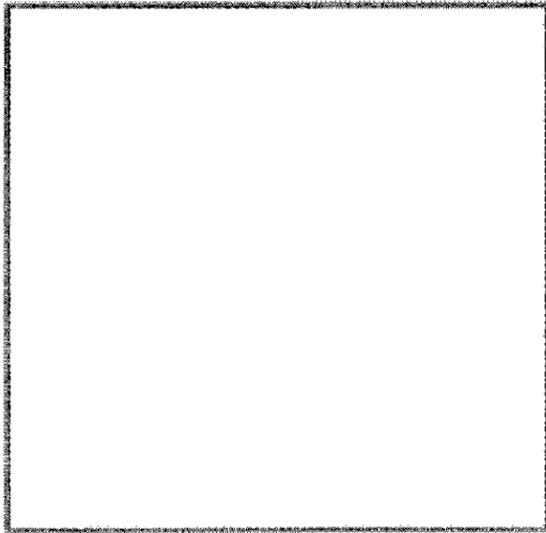
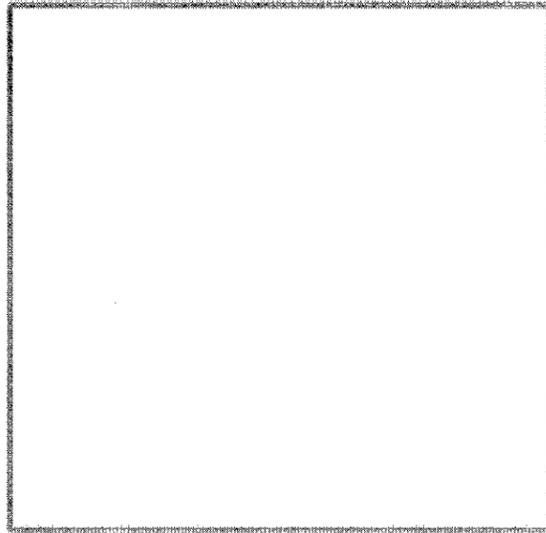


STORYBOARD SHEET

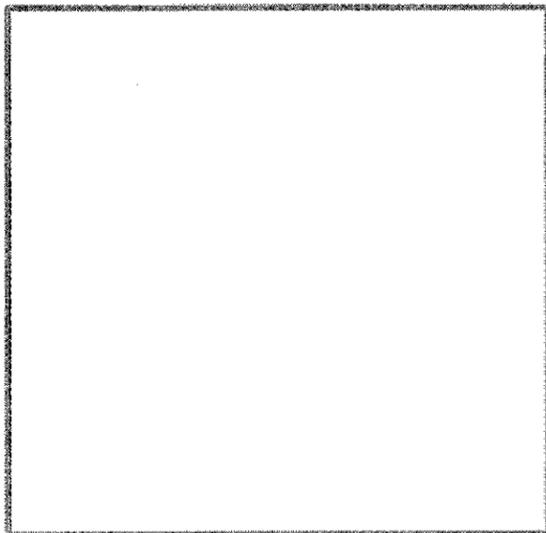
	Shot No./Type of Shot/ Camera Movement	Dialogue/Sound
Edit/Length of Shot		
	Shot No./Type of Shot/ Camera Movement	Dialogue/Sound
Edit/Length of Shot		
	Shot No./Type of Shot/ Camera Movement	Dialogue/Sound
Edit/Length of Shot		
	Shot No./Type of Shot/ Camera Movement	Dialogue/Sound
Edit/Length of Shot		
	Shot No./Type of Shot/ Camera Movement	Dialogue/Sound
Edit/Length of Shot		



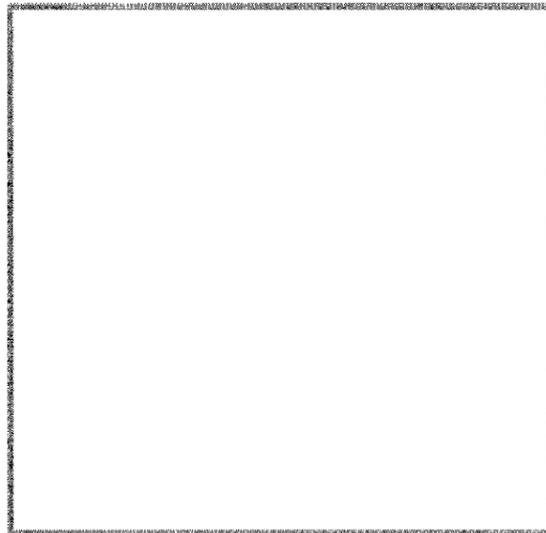
Camera Shot _____
 Angle _____
 Action _____
 Dialogue _____
 Music / Sound _____



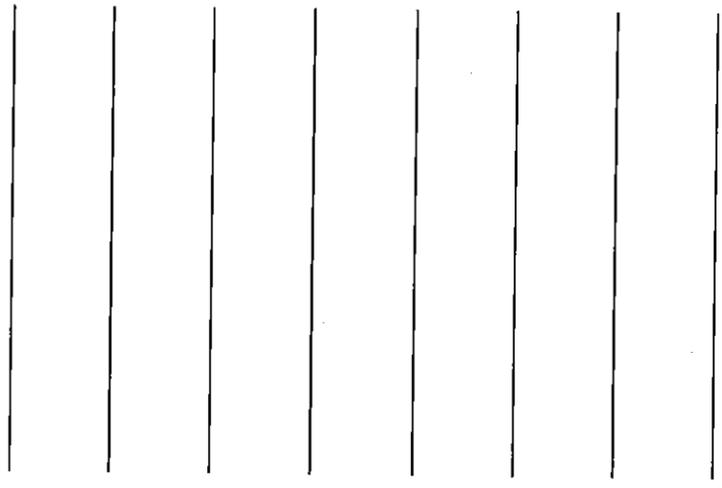
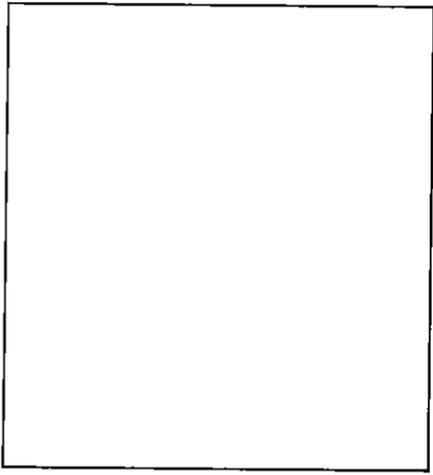
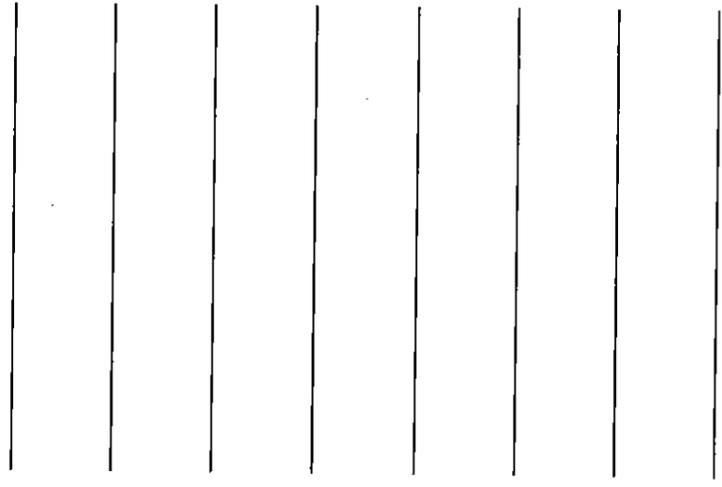
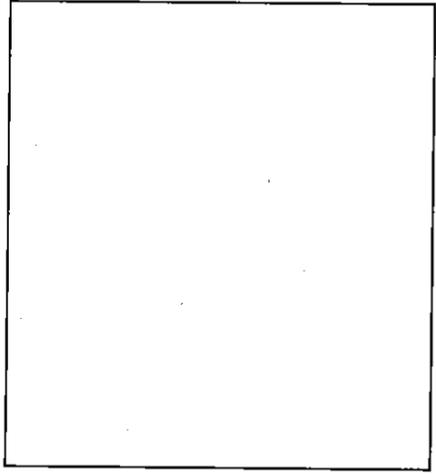
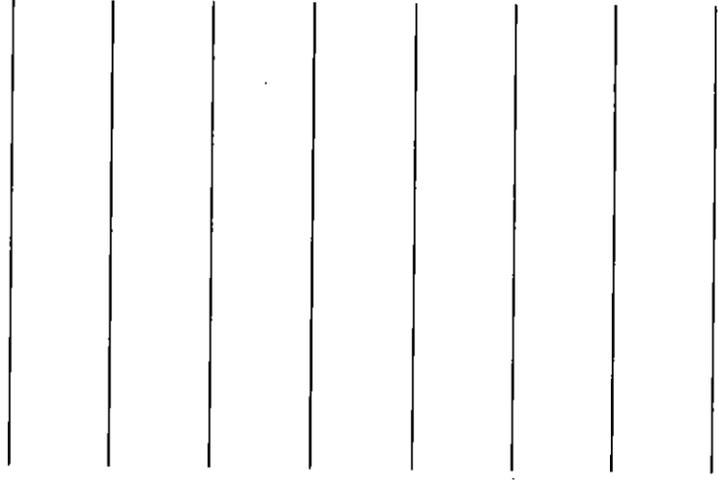
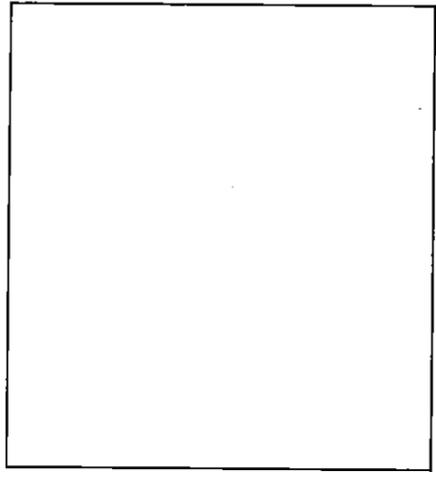
Camera Shot _____
 Angle _____
 Action _____
 Dialogue _____
 Music / Sound _____



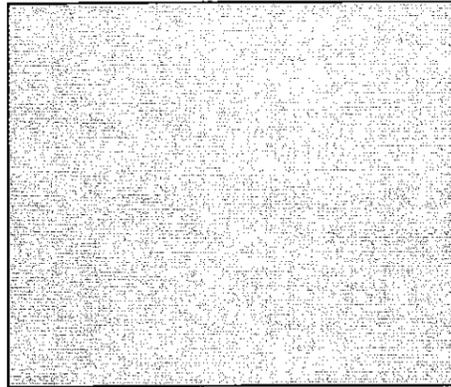
Camera Shot _____
 Angle _____
 Action _____
 Dialogue _____
 Music / Sound _____



Camera Shot _____
 Angle _____
 Action _____
 Dialogue _____
 Music / Sound _____

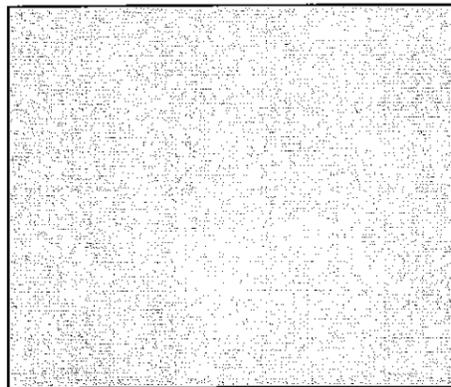


Storyboard



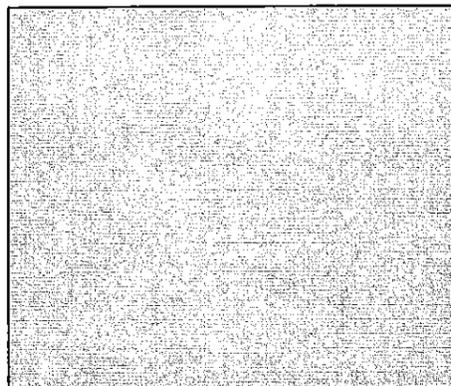
Frame:
Action:
Timing:
Location:
Shot & angle:
Camera movement:
Music track:
Diegetic sound:
Dialogue:

Edit: _____



Frame:
Action:
Timing:
Location:
Shot & angle:
Camera movement:
Music track:
Diegetic sound:
Dialogue:

Edit: _____



Frame:
Action:
Timing:
Location:
Shot & angle:
Camera movement:
Music track:
Diegetic sound:
Dialogue:

Edit: _____

K83 Media Storyboard for:

Page

Transition:

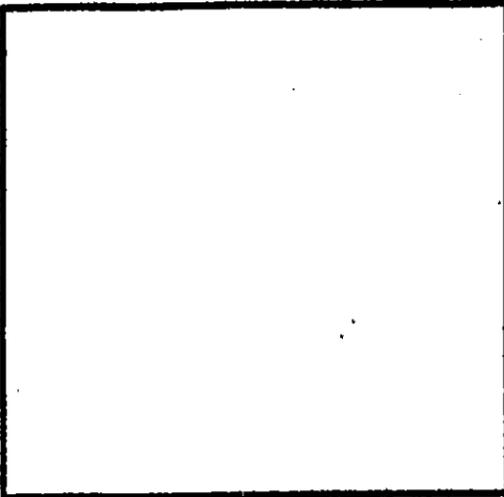
Camera Angle:

Length of Shot:

Camera Movement:

Lighting:

Sound:



What is happening? (Denotation):

Transition:

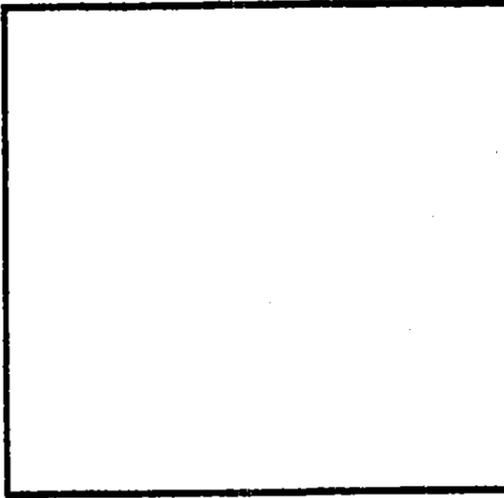
Camera Angle:

Length of Shot:

Camera Movement:

Lighting:

Sound:



What is happening? (Denotation):

Transition:

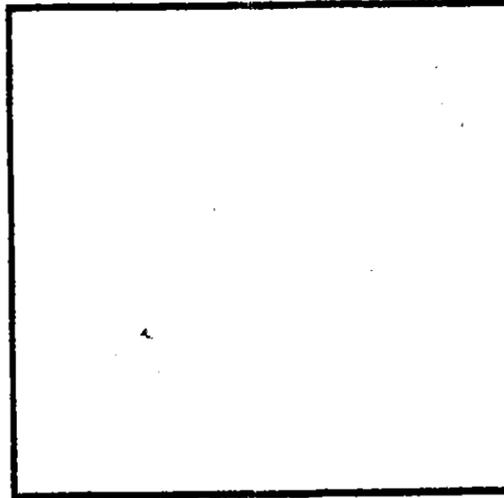
Camera Angle:

Length of Shot:

Camera Movement:

Lighting:

Sound:

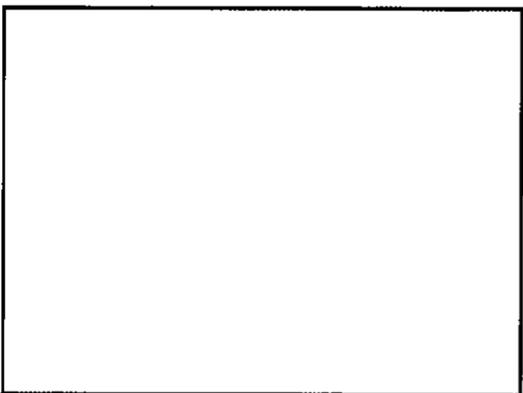
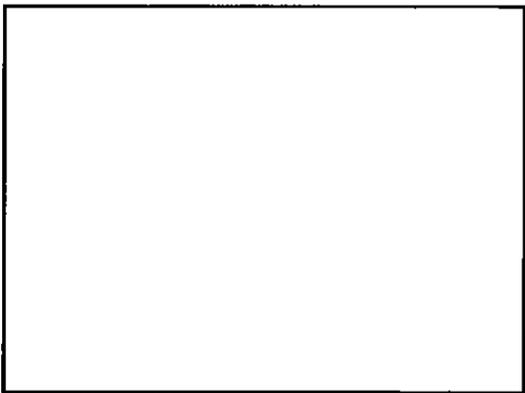
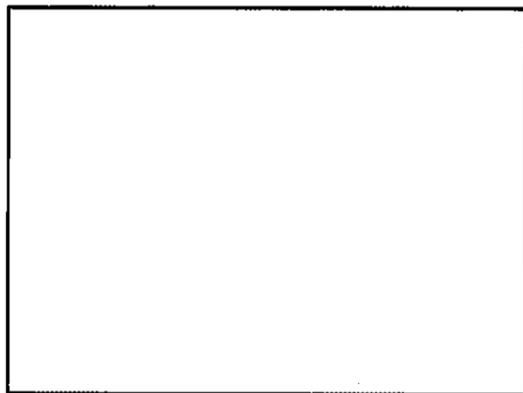
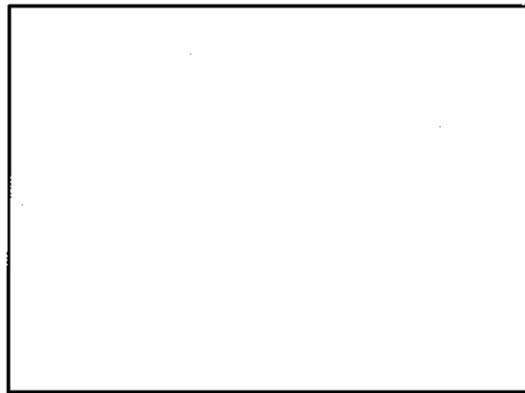
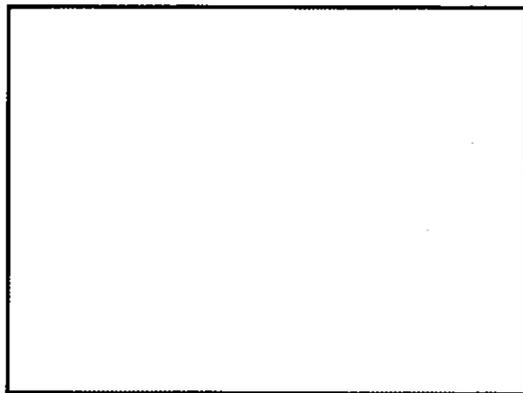
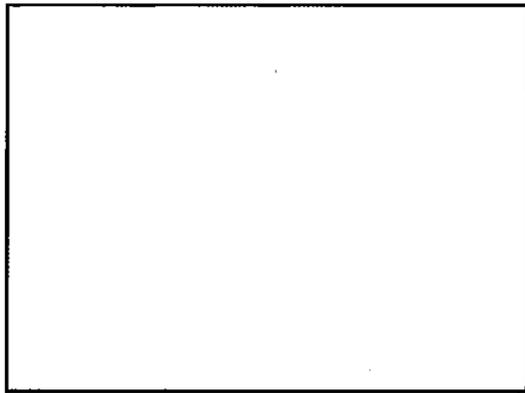


What is happening? (Denotation):

Transition:

STORYBOARD

REMEMBER TO WRITE THE SCENE NO, SHOT TYPE & CAMERA ANGLE FOR EACH SHOT BELOW EACH BOX.



Contents of Frame

Shot type

- Close up
- Medium shot
- Long Shot
- Establishing Shot

Shot Angle

- High,
- Low
- Canted

Composition

- Rule of thirds
- Reading an image

Shot change

Movement

- Pan
- Tilt
- Handheld
- Zoom

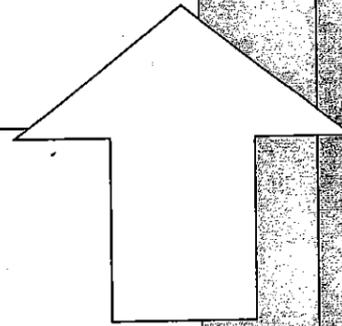
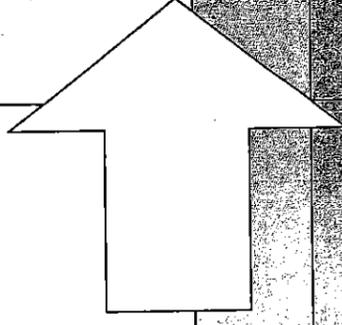
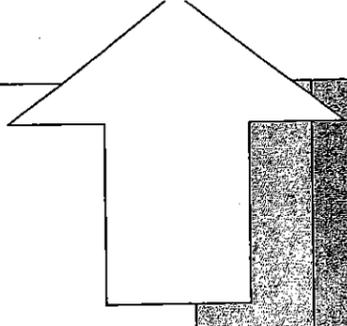
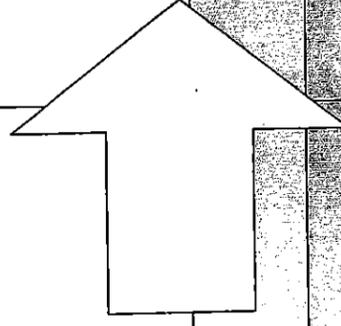
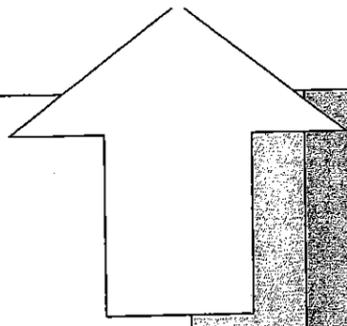
Transition

- Cut
- Fade
- Swipe

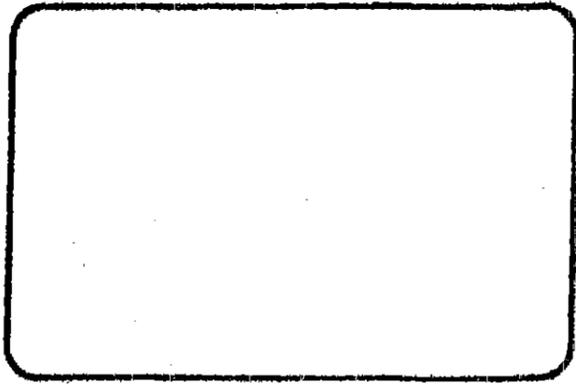
Description of action in frame

Sound

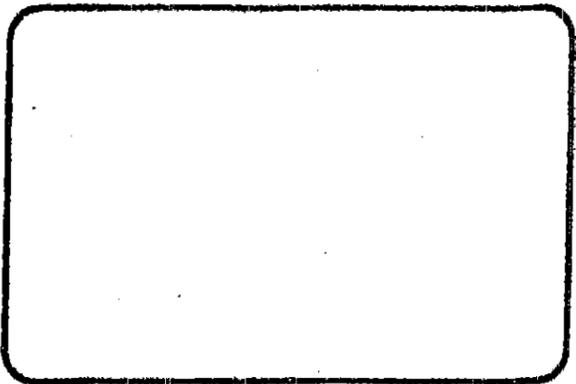
- Dialogue
- Music
- Effects



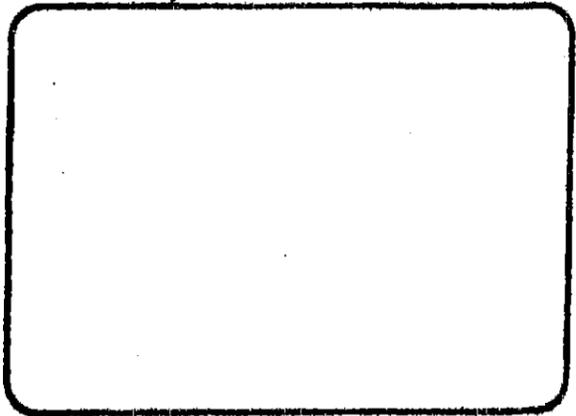
Storyboard for:



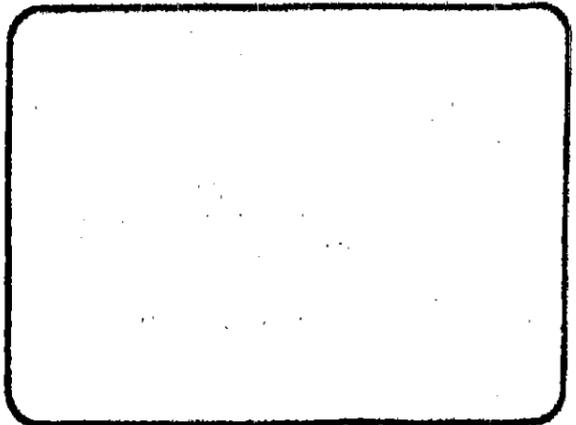
Notes:



Notes:



Notes:



Notes:

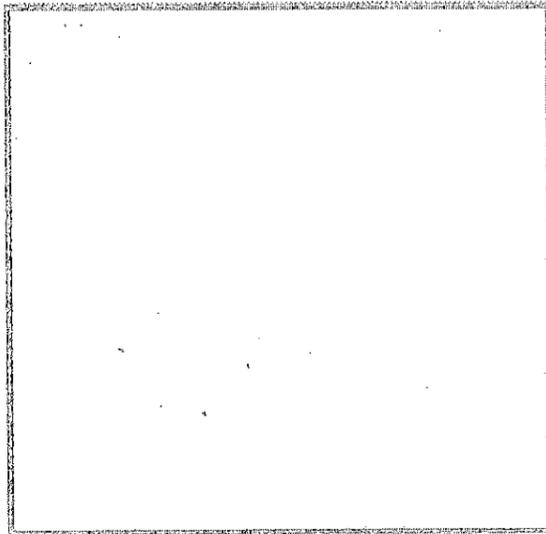
Draw your shot here:	Technical Notes	Commentary: explain why you have made these choices, what effect are you hoping to achieve for your audience?
	Camera Angle/Shot/Movement: Duration: Lighting: Sound: Costume: Dialogue: Transition:	Denotation: Connotation:
	Camera Angle/Shot/Movement: Duration: Lighting: Sound: Costume: Dialogue: Transition:	Denotation: Connotation:

Scene:

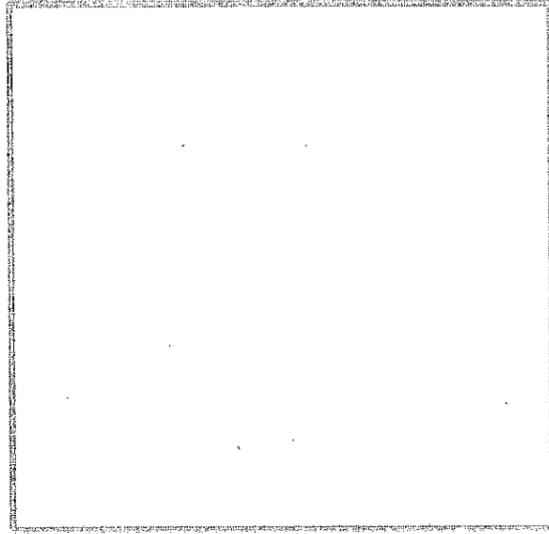
Shot:

Name:

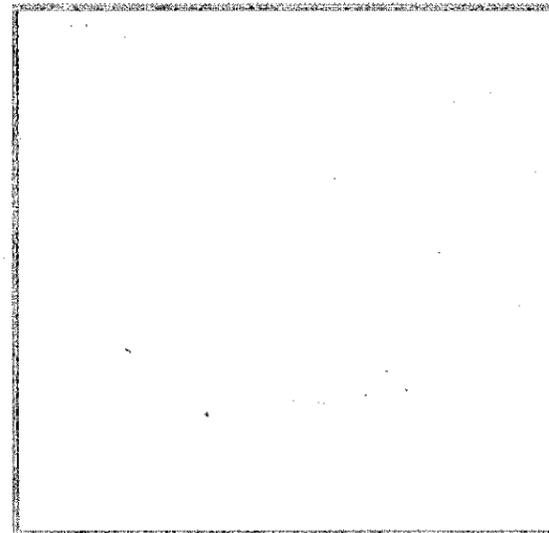
Sheet No:



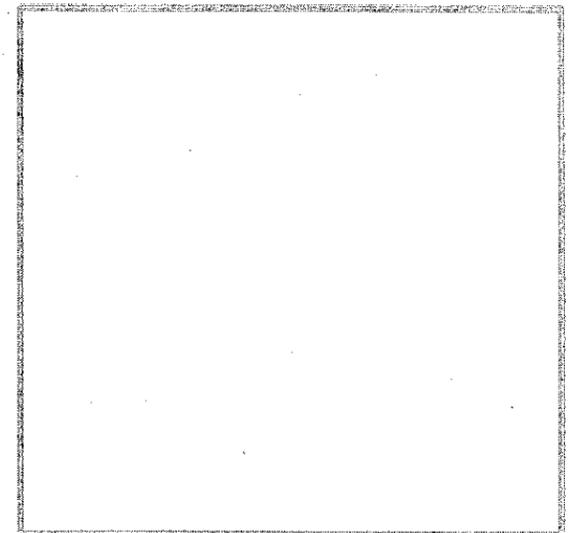
Camera Shot _____
 Angle _____
 Action _____
 Dialogue _____
 Music/ Sound _____



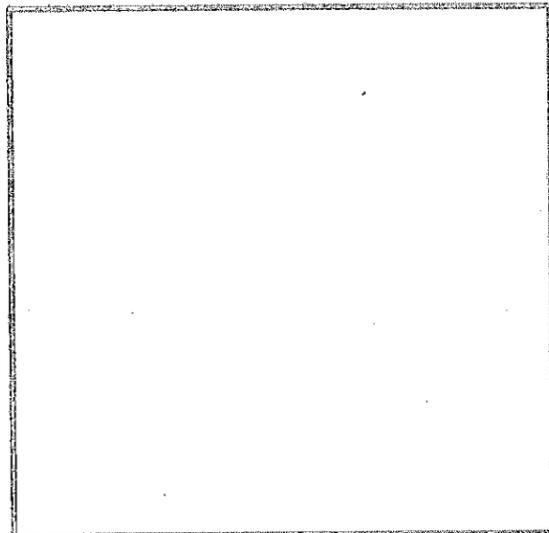
Camera Shot _____
 Angle _____
 Action _____
 Dialogue _____
 Music/ Sound _____



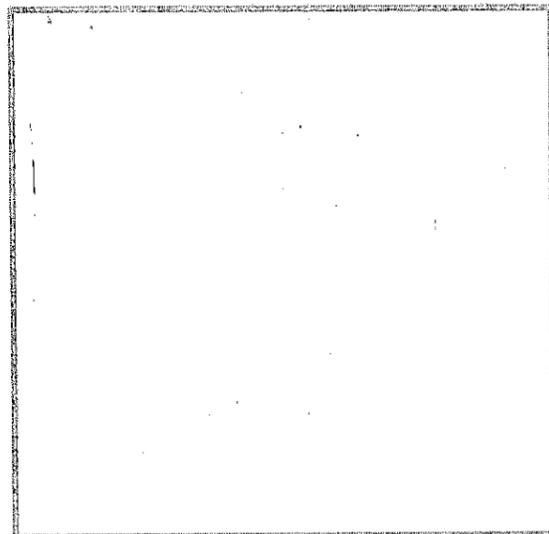
Camera Shot _____
 Angle _____
 Action _____
 Dialogue _____
 Music/ Sound _____



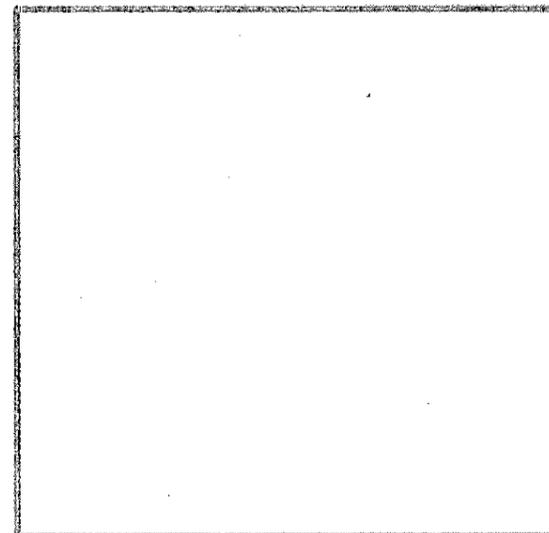
Camera Shot _____
 Angle _____
 Action _____
 Dialogue _____
 Music/ Sound _____



Camera Shot _____
 Angle _____
 Action _____
 Dialogue _____
 Music/ Sound _____



Camera Shot _____
 Angle _____
 Action _____
 Dialogue _____
 Music/ Sound _____



Camera Shot _____
 Angle _____
 Action _____
 Dialogue _____
 Music/ Sound _____



Camera Shot _____
 Angle _____
 Action _____
 Dialogue _____
 Music/ Sound _____

No.

STORYBOARD SHEET

Shot No.		Type of Shot	Dialogue – Sound – Camera Movement	Timing
Edit				
Shot No.		Type of Shot	Dialogue – Sound – Camera Movement	Timing
Edit				
Shot No.		Type of Shot	Dialogue – Sound – Camera Movement	Timing
Edit				
Shot No.		Type of Shot	Dialogue – Sound – Camera Movement	Timing
Edit				
Shot No.		Type of Shot	Dialogue – Sound – Camera Movement	Timing
Edit				

STORYBOARD SHEET

Shot No.		Type of Shot	Dialogue – Sound – Camera Movement	Timing
Edit				
Shot No.		Type of Shot	Dialogue – Sound – Camera Movement	Timing
Edit				
Shot No.		Type of Shot	Dialogue – Sound – Camera Movement	Timing
Edit				
Shot No.		Type of Shot	Dialogue – Sound – Camera Movement	Timing
Edit				
Shot No.		Type of Shot	Dialogue – Sound – Camera Movement	Timing
Edit				

company

prod. team

seq.

sc.

panel

Scene

panel

Scene

panel

Scene

Dialog

Dialog

Dialog

action

action

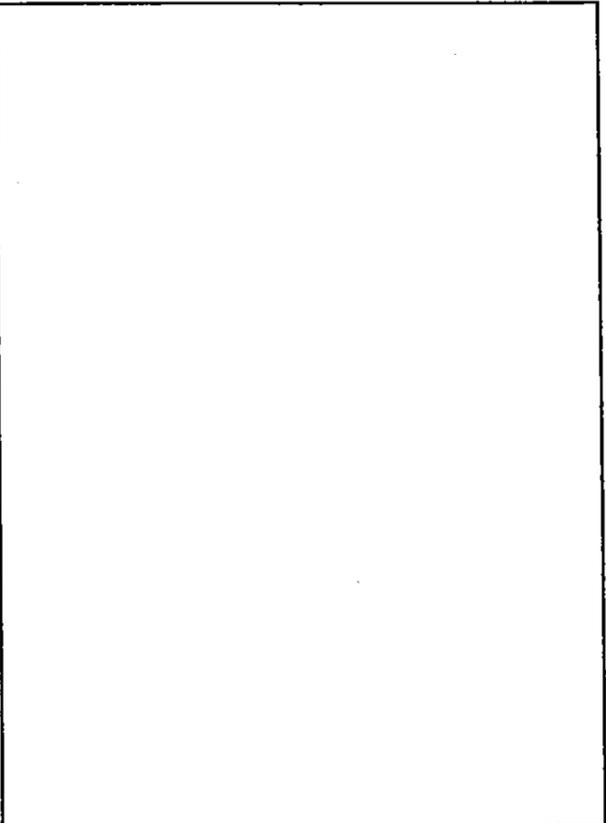
action

Notes

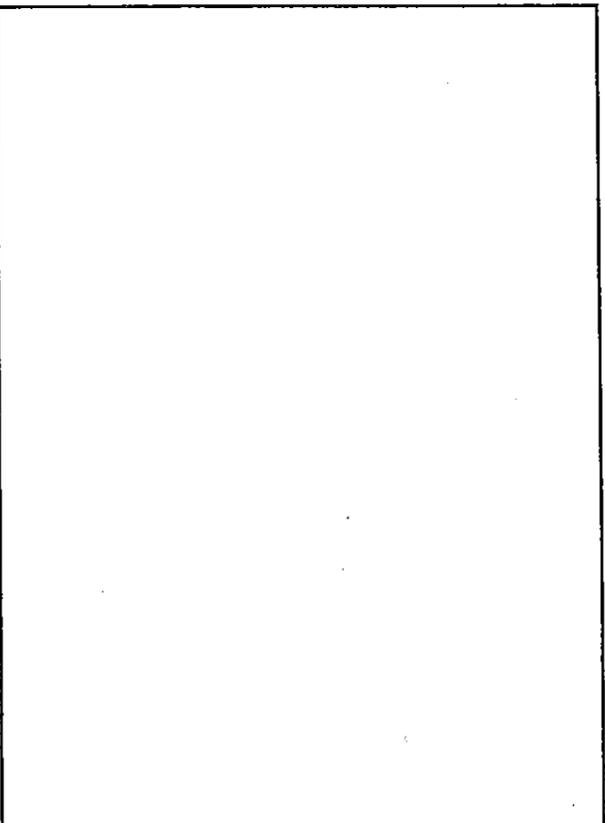
Notes

Notes

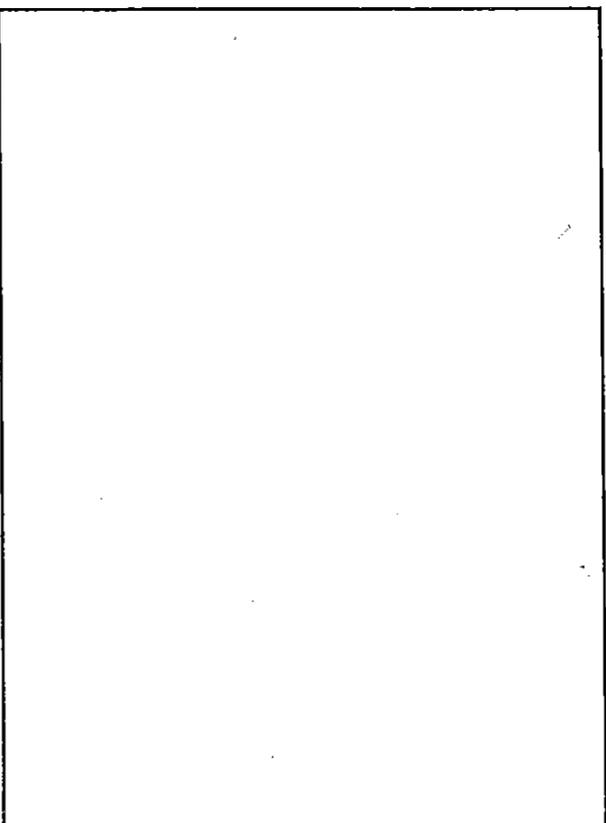
STORYBOARD



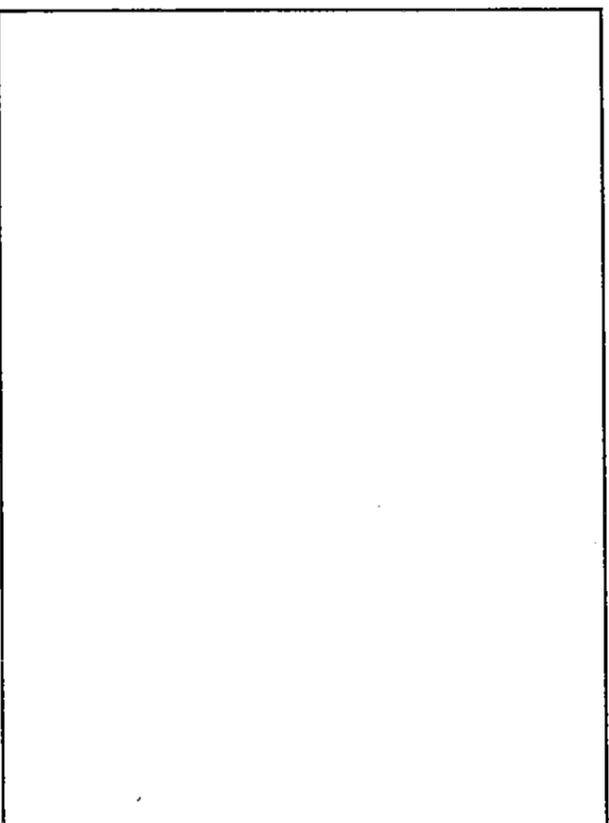
Shot / Location:
Action:
Shot Type:
Camera Angle:



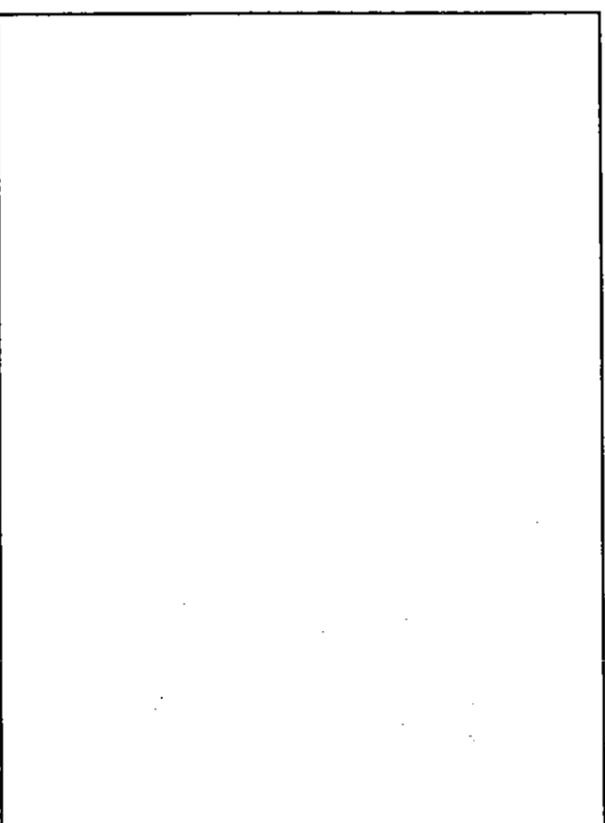
Shot / Location:
Action:
Shot Type:
Camera Angle:



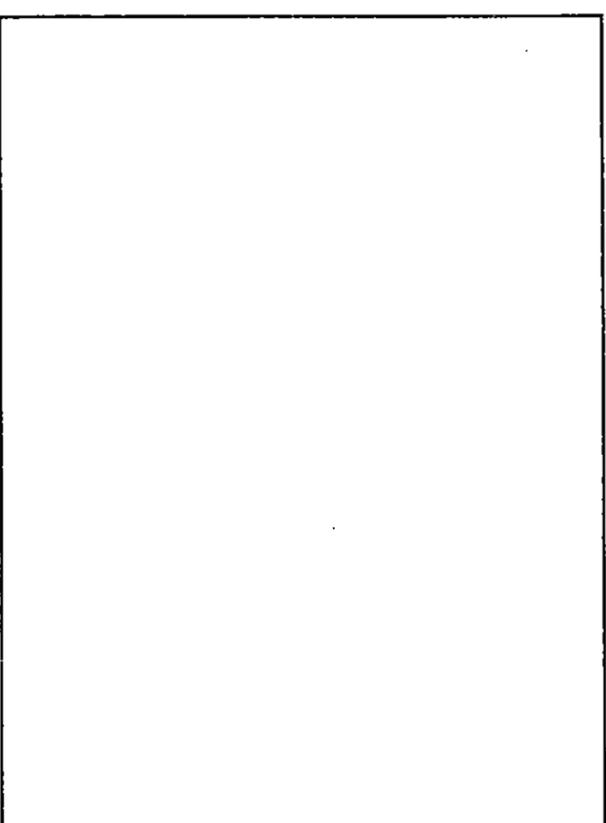
Shot / Location:
Action:
Shot Type:
Camera Angle:



Shot / Location:
Action:
Shot Type:
Camera Angle:



Shot / Location:
Action:
Shot Type:
Camera Angle:



Shot / Location:
Action:
Shot Type:
Camera Angle:

1

Shot Type:

Dialogue:

Action:

Music/ Sound:

Shot Duration:

2

Shot Type:

Dialogue:

Action:

Music/ Sound:

Shot Duration:

3

Shot Type:

Dialogue:

Action:

Music/ Sound:

Shot Duration:

4

Shot Type:

Dialogue:

Action:

Music/ Sound:

Shot Duration:

5

Shot Type:

Dialogue:

Action:

Music/ Sound:

Shot Duration:

6

Shot Type:

Dialogue:

Action:

Music/ Sound:

Shot Duration:

7

Shot Type:

Dialogue:

Action:

Music/ Sound:

Shot Duration:

8

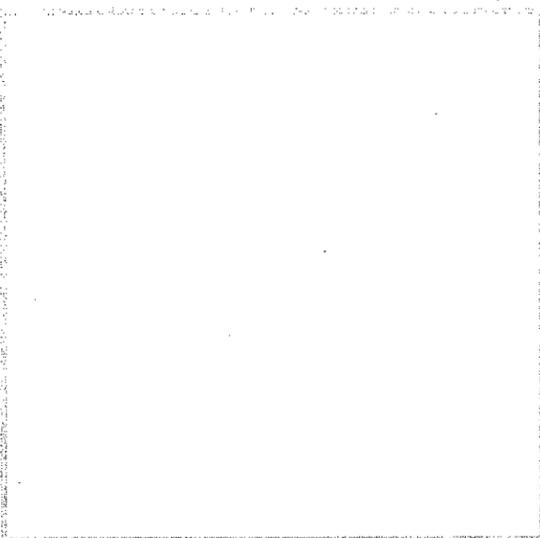
Shot Type:

Dialogue:

Action:

Music/ Sound:

Shot Duration:



Camera Shot _____

Angle _____

Action _____

Dialogue _____

Music / Sound _____



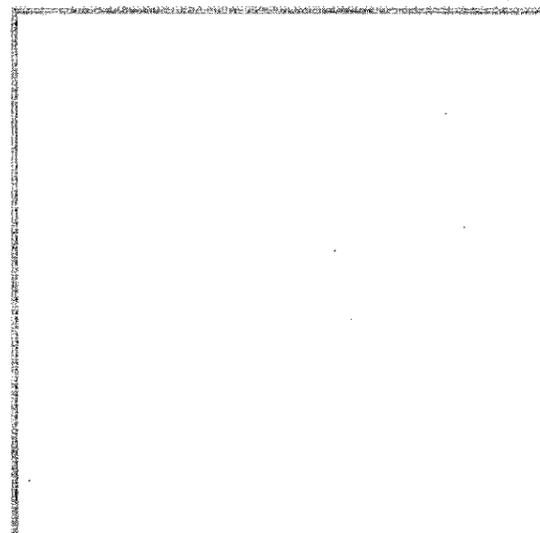
Camera Shot _____

Angle _____

Action _____

Dialogue _____

Music / Sound _____



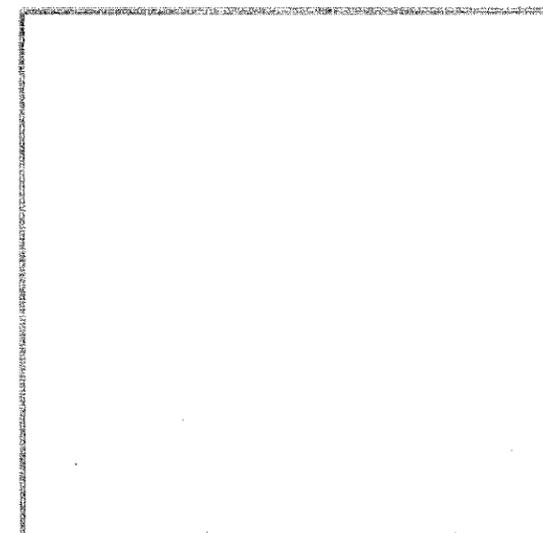
Camera Shot _____

Angle _____

Action _____

Dialogue _____

Music / Sound _____



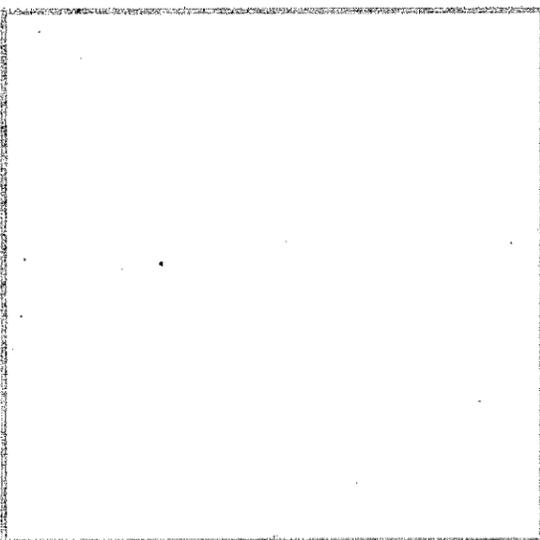
Camera Shot _____

Angle _____

Action _____

Dialogue _____

Music / Sound _____



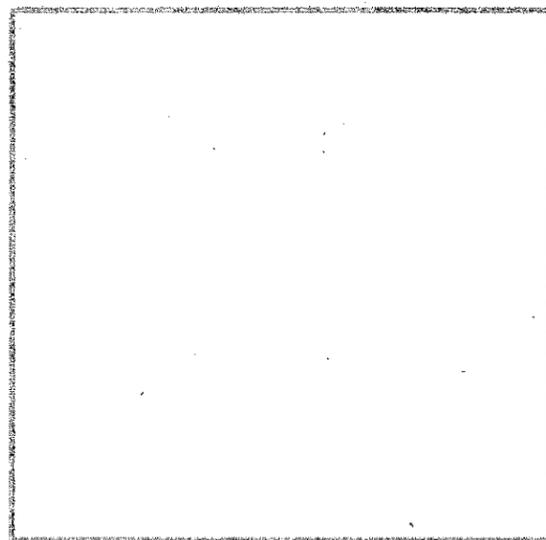
Camera Shot _____

Angle _____

Action _____

Dialogue _____

Music / Sound _____



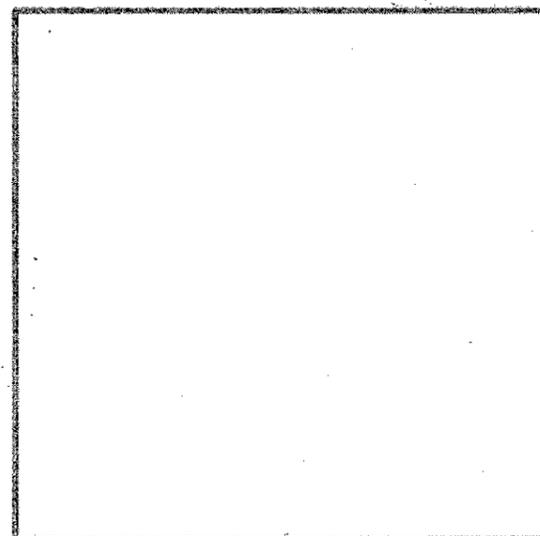
Camera Shot _____

Angle _____

Action _____

Dialogue _____

Music / Sound _____



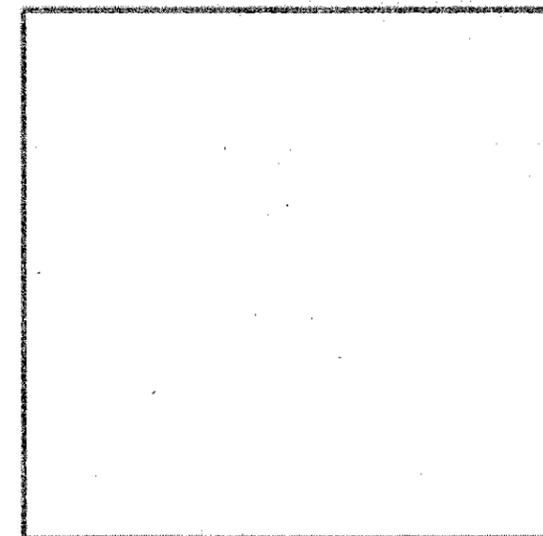
Camera Shot _____

Angle _____

Action _____

Dialogue _____

Music / Sound _____



Camera Shot _____

Angle _____

Action _____

Dialogue _____

Music / Sound _____