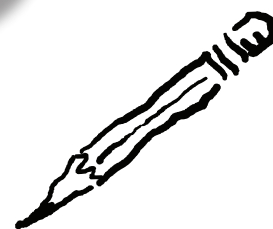


Peter H. Reynolds' Animation Storyboarding Kit

MAKE YOUR MARK...MOVE!



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LEARNING



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Peter H. Reynolds' Animation Storyboarding Kit

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A Note from Peter H. Reynolds

Friends,

When people ask me what inspired me to start animating, I can trace that journey back to a single moment. This is the story of my first animation. . .

When I was in 7th grade, my math teacher, Mr. Matson, did one of the most powerful things an educator or caregiver can do. He noticed me. He took the time to see who I was. He observed what my interest was. He was teaching math, but he found time to pause and see what my “spark” was — and then he did something even more powerful. He connected the dots.



Mr. Matson connected my art with math — and, even more importantly, he connected art, math, and TEACHING. He posed this question to me on an afternoon back at McFarland Middle School in Chelmsford, MA:

“Peter, can you tell a story to teach math? Look through the math textbook and find a concept that you could teach using your art and a story.”

I opened my math textbook and set to work. I created a comic book. I showed it to Mr. Matson. He paused — and pondered. He was about to demonstrate yet another sign of a great teacher.

“Do you know what you’ve done?” Mr. Matson asked.

“Huh?” I scratched my head.

“You’ve made a storyboard,” he replied. “This is how a filmmaker plans out a film. How would you like to turn this into an animated film?”

“Gosh, would I?!”

Then Mr. Matson accomplished yet another “great teacher” feat. He very calmly said, “I have no idea how to make an animated film.” (This is a sign of a phenomenal teacher: Have the great idea first — figure out how to do it second, and find out who might be able to help you. THAT is also a 21st Century skill — bravely forging ahead with a vision and knowing where to find information and map out a possible solution.)

Mr. Matson and I went to the film teacher at the local high school, and together we figured out how to transform my storyboard into an animated film. A few months later, I had published my first film designed to teach! Mr. Matson had helped me discover a new personal mission: To use media to tell stories that matter and help learners reach their full potential.

Mr. Matson seemed stunned 30 years later when I tracked him down. He remembered the project, but had a pretty hard time imagining that his six-minute conversation had caused a ripple effect that had landed me my first job, which led me to create FableVision Studios — an animation studio dedicated to using story, technology, and media to inspire and teach. His impact will continue to ripple.

My wish is that all children have the opportunity that I did — to come up with a concept, create a storyboard, and bring their idea to life. Animation is a powerful medium — it engages students and helps them express their knowledge and show what they know. In creating a storyboard, you are creating a blueprint for your film. Having a well-thought out storyboard and plan not only makes animating more enjoyable — it also helps students plan and consider their message, resulting in a more meaningful and rewarding film.

I hope that this kit will give you ideas, tips, and resources to help you bring storyboarding and animation into YOUR classroom and home.

We LOVE seeing what creative animators are coming up with! Please e-mail your animations to info@FableVisionLearning.com so we can add them to our blog.



Peter H. Reynolds
Founder, FableVision Studios & FableVision Learning, LLC

Steps for Creating an Animated Film

1. Dream Up Your Story

Start thinking up story ideas. You never know where inspiration might strike, so keep a pen, paper, notebook, or device handy at all times. You might be sitting on the bus, washing dishes, jumping rope, tying your shoes, brushing your teeth — when all of a sudden a flash of inspiration will happen. Capture your idea!



2. Brainstorm and Jot Down Your Story Components

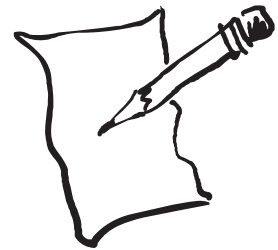


Once you have the starting idea for your story, it's time to begin building a story around it. Take scraps of paper or a notebook and start jotting down any ideas that come to mind. Now is not the time to worry about whether an idea is “good” or not — just capture any concepts that come to mind. Feel free to sketch images if that's helpful! Don't get frustrated if none of your ideas feel just right — keep going and you'll come up with the ingredients for your story.

3. Write Your Story (or Script)

A quick story arc might be broken down as follows:

1. **Introduction:** Where you introduce your characters and set the scene.
2. **Rising Action:** A series of occurrences building toward the climax.
3. **A Climax:** Something major happens — a conflict, a big moment, etc.
4. **A Twist:** Things take an unexpected turn.
5. **Falling action:** Loose ends are tied up as the story nears its end.
6. **Resolution:** A good way to end the story, with a laugh, smile, or a tear.

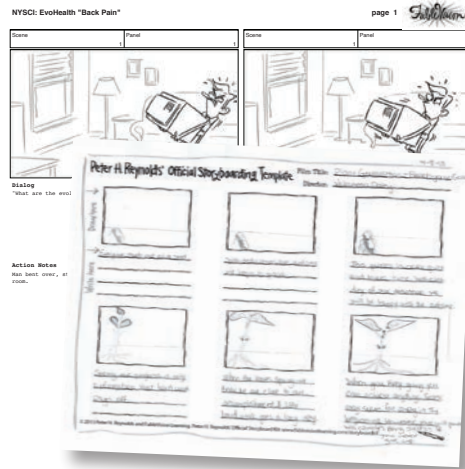


4. Create Your Storyboard

A storyboard provides all the instructions needed to make an animation. You draw pictures to plan out how things will appear, and how they will move. If your characters speak, you write down what they say (just like a comic strip). If you're going to have sound effects, write those down too (splash! crash! twinkle! sprinkle!). Because this will be your blueprint (like plans for building a castle or a robot),

Happy Storyboarding!

write all of your ideas down, and keep them in order. (Tip: Number each panel and page so you don't lose track.) Plot out the parts of your story on different storyboard panels. Just like the pages of a book, each panel moves the story along. Storyboard artists often draw their pictures in small rectangles called thumbnails, and then add text underneath indicating the important actions for each scene. Sometimes people like to write a story in words first, sometimes people like to draw pictures first. Or both! Do whatever you like best.



Start by printing one of the official storyboard templates found on pages 9 and 12. In your storyboard, it's best to keep the drawings quick and loose. Keep them simple—it's okay to draw stick figures! Don't worry about making your best drawings — save those for the animation. That way, you won't get bogged down in the details.

Write a brief description of what happens in the scene in the lines below each panel.

Think: Start, Middle, End

Quick tip: Every good story has a beginning, middle, and end, so you might want to create those panels first and then work on the panels in-between.

5. Animate

Time to make your animated storyboard into a film! You can create your animation in many different animation programs, or you can purchase a simple drawing pad and create a flipbook.



Do detailed drawings (called "frames") for each thumbnail in your storyboard. The important frames that move the story along are called "key frames." Next, work on the in-between frames — filling in the movements and actions from one important keyframe to the next. Be sure to save often, and keep multiple drafts.

When your animation is done, export the film as either a .MP4, .MPG, .MOV, and/or image sequence (.PNG). Then you can edit the film to add music in other programs. You're ready to move on to next steps!

6. Add Titles & Credits

Remember to add a title to your film, along with any credits. Credits can go at the beginning or end (or both). After your hard work, make sure to include your name and the names of anyone else who contributed. You should also add a copyright with a date at the end.

Don't forget
the credits

Quick tip: Make sure your title and credits remain on the screen long enough for people to read them. As a good rule of thumb, you should be able to read a line of text to yourself three times before the frame changes.

7. Add Sound & Music

Add another dimension to your film by adding audio — music, sound recordings, voices, etc. Some great programs for recording audio include *Audacity*® and *GarageBand*. Just remember that if you want to add music that doesn't belong to you, you will need to request permission and credit the musicians.

Narration
Sound FX
MUSIC

8. Publish & Share Your Animations

Share!

Share your animations with the world. Export your finished films and email them or share on social media with family, friends, and relatives. You also might want to upload your films to your school's website, your digital portfolio, a blog, YouTube, SchoolTube, Vimeo, or another website. If you want to protect your films on video sharing websites, be sure to adjust privacy settings — you can limit who sees your film, and you can also prevent ratings or comments.

Consider hosting a school movie night or film festival, showcasing student films. Invite families and other classes to see your creations. You might want to serve healthy snacks — popcorn, juice, etc. Have fun!

Final Suggestion: Collaborate

Animation often works best with a team. You can pair up with a friend to write and draw the storyboard, and then take turns animating different scenes. Meanwhile, another team member can hunt down sounds and record the dialogue.

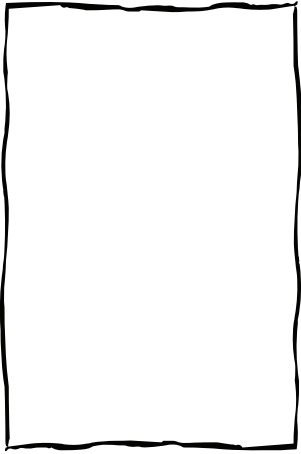
COLLABORATE

Peter H. Reynolds' Basic Storyboarding Template

Film Title:

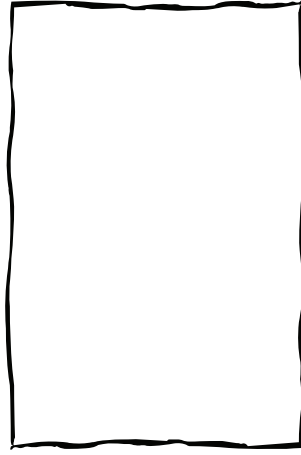
Director(s):

Panel #

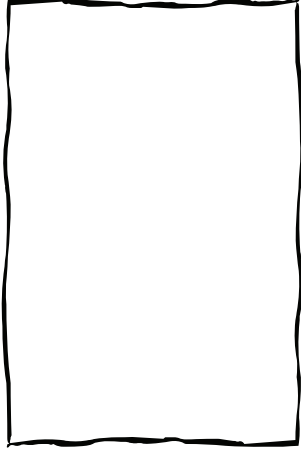


↑
Draw here

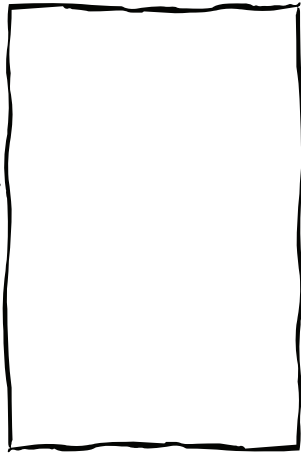
Panel #



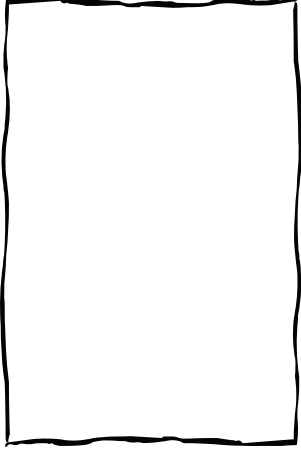
Panel #



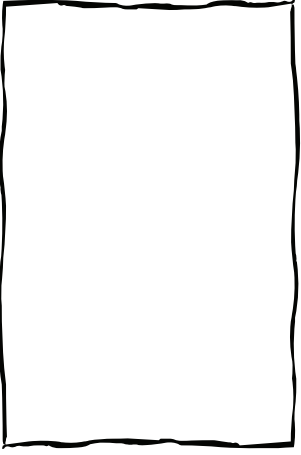
Panel #



Panel #



Panel #



↑
Write here

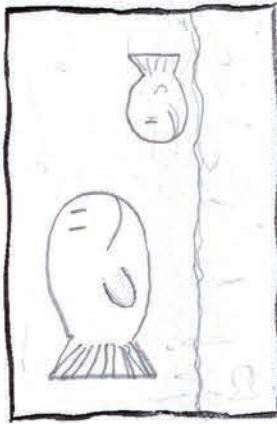
Peter H. Reynolds' Basic Storyboarding Template

Film Title:

Sunken Ship Adventure

Director:

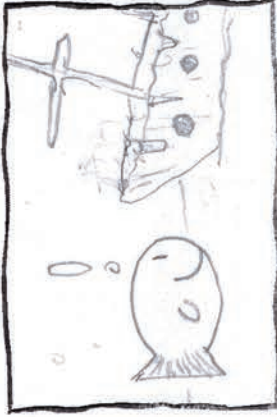
Nate



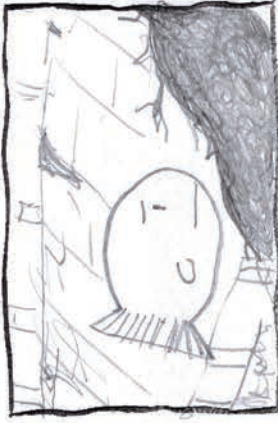
↑ Draw here

Timmy was the most adventurous fish in the whole ocean.

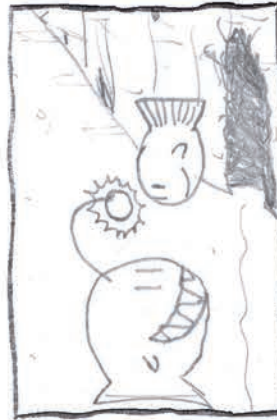
↑ Write here



Ooh, a sunken ship! That was just calling for Timmy to come explore.



It was very, very dark inside the ship though.



Luckily, Timmy's friend the Angler fish was there to help with a light.



With his help, they were able to explore the ship together.



Far down into the ship, Timmy and his friend found a treasure chest!

Peter H. Reynolds' Basic Storyboarding Template

Film Title:

Plant Germination - Reach your Goals

Director:

Azmeen



↑ Draw here

↑ Everyone starts out as a seed.

Write here



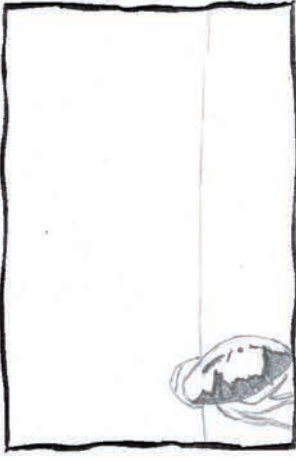
With dedication, love, and care we begin to grow.

Write here



Seeing our progress is only confirmation that hard work pays off.

Write here



This process is never quick and takes time. With each day of our dedication we will be happy with the outcome.



When you keep going you can achieve anything. Success may seem far away in the beginning. However, your will power will always bring success if you never give up.



Peter H. Reynolds' Advanced Storyboard Template



Film Title: _____ Director(s): _____ Page: _____

Scene: _____ | Panel: _____

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--	--

Dialogue:

Dialogue:

Action Notes:

Action Notes:

Sound FX (Effects):

Sound FX (Effects):

Music:

Music:

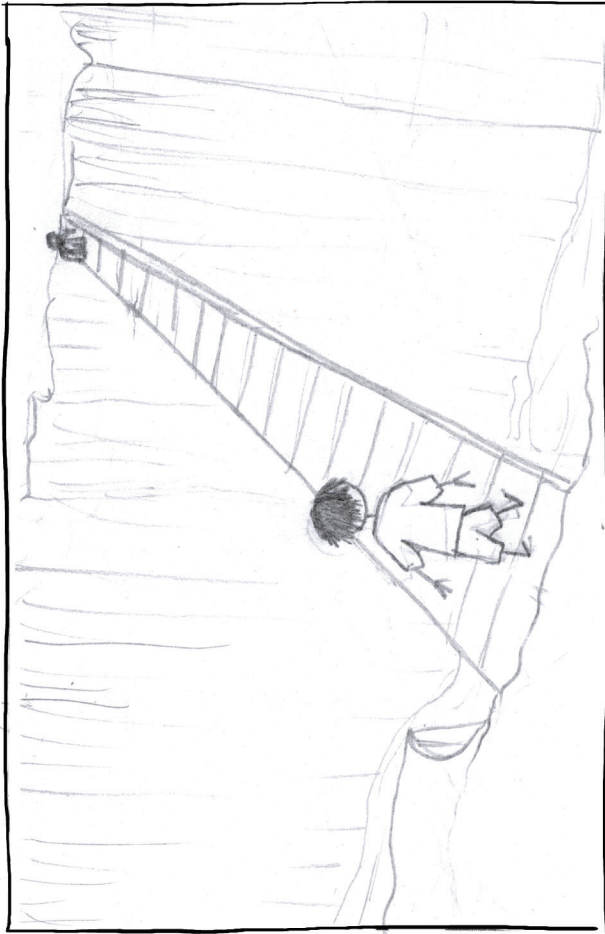


Peter H. Reynolds' Advanced Storyboard Template

Film Title: Outsmarting A Monster

Scene: 1

Panel: 1



Dialogue: n/a

Action Notes: Brave child walks across a long bridge.

Sound FX (Effects): Wind? Wood creaking?

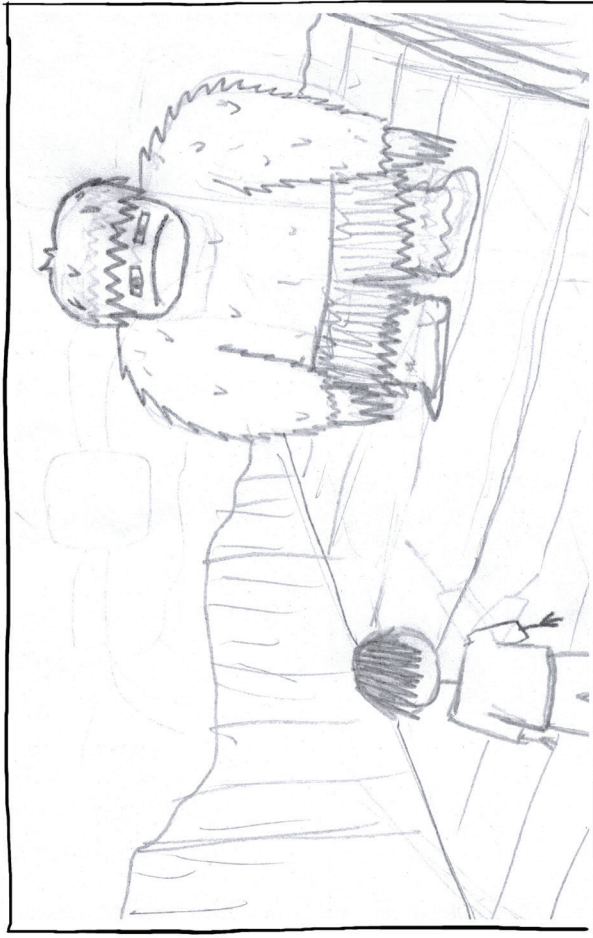
Music: Track 07

Director(s): Nato

Page: 1

Scene: 1

Panel: 2



Dialogue: Brave Child: I need to get across this bridge!

Monster: No trespassing. Or else.

Action Notes:

Brave child finds monster at the end of the bridge.

Sound FX (Effects): Monster grumbles

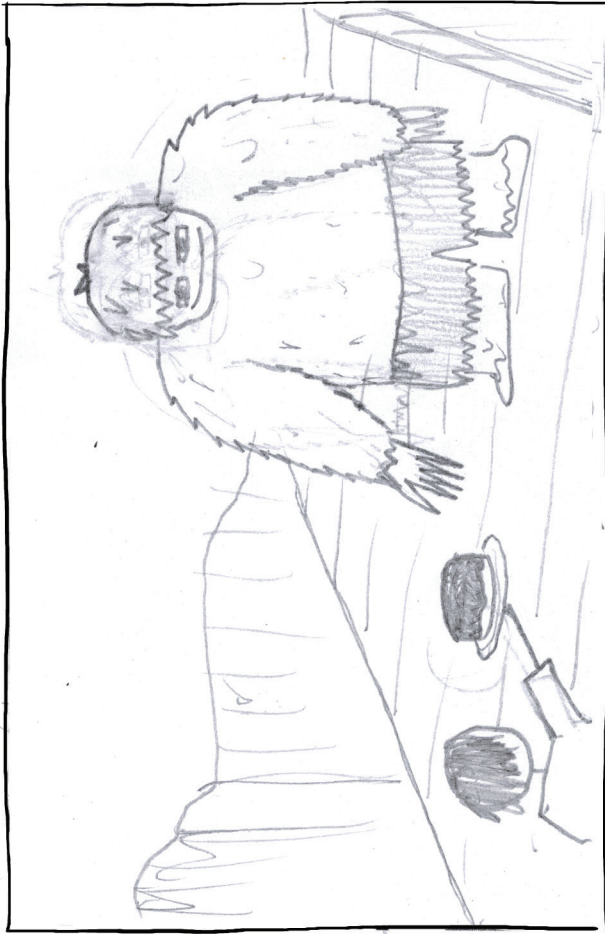
Music: Track 08

Peter H. Reynolds' Advanced Storyboard Template

Film Title: Outsmarting A Monster

Director(s): Nata Page: 2

Scene: 1 | Panel: 3



Dialogue: Brave Child: Hold on a second, Want this cake?
Monster: Cake?

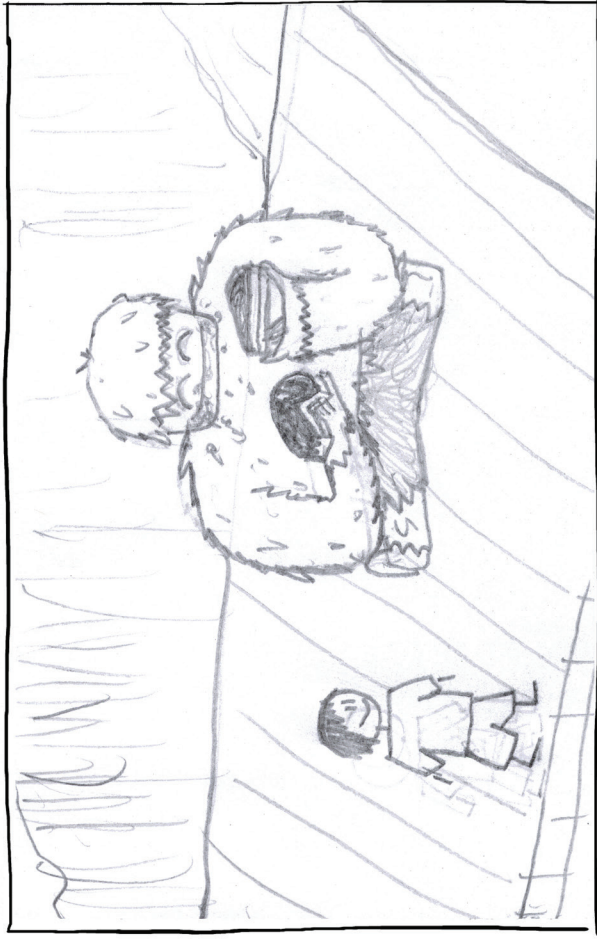
Action Notes:

Brave child whips out a cake
Monster smiles

Sound FX (Effects): N/A

Music: Track 08

Scene: 1 | Panel: 4



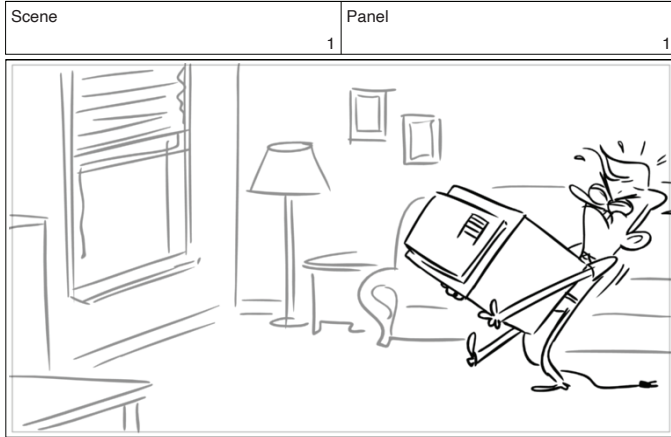
Dialogue: Monster: Mmmmm...

Action Notes:

Brave child sneaks past the cake occupied-monster

Sound FX (Effects): Chomping

Music: Track 09

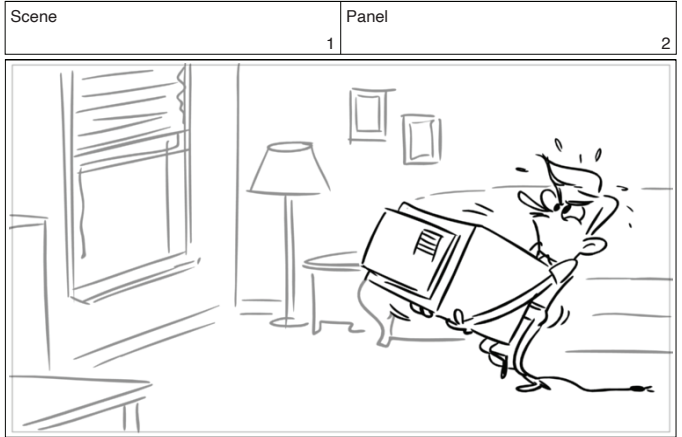


Dialog

"What are the evolutionary roots of back pain?"

Action Notes

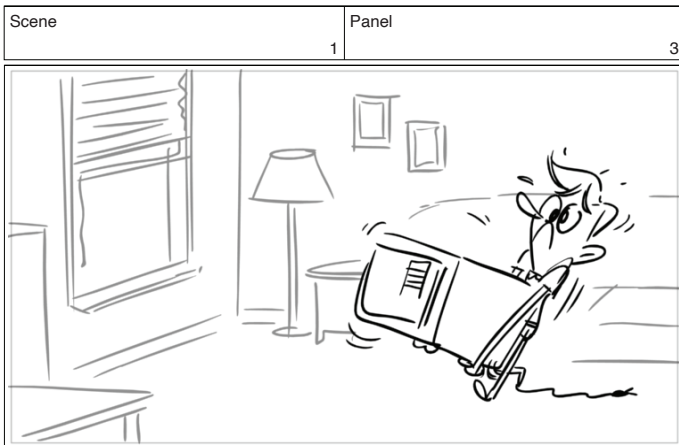
Man bent over, struggling to haul an air conditioner across the room.



Dialog

Action Notes

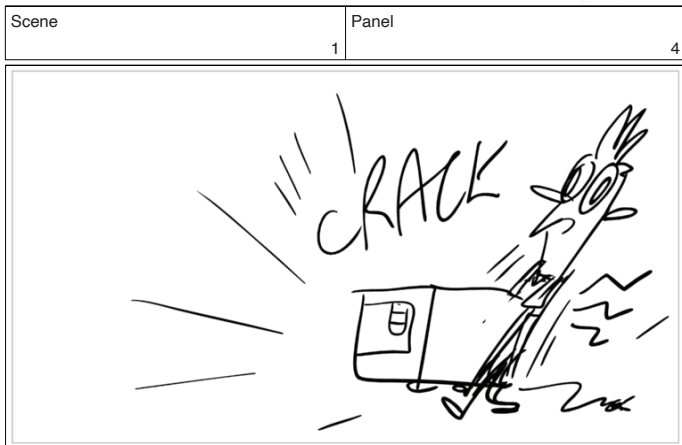
NYSCI: EvoHealth "Back Pain"



Dialog

Action Notes

Starts to slip holding it...losing control.



Dialog

Action Notes

Pain shoots through him (extreme take), as his back gives out.
CRACK SFX

Background shifts to dramatic color/painting.



Scene	Panel
1	5



Dialog

Howls: "YEEOOOO!"

Action Notes

Jumps up from the pain.

Drops air conditioner.

Scene	Panel
1	6



Dialog

Action Notes

Background comes back.

Hunched over, holding back. Little start pulses out from back (hurt lines)



Scene	Panel
1	7



Dialog

Action Notes

Air conditioner pulses, prompting user to touch it.

Scene	Panel
2	1



Dialog

Action Notes

On touch, air lines swirl out of the air conditioner and morph into time travel graphic swirl.

Animation Assessment Rubric



Criteria	Extraordinary	Stellar	Good	On the Way
Story	The story includes all the parts of a story arc or plotline: introduction, rising action, climax, falling action, resolution	The story includes some of the parts of story arc or plotline, but one is missing or not strong	The story includes some of the parts of the story arc or plotline, but two are missing or not strong	The story is missing three or more parts of the arc/plotline, or is not compelling
Storyboard/ Planning	Complete and detailed plans for telling the story, including sketches and notes	Detailed plans for telling the story, but missing one critical part or sketches	Plans have been made for the story, but the storyboard is not detailed enough to create the project effectively	No plans are apparent for how to animate the story
Characters	All characters are fully developed	Characters are mostly developed but they aren't consistent	Some characters are not fully developed	The viewer doesn't get a feel for what a character is like or what motivates them
Artwork	The artwork aids in telling the story and does not distract from it	The artwork fits, but does not advance the story	The artwork is somewhat distracting or doesn't help tell the story	There needs to be more artwork
Text	Text is used minimally and the artwork is allowed to tell the story	Text is used, but not predominantly	Text is a predominant feature in the animation	All text
Animation/ Timing	Each frame appears on the screen long enough to read it to yourself three times	Most frames appear for an appropriate length of time	Some frames are visible for too short of a time to discern meaning	The frames are visible for too short of a time to discern meaning

Share Your Films With Us!

At FableVision Learning, we love to showcase creative films on our blog. Please email your animations to info@FableVisionLearning.com — we LOVE seeing what creative animators are coming up with!

We can't wait to see what you come up with!



Animation CTE

FableVision Learning's Animation-CTE program provide middle-school students the opportunity to explore animation. Students will develop core skills needed to be successful beyond high school, experiencing an authentic application of creativity, communication, collaboration, and critical thinking. Students will learn how to use the software as well as the principles of animation. They will develop a portfolio highlighting their achievements. They will also learn about how an animation/digital studio works and develop skills of communication and collaboration in addition to animation skills.

For more information vist: www.fablevisionlearning.com/cte