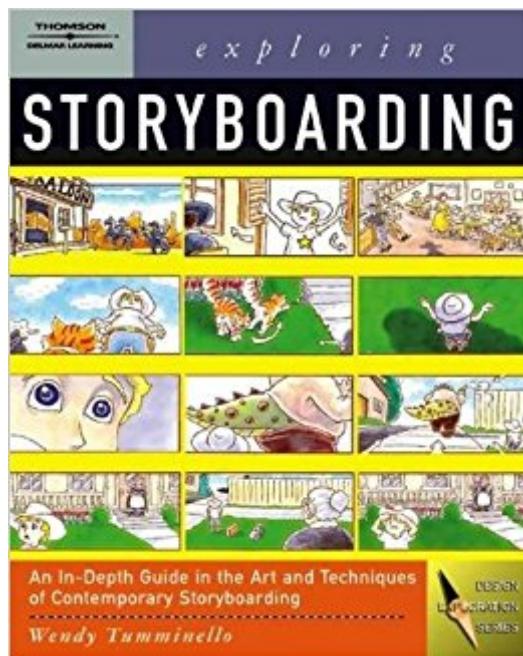


The book was found

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

Series: Design Concepts

Paperback: 288 pages

Publisher: Course Technology; 1 edition (July 16, 2004)

Language: English

ISBN-10: 1401827152

ISBN-13: 978-1401827151

Product Dimensions: 8 x 0.5 x 9.8 inches

Shipping Weight: 1.6 pounds (View shipping rates and policies)

Average Customer Review: 4.0 out of 5 stars 27 customer reviews

Best Sellers Rank: #31,974 in Books (See Top 100 in Books) #37 in Books > Textbooks > Computer Science > Graphics & Visualization #39 in Books > Computers & Technology > Programming > Graphics & Multimedia #40 in Books > Humor & Entertainment > Movies > Video > Direction & Production

Customer Reviews

Visual Storytelling and Storyboards. Origins of Storyboards and Aspect Ratios. Fundamentals of the Shot. From Script to Storyboard. Composition. Prespective. Lighting. Continuity. Animation, Film and Special Effects. Commericals. New Media. Animatics. Drawing the Human Form. The Business of Storyboarding

Wendy Tumminello is an Instructor at the Art Institute of Washington. She was listed as one of the Top 100 Video and Multimedia Producers of 1997, AV Video & Multimedia Producer Magazine, and she was a 2000 Grant winner for her documentary film from Women in Film, Los Angeles. Tumminello is a member of the International Documentary Association, Women in Film and Video

Association, and the University Film and Video Association.

Excellent book. It's for a class I'm taking, and so far looks good. I like that it has a nice section of little exercises at the end of each chapter to help review what you learn. I appreciate the visuals as I am very much a visual learner, and let's face it, this is all about visual mediums. The print is not too small and not too large, good size.

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. Other illustrations had me equally baffled, like a weird set of drawings of a cartoonish old man walking down the street and a series of illustrations of a Japanese-style mecha robot character. Then the book lost the right to be exempt from criticism about its poor illustrations when it included two chapters with the sole purpose of teaching perspective and human anatomy. Once that happened, all bets were off. You can get away with including bad drawings in a book solely about storyboarding theory, but when you use those same terrible drawings to offer some form of art instruction, the book should lose points. Because of these issues, I would pass on Exploring Storyboarding and find some other book on visual storytelling. I understand that this was supposed to be a book on theory, but just because it is, that doesn't give anyone the excuse to throw in terrible, amateurish drawings so bad that they do nothing to really demonstrate what the text is discussing. If a new edition of *Exploring*

Storyboarding (Design Exploration Series)Â Â were to come out where all the illustrations were placed with better artwork, I would gladly give it four stars. Even if all of the illustrations were replaced with photographs, that would be an improvement. But as it stands, this book is a bomb.

good starter book for someone who does not know what goes into a movie. Used this book for a college class that was about filming/scrip/storyboarding in ads. I find it to be a beginners book on filming concepts, scrip and storyboarding it is pretty informative and worth the \$\$.

Thank you.

This is a detailed and effective guide to storyboarding for feature films. It covers all the basic concepts in detail. If you're looking for a book on storyboarding, this one will do the trick.

The information of this book is very good, but the quality of the printing in this edition is very poor. It looks like badly photocopied pages were bound to make this book. I had seen a friend's earlier edition which was much better made.

Although it looks like a children's book from outside, but it is definitely a great textbook!!

Requirement for Animation students. This is another great informative book for students. Step by step set up of story board requirements. keeper.

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