

Story Boarding:

A simply story for your animation should include, What, Where, When, Why, and Who.

This should be followed up by your GOALS: Goal, Obstacles, Action, Language Stake

The Goal is the end target of the animation, what is character/s or the stories end goal, how will it be reached. Whats the conclusion.

The Obstacle is what the characters in the story have to overcome to reach the end of the story. This maybe another character or an event, or even a characters own characteristics.

What Action will take place in order to reach end goal, what event is going to take place. Something exciting, a duel, a rescue, a dance, finding treasure etc.

Language, is the story a funny story, or a love story or even a romantic story, action story. Try to label the animation under genre.

Whats at Stake, what are you characters going to risk, this could be themselves, or it could be they have to overcome someone, and arch enemy or do they have to save others or someone else.

For a basic animation I would start with no more than two characters.

When story boarding I tend to keep it simple, by coming up with a Beginning, Middle and End. I tend to draw out the story once I have decided on the five W's and also do separate drawings for my characters.

Title:

What (Whats the story about):

Where (Location):

When (Time frame, period):

Why (Why did the story take place):

Who (Characters):

Goal:

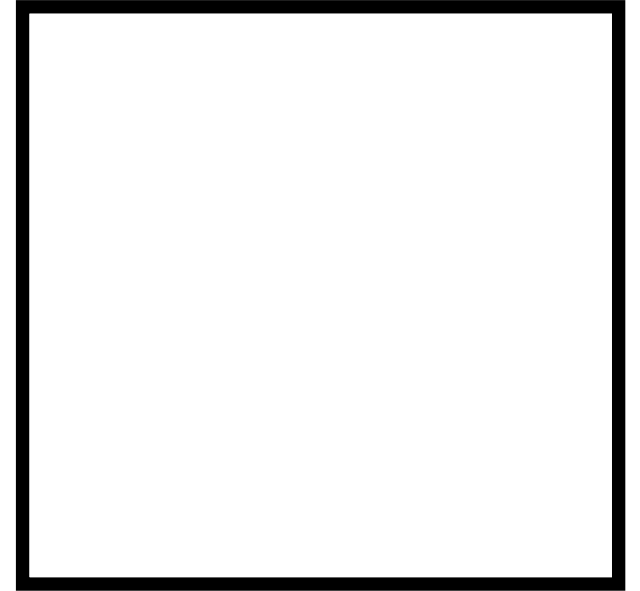
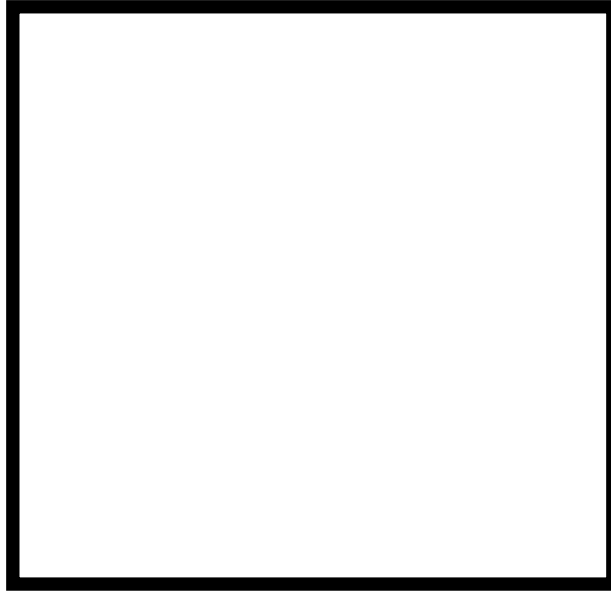
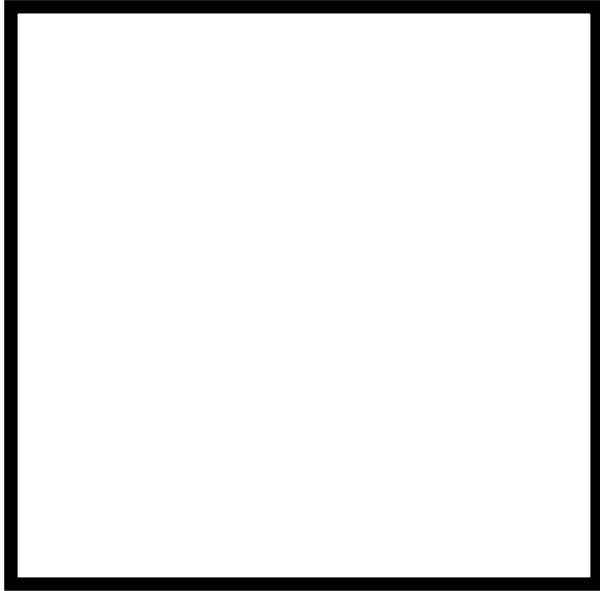
Obstacles:

Action:

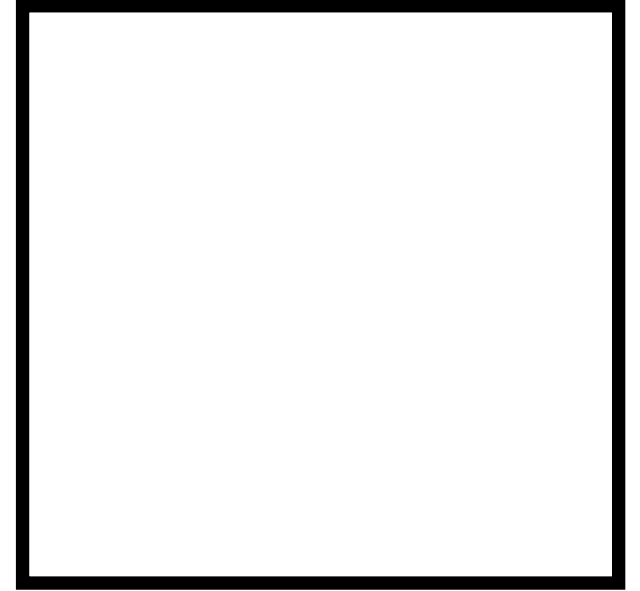
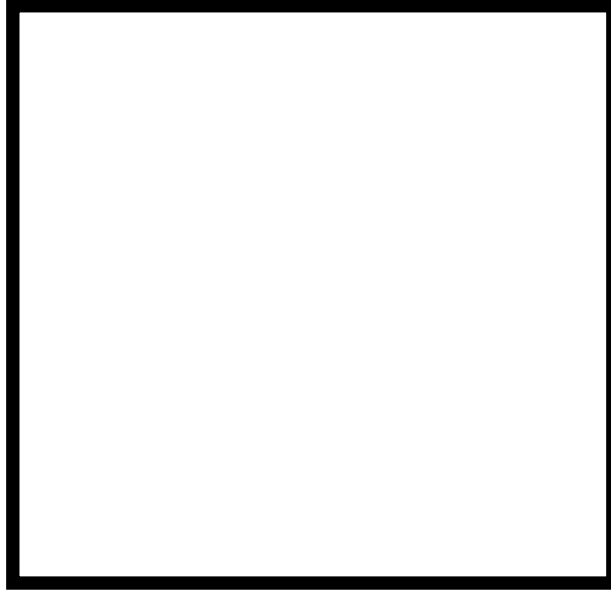
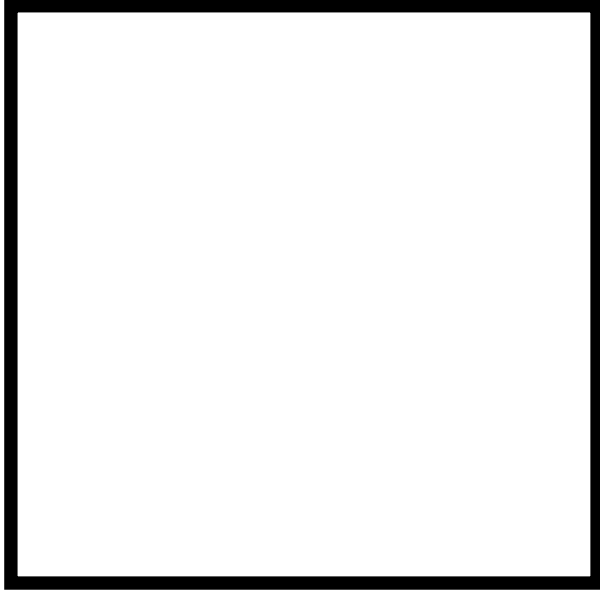
Language:

Stake:

Beginning



Middle



End

