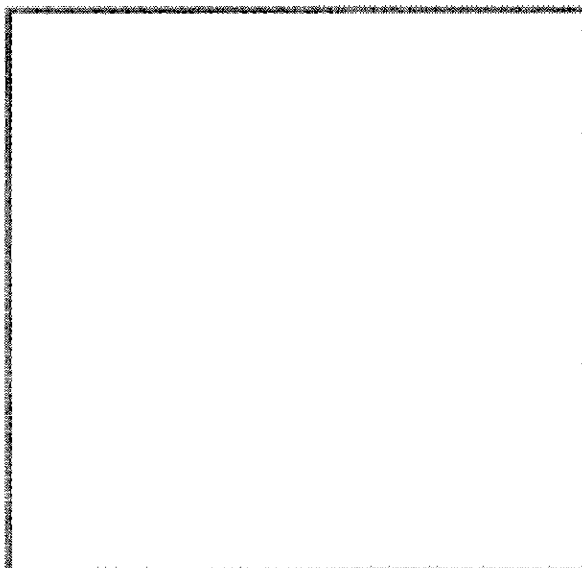


# STORYBOARD SHEET

	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		



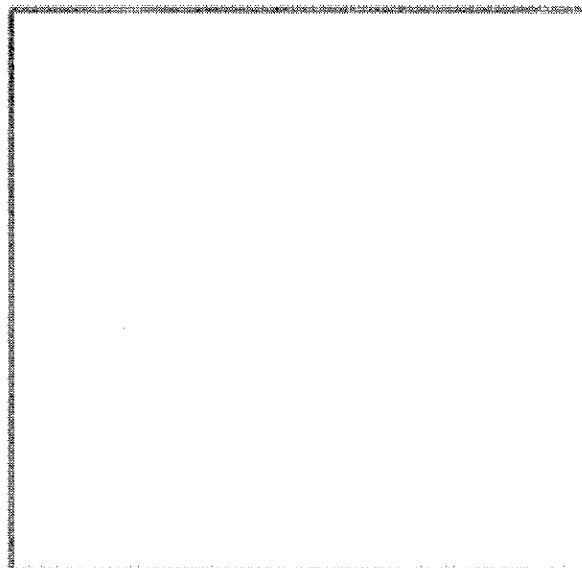
Camera Shot\_\_\_\_\_

Angle \_\_\_\_\_

Action \_\_\_\_\_

Dialogue \_\_\_\_\_

Music/ Sound \_\_\_\_\_



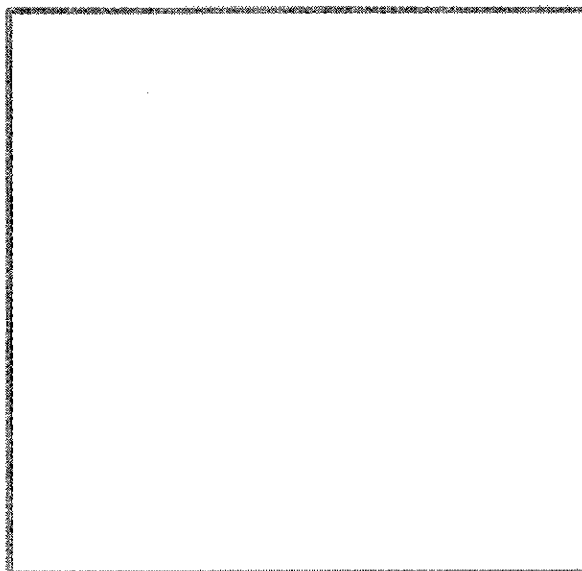
Camera Shot\_\_\_\_\_

Angle \_\_\_\_\_

Action \_\_\_\_\_

Dialogue \_\_\_\_\_

Music/ Sound \_\_\_\_\_



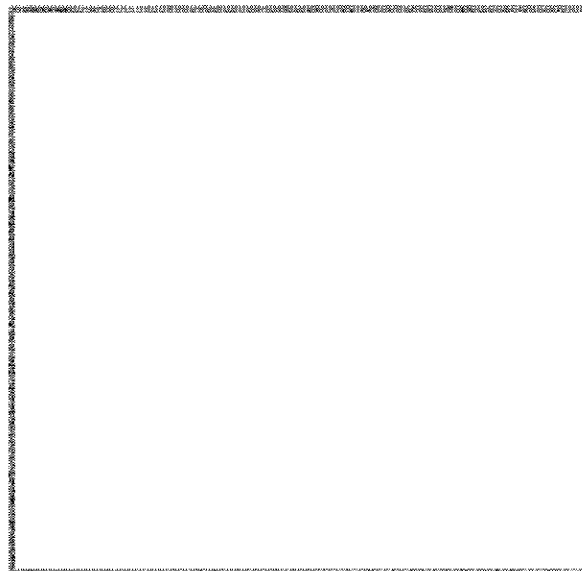
Camera Shot\_\_\_\_\_

Angle \_\_\_\_\_

Action \_\_\_\_\_

Dialogue \_\_\_\_\_

Music/ Sound \_\_\_\_\_



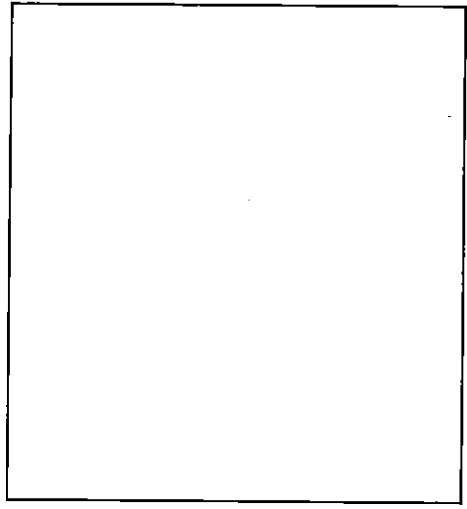
Camera Shot\_\_\_\_\_

Angle \_\_\_\_\_

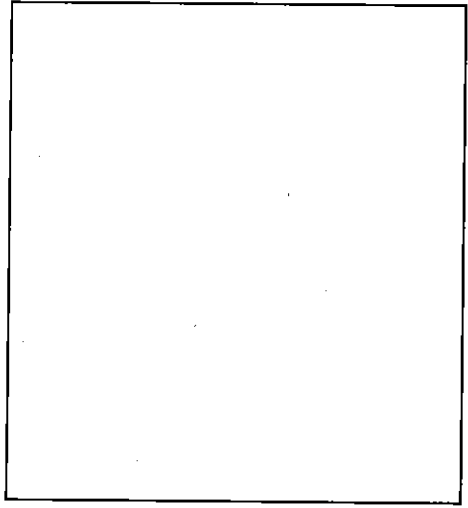
Action \_\_\_\_\_

Dialogue \_\_\_\_\_

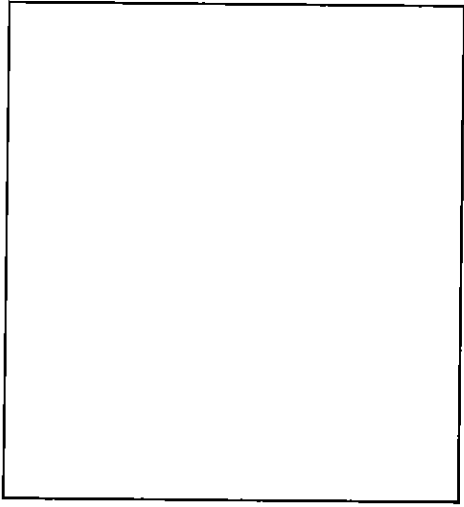
Music/ Sound \_\_\_\_\_



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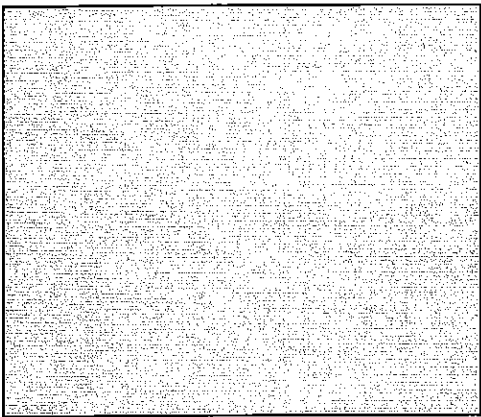


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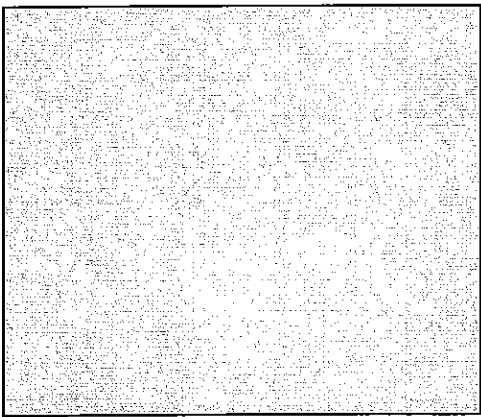
--	--	--	--	--	--	--	--	--

# Storyboard



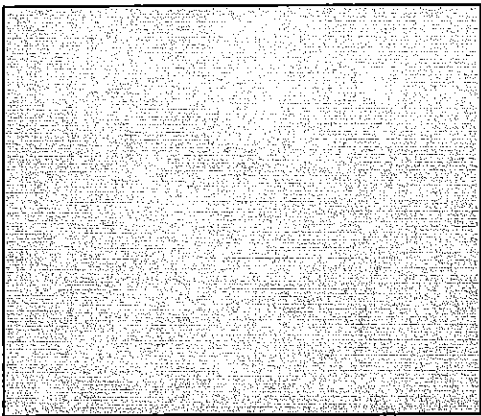
**Frame:**  
Action:  
Timing:  
Location:  
Shot & angle:  
Camera movement:  
Music track:  
Diegetic sound:  
Dialogue:

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:**

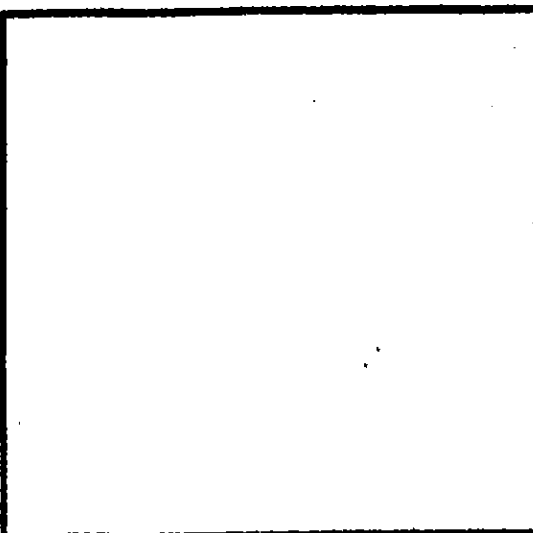
**Camera Angle:**

**Length of Shot:**

**Camera Movement:**

**Lighting:**

**Sound:**

A large empty rectangular box for drawing the first shot.

**What is happening? (Denotation):**

**Transition:**

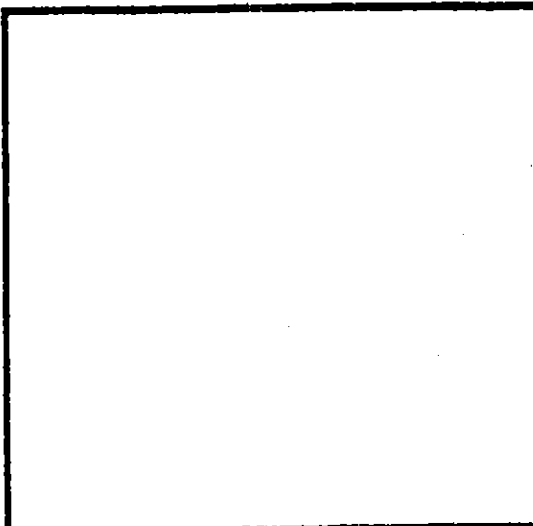
**Camera Angle:**

**Length of Shot:**

**Camera Movement:**

**Lighting:**

**Sound:**

A large empty rectangular box for drawing the second shot.

**What is happening? (Denotation):**

**Transition:**

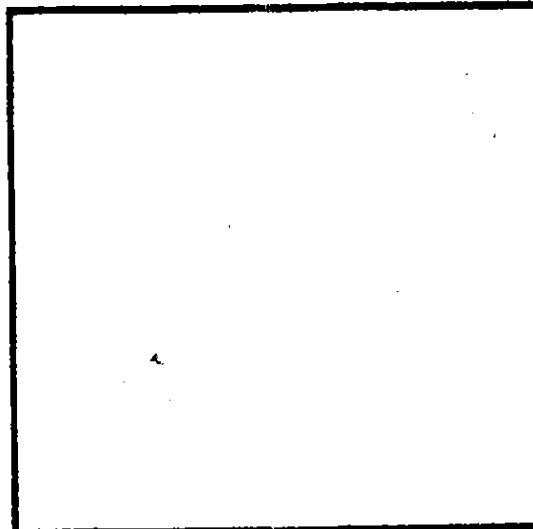
**Camera Angle:**

**Length of Shot:**

**Camera Movement:**

**Lighting:**

**Sound:**

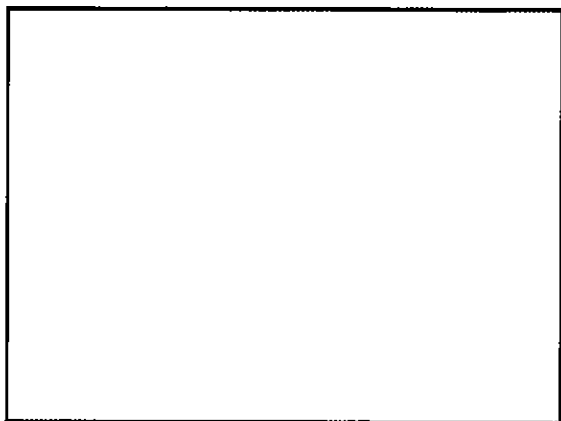
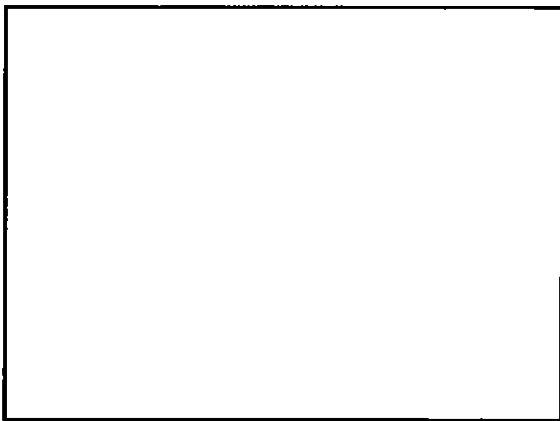
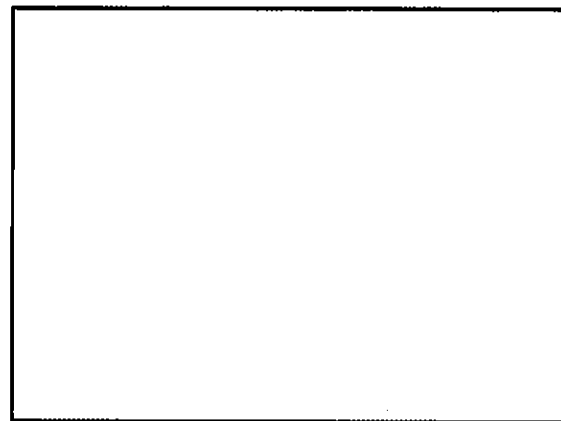
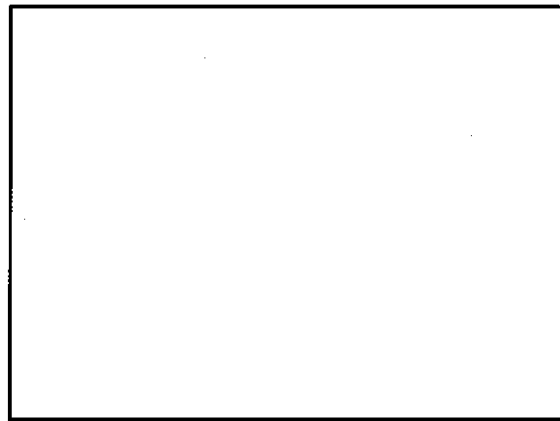
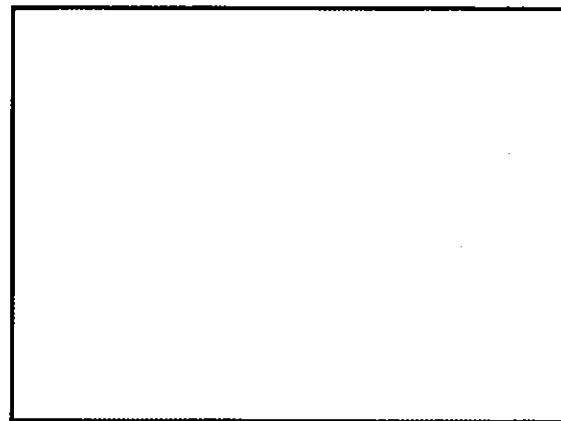
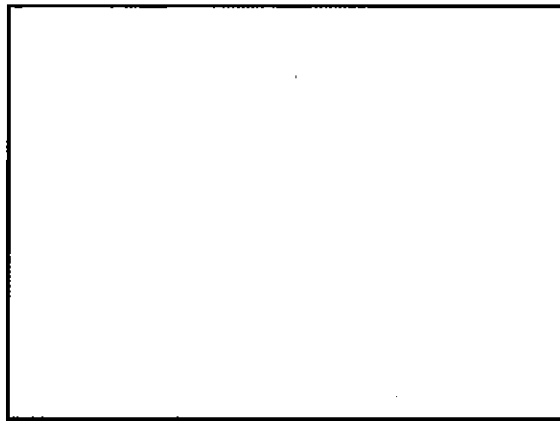
A large empty rectangular box for drawing the third shot.

**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

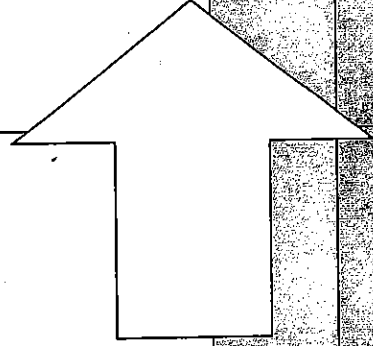
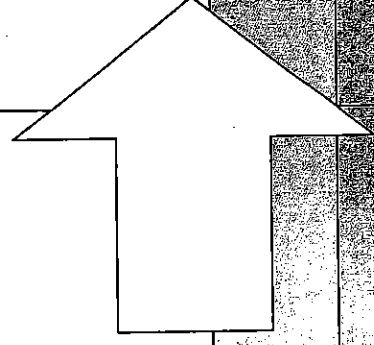
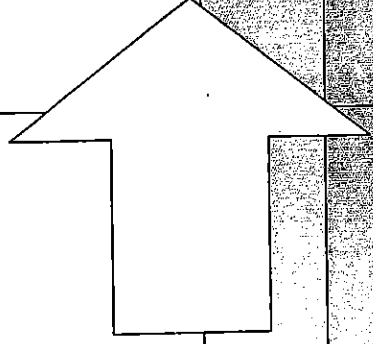
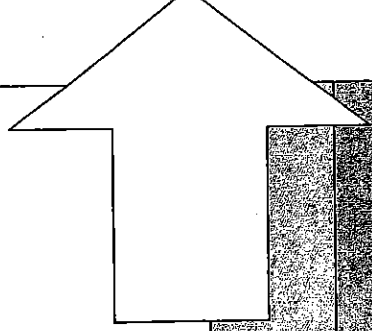
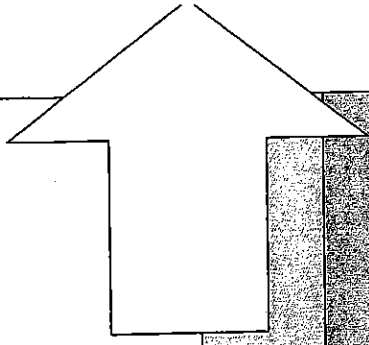
**Transition**

- Cut
- Fade
- Swipe

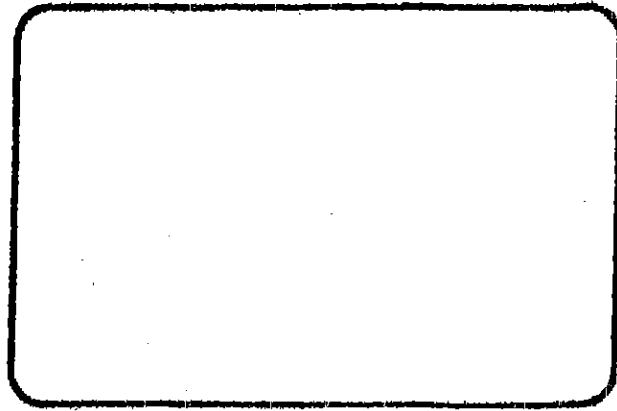
Description of action in frame

Sound

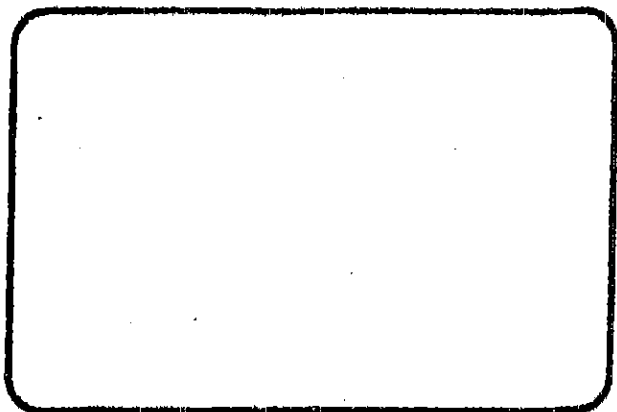
- Dialogue
- Music
- Effects



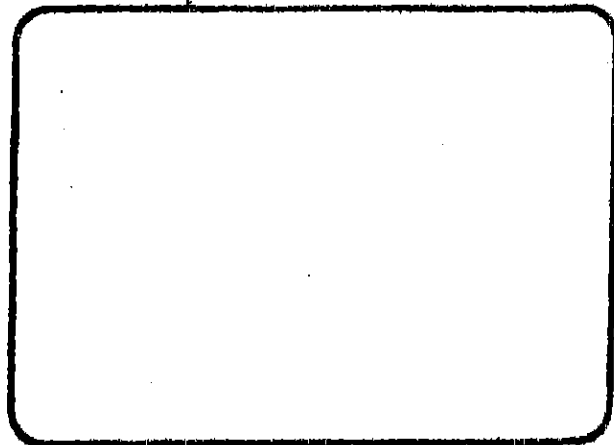
Storyboard for:

☐

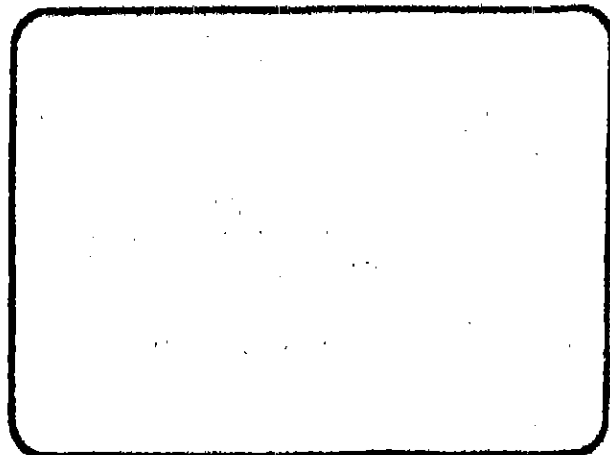
Notes:

☐

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:

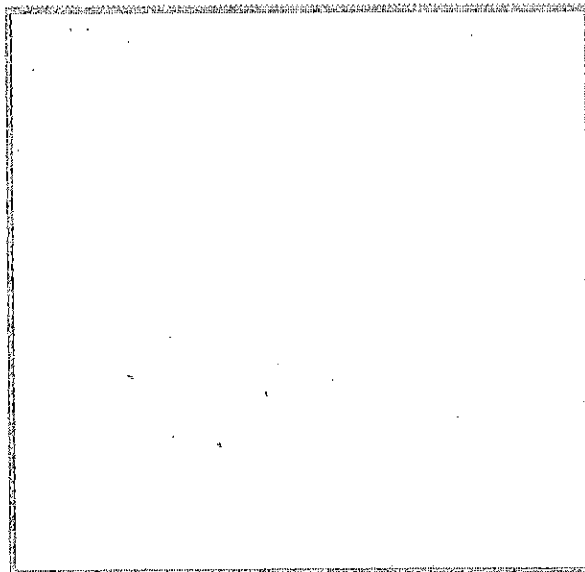
**Scene:**

**Shot:**

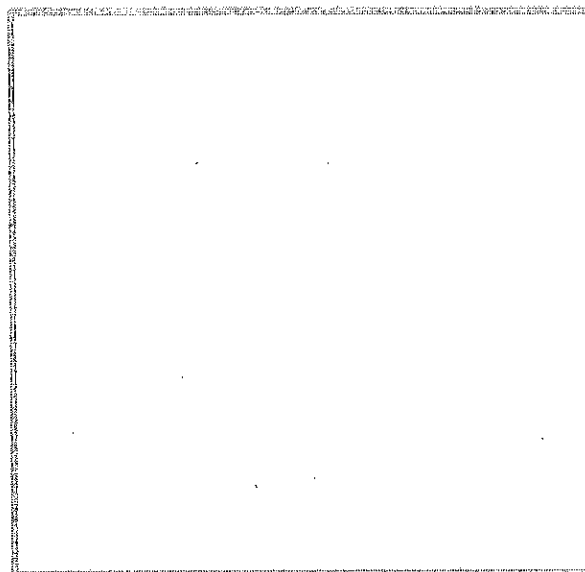
**Name:**

[illegible]

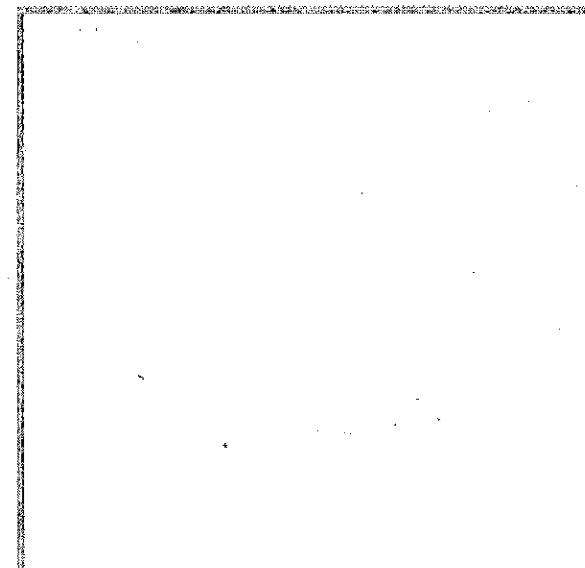
Sheet No.:



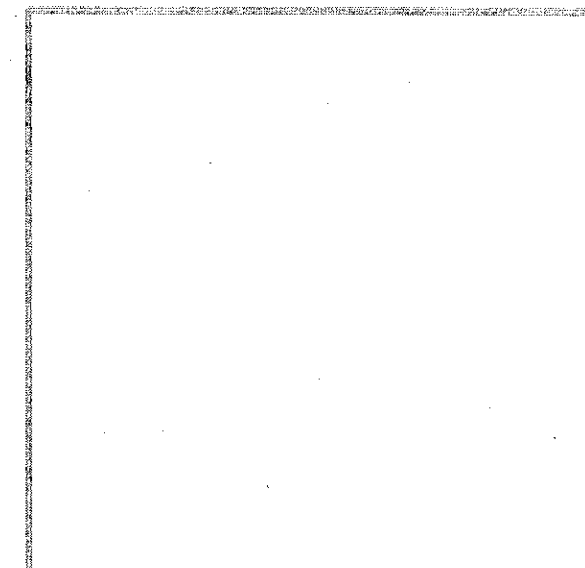
Camera Shot \_\_\_\_\_  
Angle \_\_\_\_\_  
Action \_\_\_\_\_  
Dialogue \_\_\_\_\_  
Music/ Sound \_\_\_\_\_



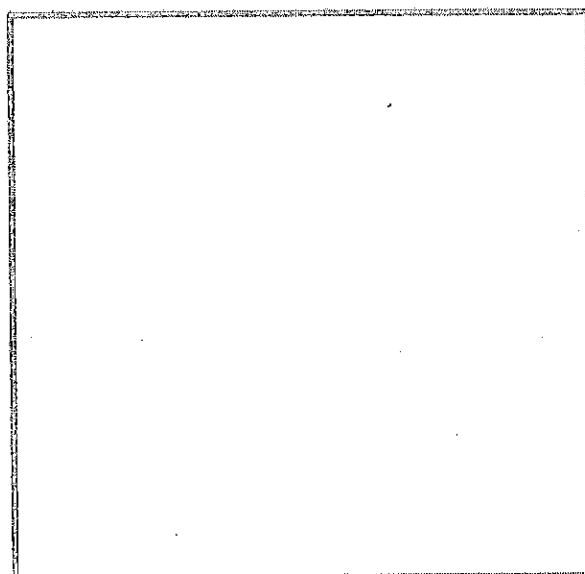
Camera Shot \_\_\_\_\_  
Angle \_\_\_\_\_  
Action \_\_\_\_\_  
Dialogue \_\_\_\_\_  
Music/ Sound \_\_\_\_\_



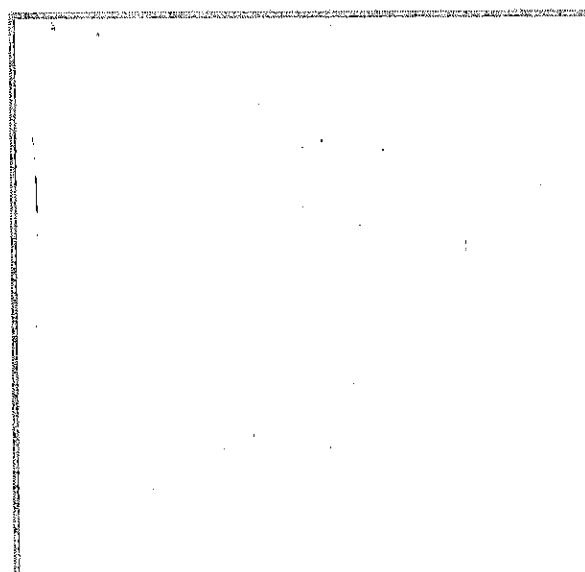
Camera Shot \_\_\_\_\_  
Angle \_\_\_\_\_  
Action \_\_\_\_\_  
Dialogue \_\_\_\_\_  
Music/ Sound \_\_\_\_\_



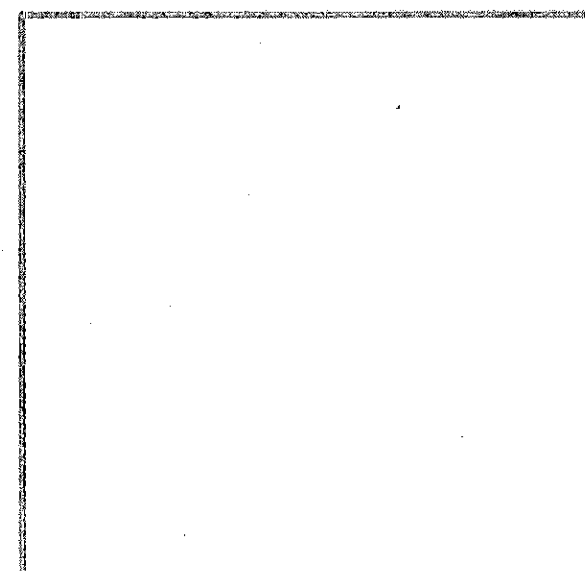
Camera Shot \_\_\_\_\_  
Angle \_\_\_\_\_  
Action \_\_\_\_\_  
Dialogue \_\_\_\_\_  
Music/ Sound \_\_\_\_\_



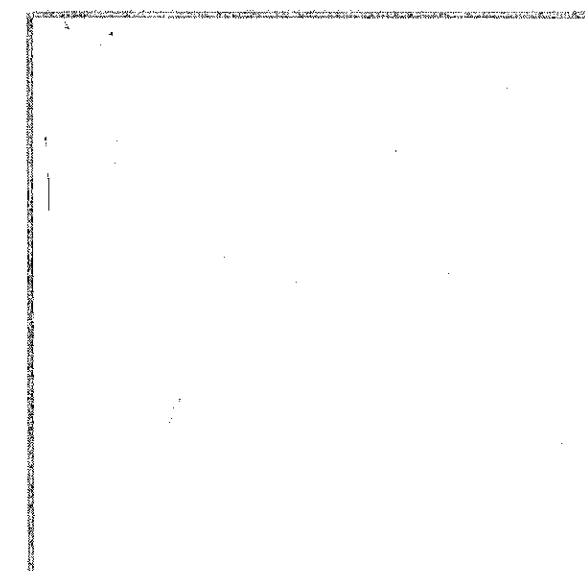
Camera Shot \_\_\_\_\_  
Angle \_\_\_\_\_  
Action \_\_\_\_\_  
Dialogue \_\_\_\_\_  
Music/ Sound \_\_\_\_\_



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

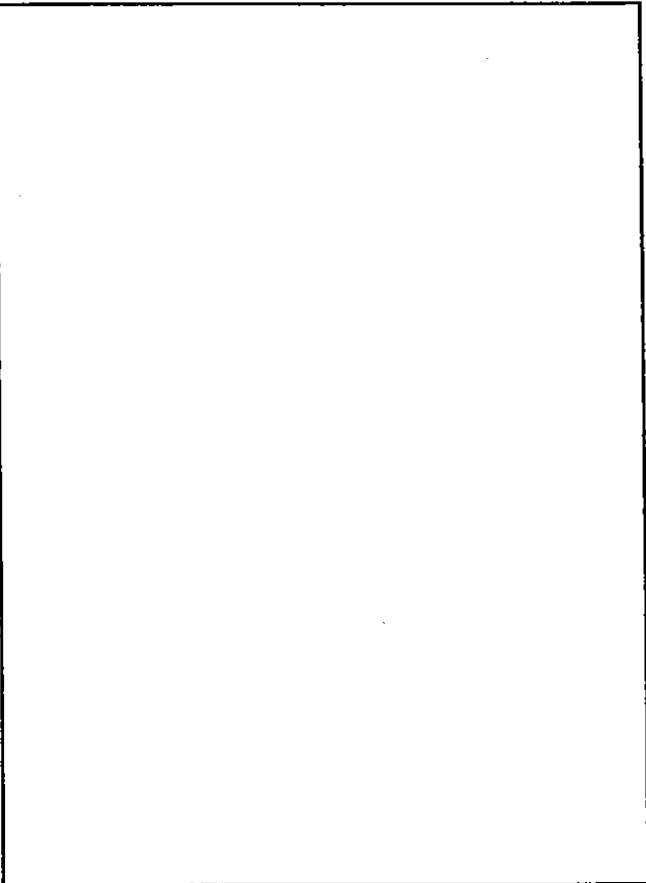
action

Notes

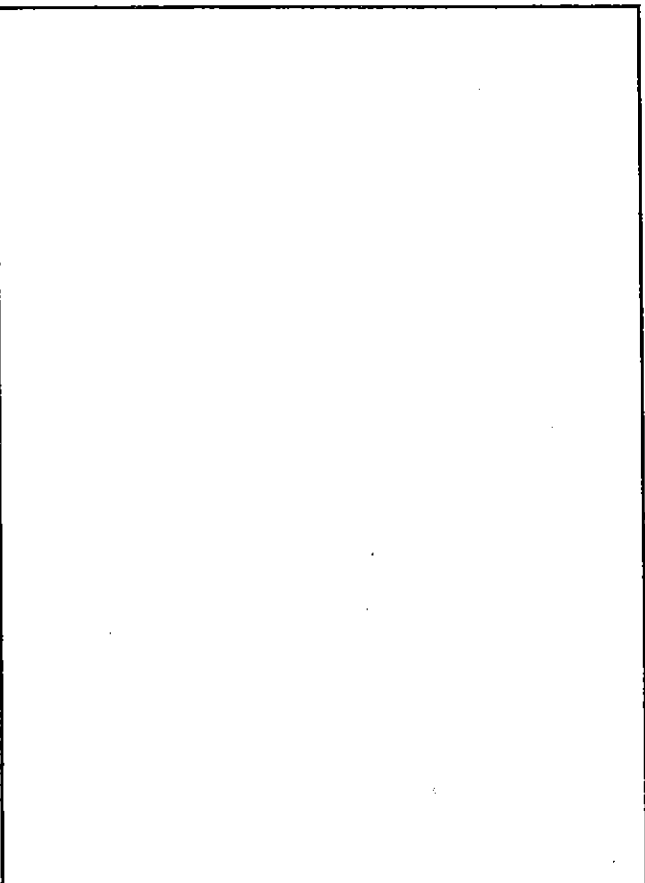
Notes

Notes

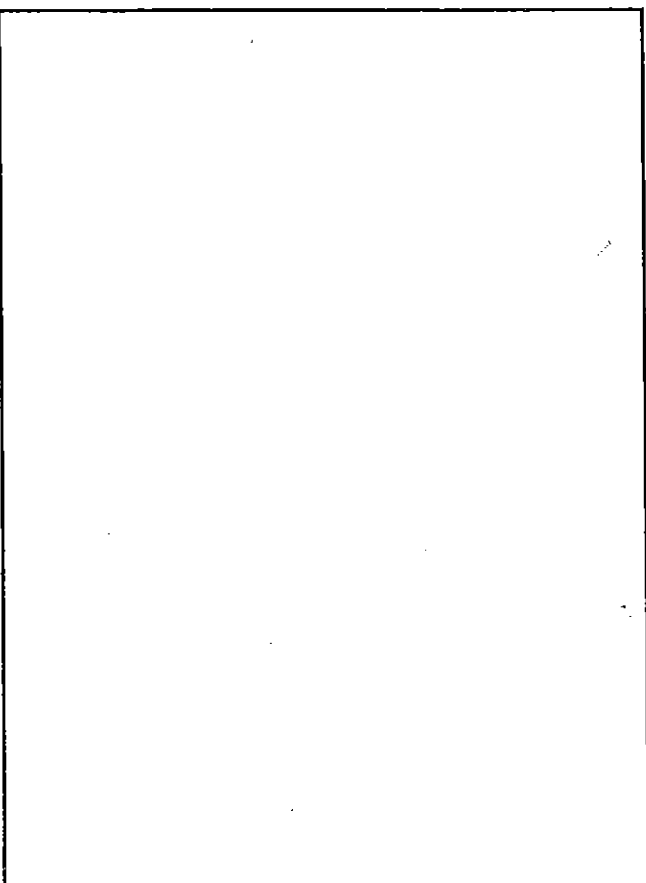
# STORYBOARD



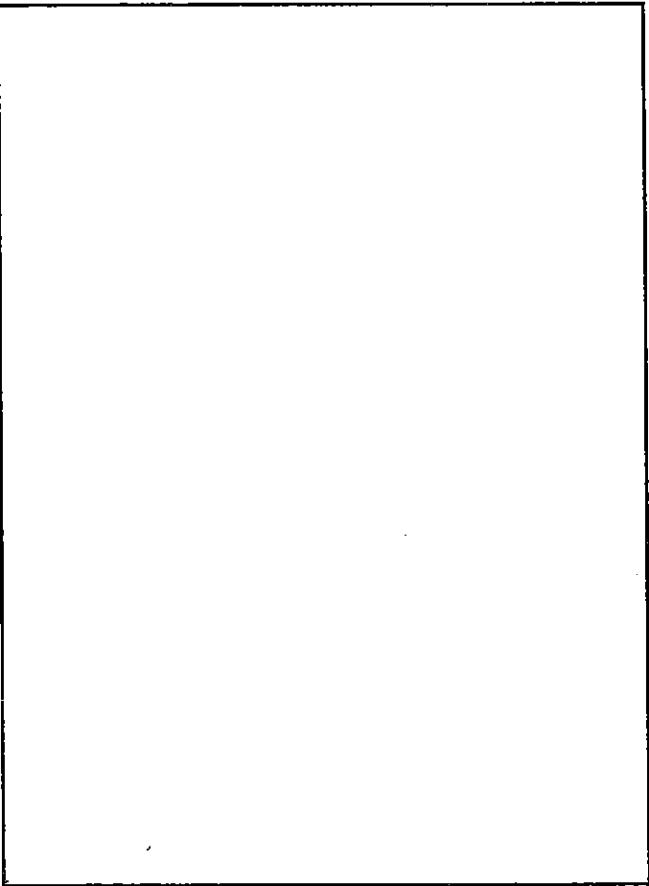
Shot / Location:  
Action:  
Shot Type:  
Camera Angle:



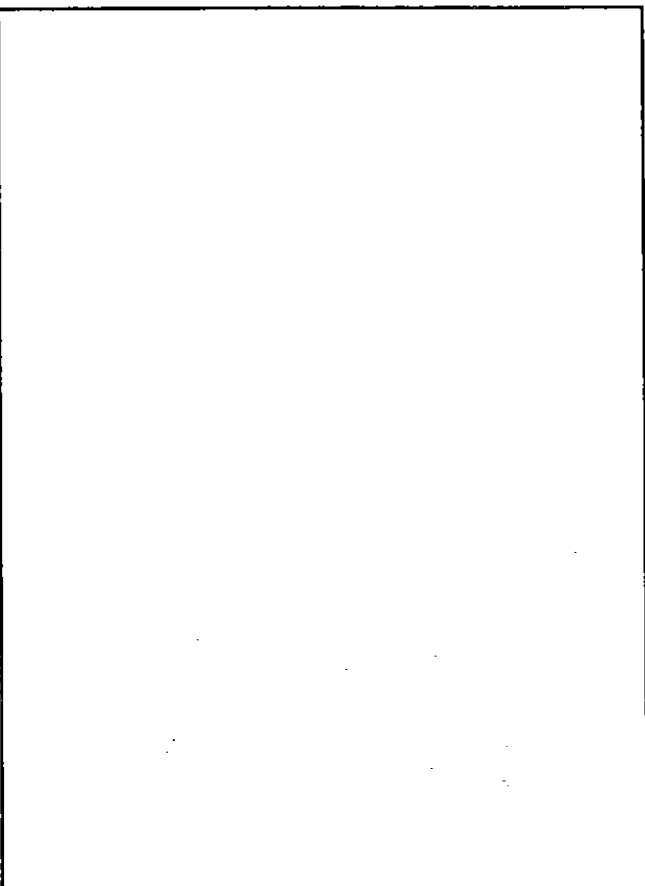
Shot / Location:  
Action:  
Shot Type:  
Camera Angle:



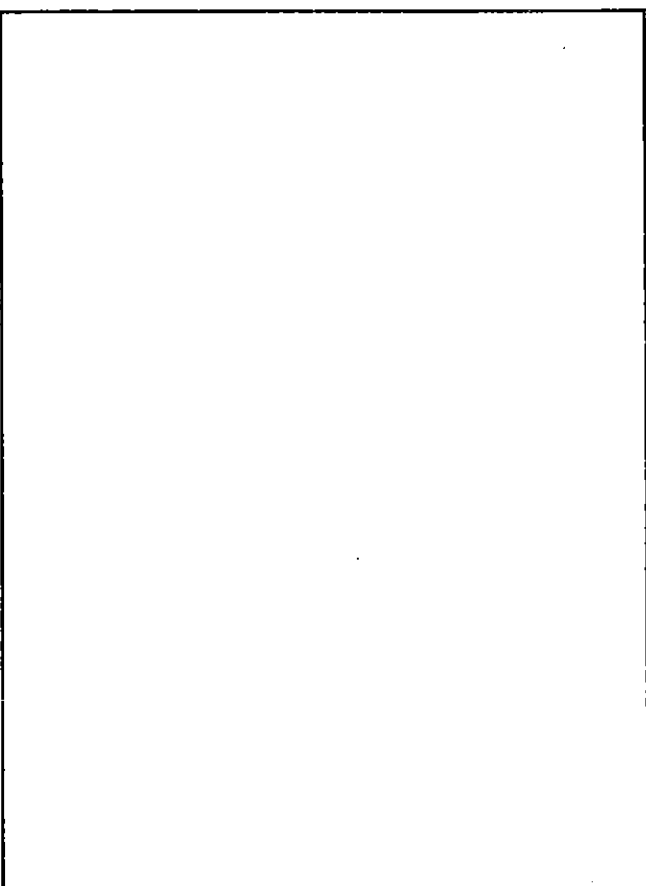
Shot / Location:  
Action:  
Shot Type:  
Camera Angle:



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

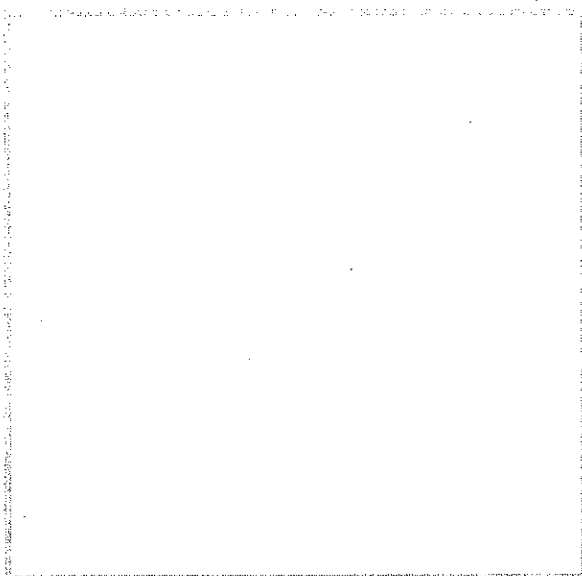
Shot Type:

Dialogue:

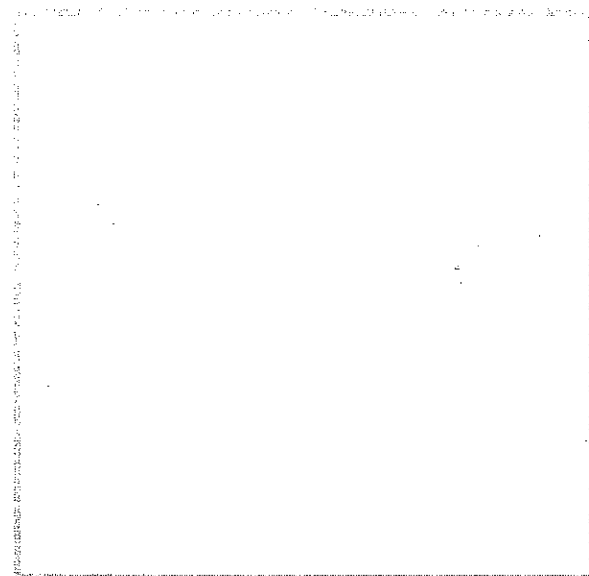
Action:

Music/ Sound:

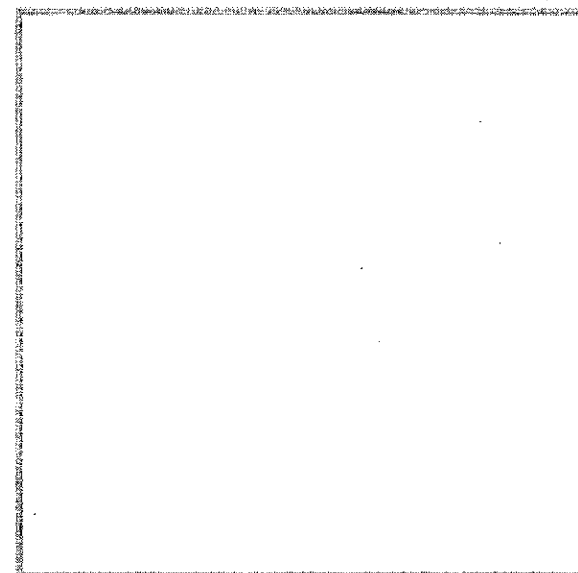
Shot Duration:



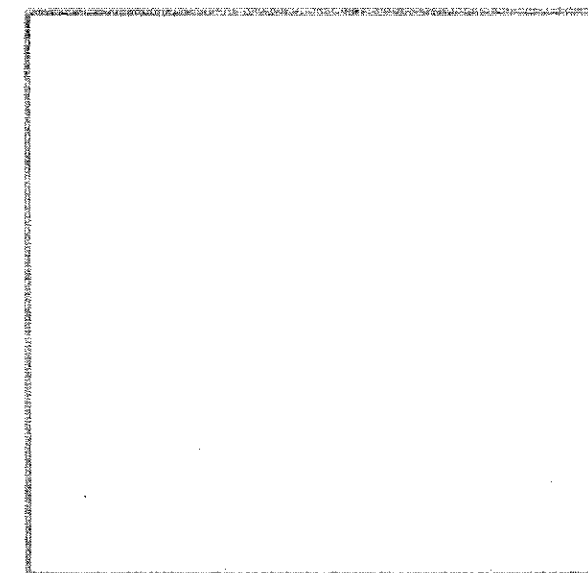
Camera Shot \_\_\_\_\_  
Angle \_\_\_\_\_  
Action \_\_\_\_\_  
Dialogue \_\_\_\_\_  
Music / Sound \_\_\_\_\_



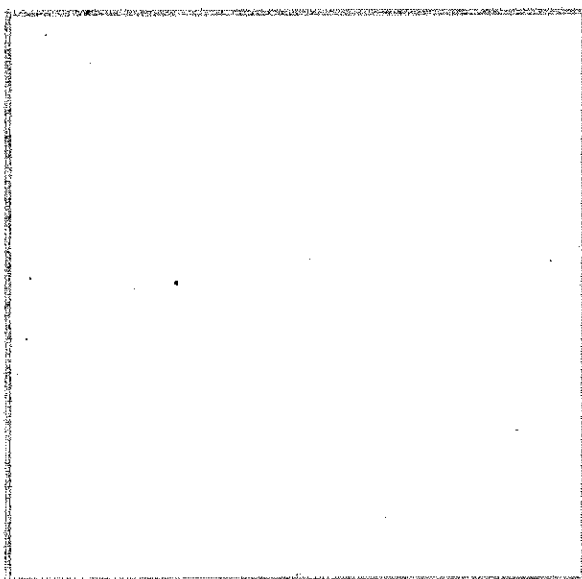
Camera Shot \_\_\_\_\_  
Angle \_\_\_\_\_  
Action \_\_\_\_\_  
Dialogue \_\_\_\_\_  
Music / Sound \_\_\_\_\_



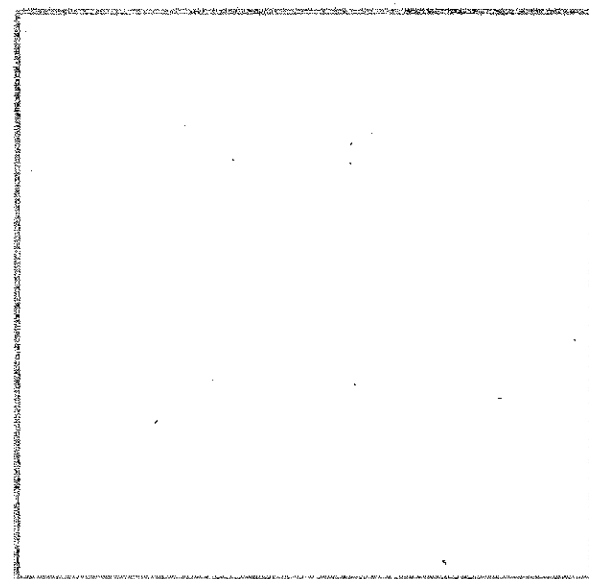
Camera Shot \_\_\_\_\_  
Angle \_\_\_\_\_  
Action \_\_\_\_\_  
Dialogue \_\_\_\_\_  
Music / Sound \_\_\_\_\_



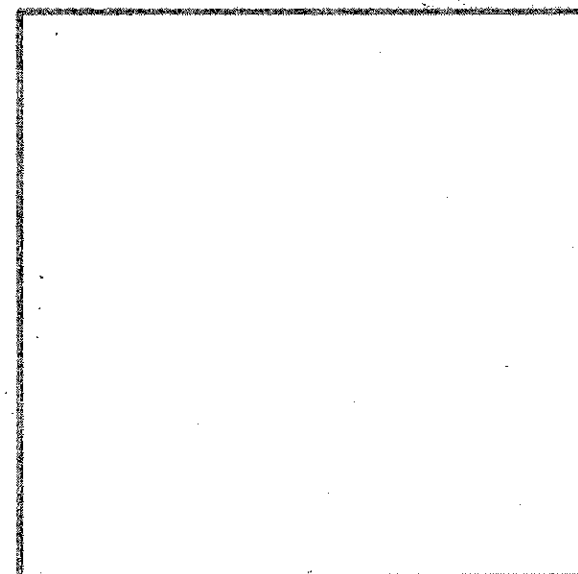
Camera Shot \_\_\_\_\_  
Angle \_\_\_\_\_  
Action \_\_\_\_\_  
Dialogue \_\_\_\_\_  
Music / Sound \_\_\_\_\_



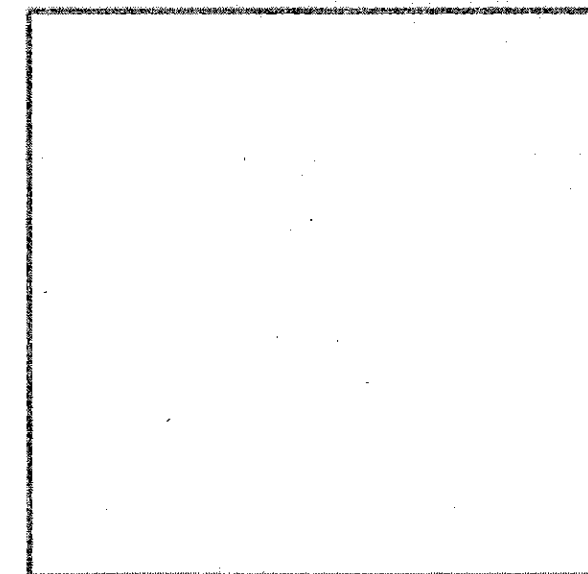
Camera Shot \_\_\_\_\_  
Angle \_\_\_\_\_  
Action \_\_\_\_\_  
Dialogue \_\_\_\_\_  
Music / Sound \_\_\_\_\_



Camera Shot \_\_\_\_\_  
Angle \_\_\_\_\_  
Action \_\_\_\_\_  
Dialogue \_\_\_\_\_  
Music / Sound \_\_\_\_\_



Camera Shot \_\_\_\_\_  
Angle \_\_\_\_\_  
Action \_\_\_\_\_  
Dialogue \_\_\_\_\_  
Music / Sound \_\_\_\_\_



Camera Shot \_\_\_\_\_  
Angle \_\_\_\_\_  
Action \_\_\_\_\_  
Dialogue \_\_\_\_\_  
Music / Sound \_\_\_\_\_