Exploring Storyboarding (Design Concepts)
Synopsis
An effective combination of creative exercises, real-life examples, and simple illustrations are integrated in this "how-to" book, teaching readers to develop their storyboarding skills for a variety of media types, including film, television, animation, and interactive media. Each aspect of the storyboarding process is carefully examined including creating visually specific shot lists and overhead diagrams, and drawing simple sketches that express a clear understanding of staging, editing, and composition. Coverage is rounded out with a comprehensive overview of camera techniques that helps readers visualize a scene before the process of storyboarding begins.

Book Information
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Customer Reviews
As the text stands, Exploring Storyboarding is a decent primer into the whole art and business of storyboarding. In some ways it even goes a step further than From Word to Image-2nd edition: Storyboarding and the Filmmaking Process (a book I own and treasure highly), by talking about many cinematic concepts such as "jump cuts, continuity, and eyeline match." So in terms of introducing novices to visual storytelling, the book isn't bad on that account. However, I'm going to have to agree with another reviewer here who was turned off by the illustrations. The drawings are so terrible that they completely take away from the strengths of this book. Now, I understand that storyboard pictures aren't supposed to be finished masterpieces (they're supposed to be rough sketches done on the fly). But there's a big difference between the loose, rough sketches from a
skilled artist and what you will find in this book. The illustrations are not merely bad but beyond bad. They literally look like homework assignments from a junior high school art class. Initially, I tried to ignore the terrible illustrations with the rationale that Exploring Storyboarding wasn't an art instruction book but one on theory. Fair enough. But as the text tackled more complex concepts and illustrations became necessary to clarify them, they became a hindrance. For example, in demonstrating Low and High Key, the drawings were so incompetently done that they did nothing to actually explain what it means for a shot to be lit with either method.

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