will mean more adjustments between photos, which can be fun...but also a lot of work!



CREATE A STORYBOARD

Now is the time to tell your story! A storyboard is a sequence of drawings, often with some directions or dialogue (such as a conversation between characters). It represents the shots that are planned to be photographed or filmed. Creating a storyboard is a way to outline the different parts of your story in a format that's easy to understand and refer to when making your video.

While you may have lots of great ideas, you'll probably want to start with something simple. Think about a basic action, for example, like waving hello. Doing this in stop motion would require a lot of small movements, which means a lot of photos!

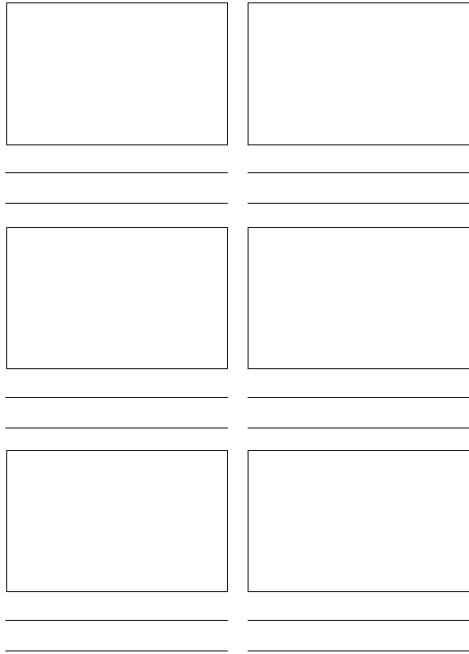
ACTIVITY: Drawing the Story

- 1. Print out a few copies of the Storyboard (see Appendix). If you don't have access to a printer, drawing out rectangles on a regular piece of paper works too.
- 2. Think about the basic plot of your movie. Break it down into smaller pieces.
- 3. Each space on the storyboard can represent one frame (or shot) of the animation. Alternatively, you can use each rectangle to represent different parts of your story to save time (since it could take many frames to make one action).
- 4. Within each box, do a basic drawing of how you want your scene to look. Not a talented artist? No problem – stick figures are okay!

Did you know?

The term “frame” can also refer to the edges of the image, as seen in a camera viewfinder or projected on a screen. For example, a director may want to keep a moving car “in frame” by keeping it on camera as it drives.

Once you've planned out about 10-12 panels, it's time to start taking photos!



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