
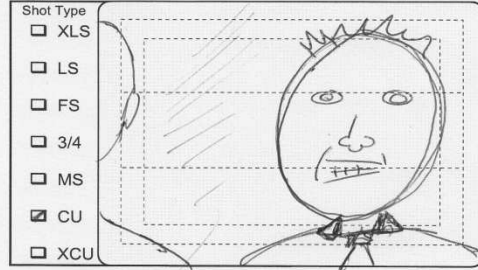
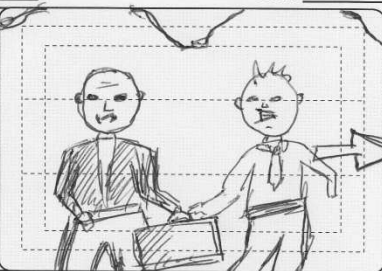
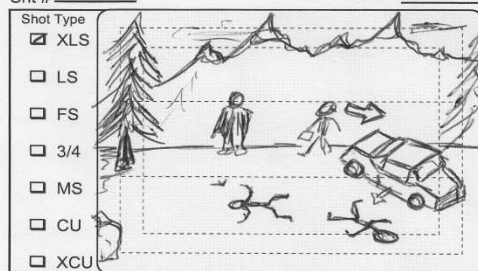


CREATING AN ANIMATIC

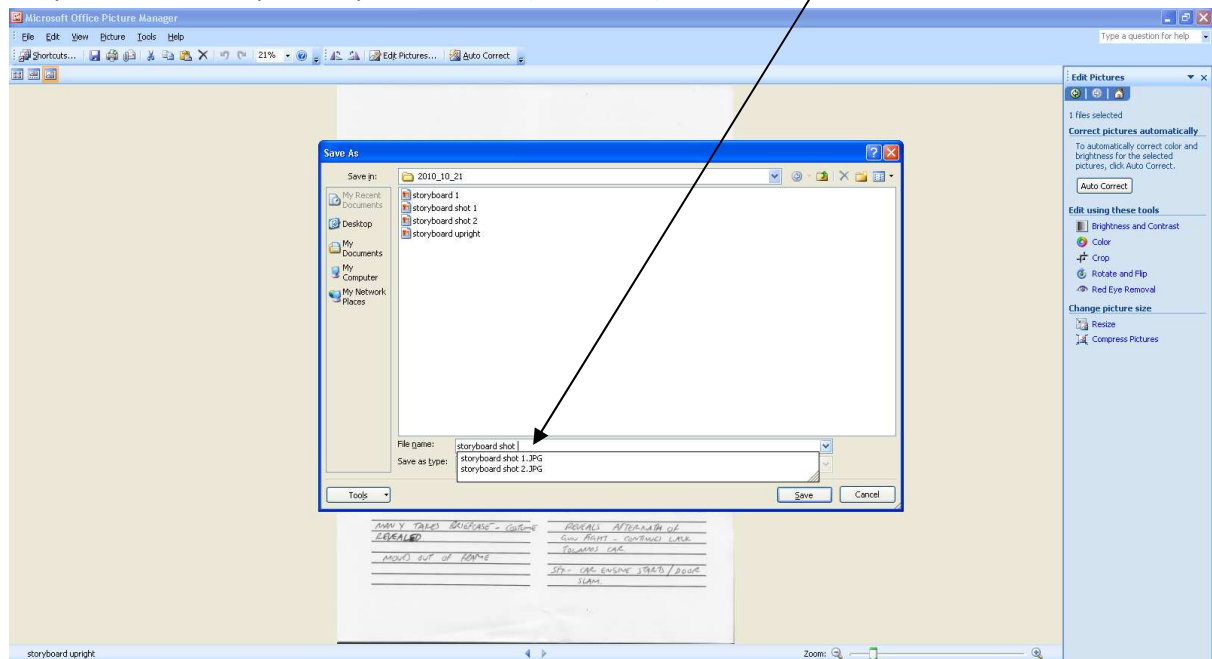
STEP 1

Digitally archive your storyboards using a scanner, select grayscale or black/white to reduce file size unless you have already completed your storyboards in colour, in which case you can go to **STEP 3**. (if you don't have a scanner, then you can take digital pictures of your storyboard, but have a good light source and make sure you crop and optimise your images in **STEP 3**).

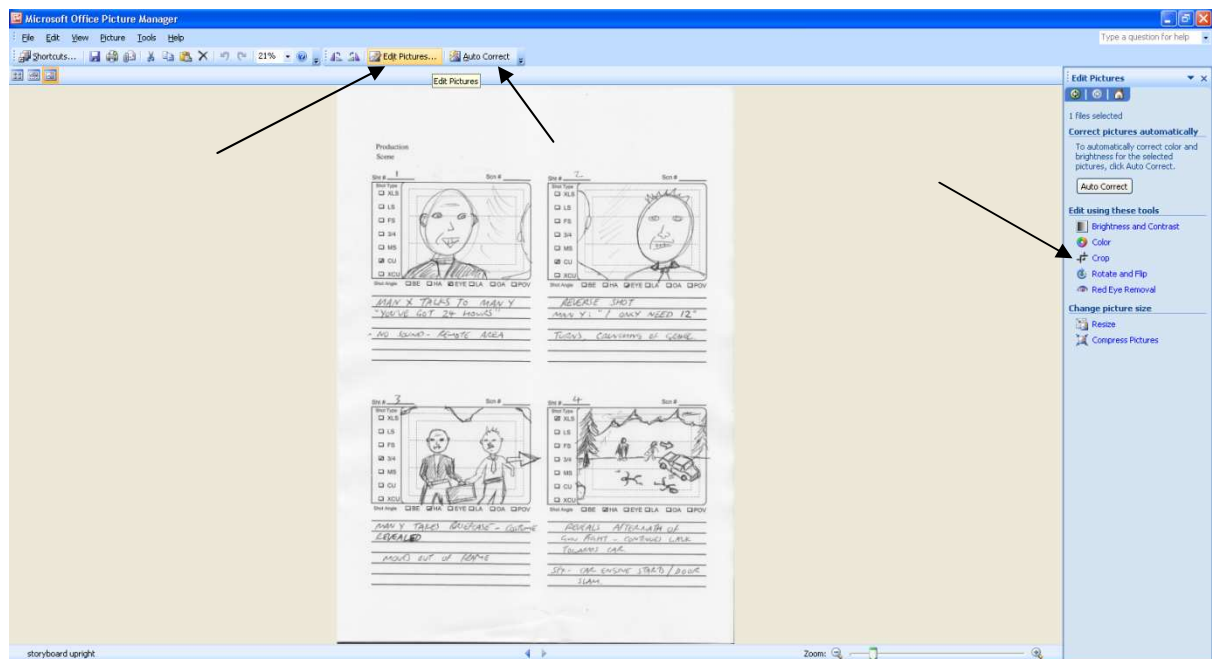
Select a destination folder to save your scanned image and also make the format **.jpeg** as this is most compatible with majority of image editing programs.

<p>Production Scene</p> <p>Sht # <u>1</u> Scn # _____</p> <p>Shot Type <input type="checkbox"/> XLS <input type="checkbox"/> LS <input type="checkbox"/> FS <input type="checkbox"/> 3/4 <input type="checkbox"/> MS <input checked="" type="checkbox"/> CU <input type="checkbox"/> XCU</p>  <p>Shot Angle <input type="checkbox"/> BE <input type="checkbox"/> HA <input checked="" type="checkbox"/> EYE <input type="checkbox"/> LA <input type="checkbox"/> OA <input type="checkbox"/> POV</p> <p><u>MAN X TALKS TO MAN Y</u> <u>"YOU'VE GOT 24 HOURS"</u></p> <p><u>- NO SOUND - REMOTE AREA.</u></p>	<p>Sht # <u>2</u> Scn # _____</p> <p>Shot Type <input type="checkbox"/> XLS <input type="checkbox"/> LS <input type="checkbox"/> FS <input type="checkbox"/> 3/4 <input type="checkbox"/> MS <input checked="" type="checkbox"/> CU <input type="checkbox"/> XCU</p>  <p>Shot Angle <input type="checkbox"/> BE <input type="checkbox"/> HA <input checked="" type="checkbox"/> EYE <input type="checkbox"/> LA <input type="checkbox"/> OA <input type="checkbox"/> POV</p> <p><u>REVERSE SHOT</u> <u>MAN Y: "I ONLY NEED 12"</u></p> <p><u>URNS, CAUCUNGS OF GRAVEL.</u></p>
<p>Sht # <u>3</u> Scn # _____</p> <p>Shot Type <input type="checkbox"/> XLS <input type="checkbox"/> LS <input type="checkbox"/> FS <input checked="" type="checkbox"/> 3/4 <input type="checkbox"/> MS <input type="checkbox"/> CU <input type="checkbox"/> XCU</p>  <p>Shot Angle <input type="checkbox"/> BE <input checked="" type="checkbox"/> HA <input type="checkbox"/> EYE <input type="checkbox"/> LA <input type="checkbox"/> OA <input type="checkbox"/> POV</p> <p><u>MAN Y TAKES BRIEFCASE - COSTUME</u> <u>REVEALED</u></p> <p><u>MOVED OUT OF FRAME</u></p>	<p>Sht # <u>4</u> Scn # _____</p> <p>Shot Type <input checked="" type="checkbox"/> XLS <input type="checkbox"/> LS <input type="checkbox"/> FS <input type="checkbox"/> 3/4 <input type="checkbox"/> MS <input type="checkbox"/> CU <input type="checkbox"/> XCU</p>  <p>Shot Angle <input type="checkbox"/> BE <input checked="" type="checkbox"/> HA <input type="checkbox"/> EYE <input type="checkbox"/> LA <input type="checkbox"/> OA <input type="checkbox"/> POV</p> <p><u>REVEALS AFTERMATH OF</u> <u>GUN FIGHT - CONTINUED WALK</u> <u>TOWARDS CAR.</u></p> <p><u>SFX - CAR ENGINE STARTS / DOOR</u> <u>SLAM.</u></p>

STEP 2 - Open your image up in Microsoft Picture Manager and save multiple copies of your storyboard, for example, storyboard shot 1 (see below).



STEP 3 - Now that you have done this you can individually crop and adjust each image, so that you are left with individual frames. This is particularly useful if you have poorly framed your original storyboard shot.

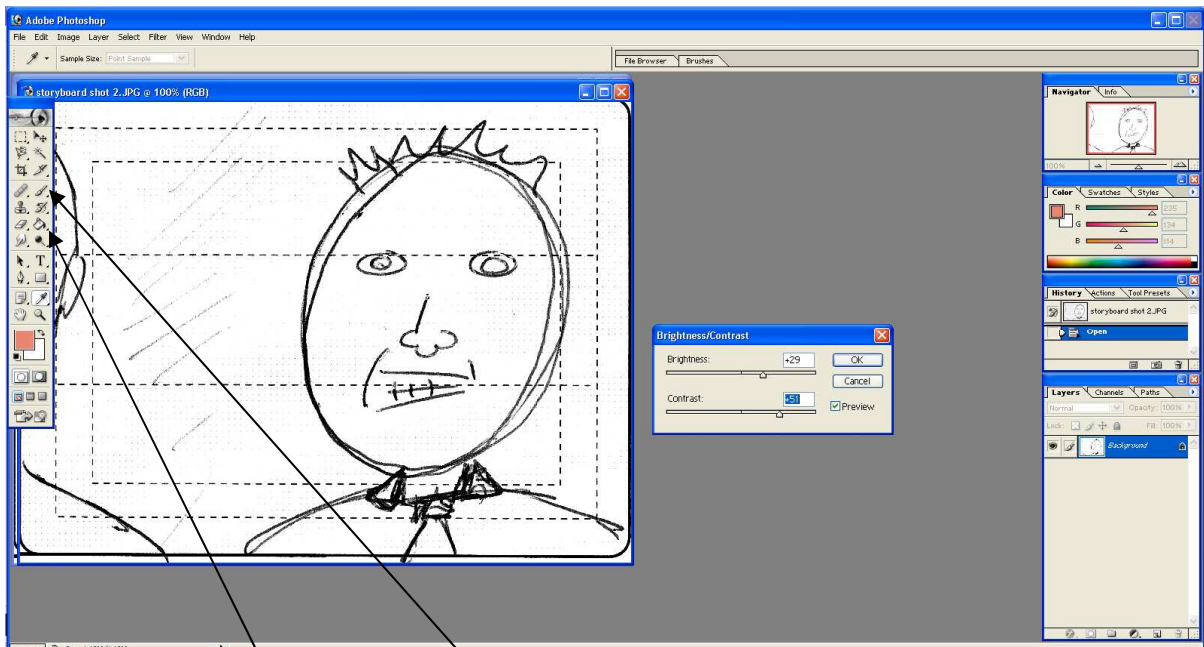


STEP 4

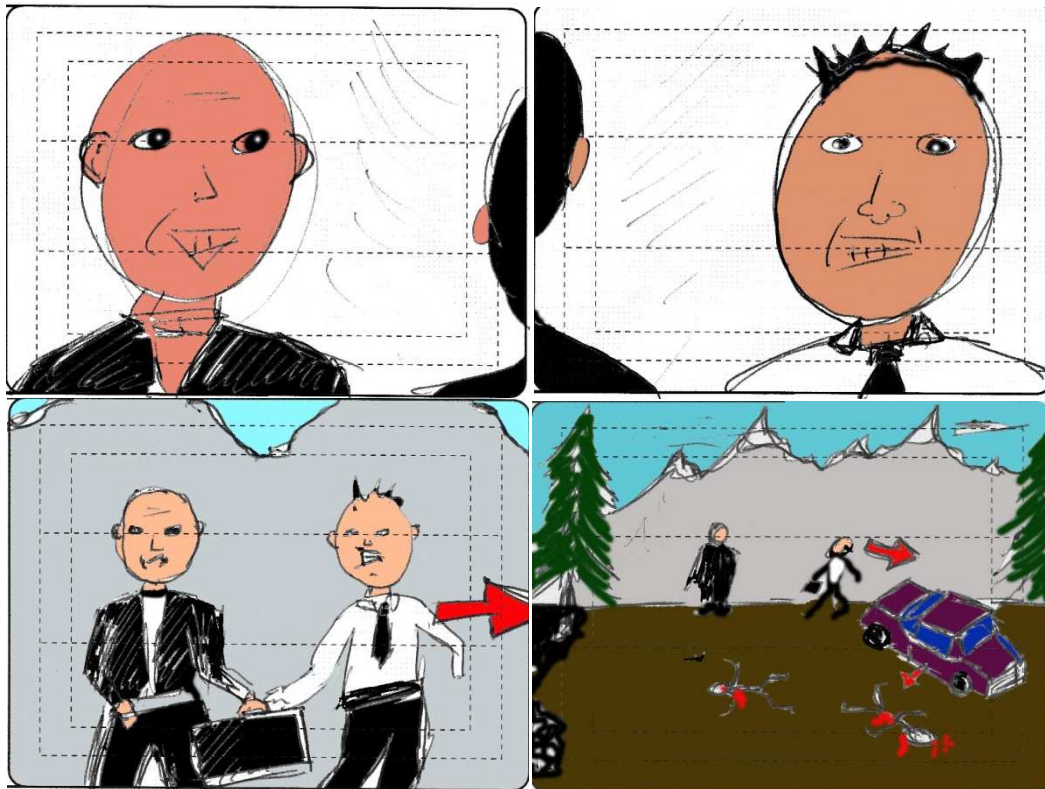
Once you have your cropped images you have a few options, you can adjust the brightness/contrast to create strong lines or use the auto correct tools. Once you have saved the changes, you can open each image up in paint and colour them in, an example has been done for you below:



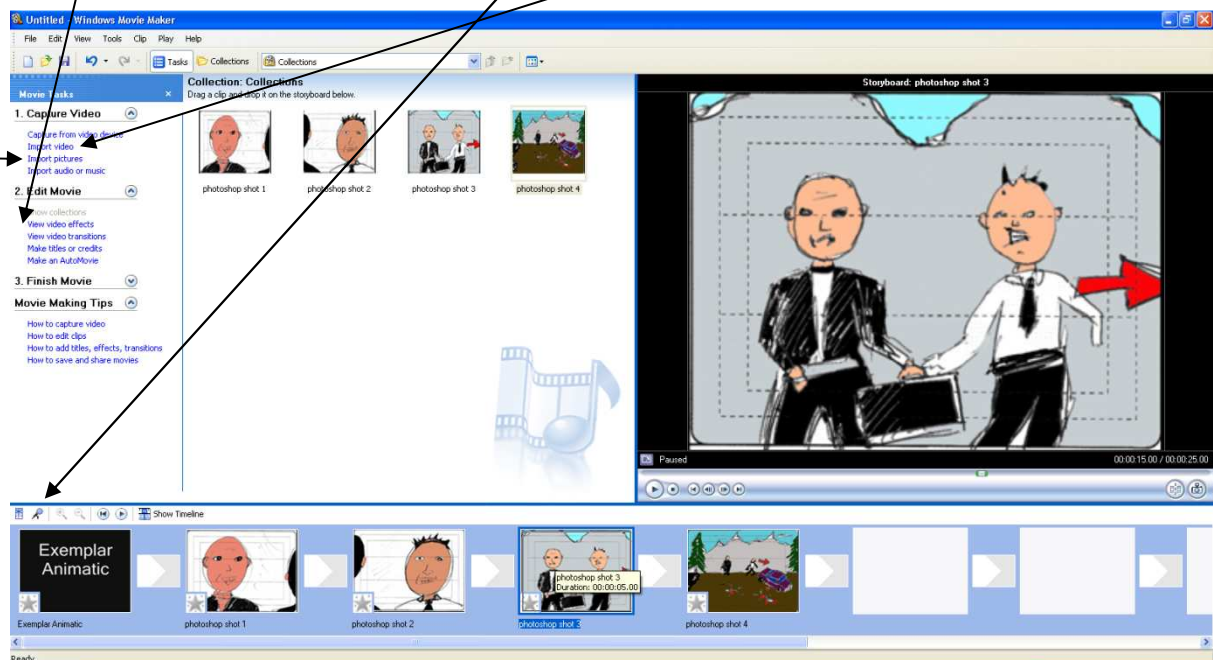
However, Paint has its limitations and can make images seem crud. If you can open it up in Photoshop or a free online equivalent *image editing program*, like www.pixlr.com then you will have more success, see below.



STEP 5 - Using the paint bucket and paintbrush tool, you can add blocks of colour and highlight key features, including eyes and arrows to indicate/suggest movement.



STEP 6 - Now that you have your .jpeg images, you can import these into a movie editing program and construct your animatic, incorporating dialogue, sound effects and any appropriate movie transitions to bring your ideas to life.



The images now play as a movie. Whilst not exactly Nickelodeon in its standard of animation, this is as close as you're going to get in creating an audio-visual representation of how your movie will turn out, and you can add video effects which can create the illusion of camera zooms and movements.

Animatics can be produced in Windows Movie Maker, iMovie or any other video editing software.