

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, 2D or 3D 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: The Cup, The Sorcerer and the Jammy Dodger

What (Whats the story about):

The Cups saucer is missing, or presumed lost. The Cup searches among discarded biscuit ware with help of his best friend the Jammy Dodger to find its saucer.

Where (Location): Kitchen, Worktop.

When (Time frame, period): Now, modern day. (After the Storm)

Why (Why did the story take place): The Cup is in distress and needs to find its saucer in order to feel whole again. The Evil Mug has stolen the Cup saucer so the Mug can be known as the greatest sorcerer in the Kitchen. The Cup and Jammy Dodge must find the saucer and defeat the Evil Mug.

Who (Characters): The Cup (Maiden in distress), Jammy Dodger (Hero) and the Evil Mug (Evil Wizard)

Goal: The Cup and the Jammy Dodger defeat the Evil Mug and find the missing saucer.

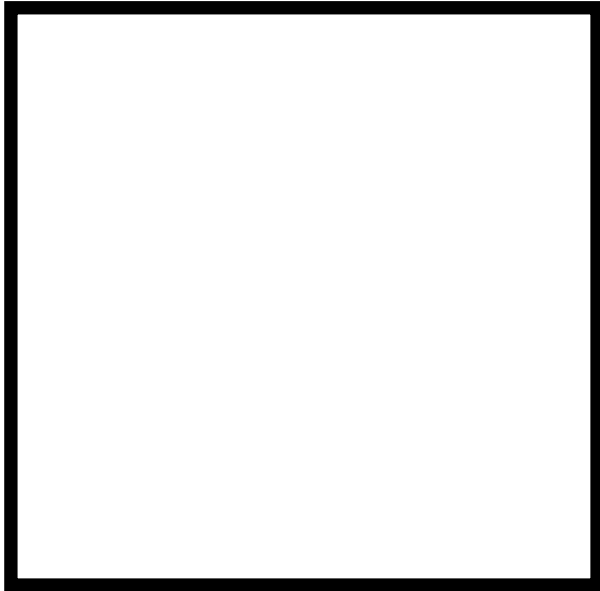
Obstacles: Defeat the Evil Mug, A Storm, rapids and going fallen trees.

Action: A Fight between The Cup, Jammy Dodger and the Evil Mug.

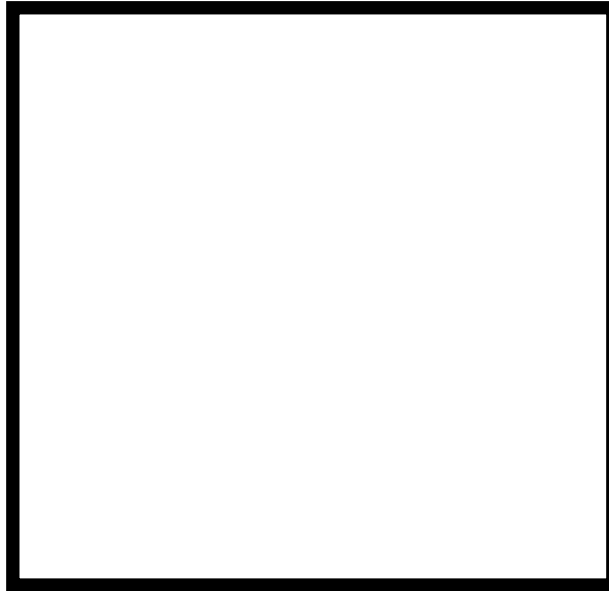
Language: 3D Animation, Adventure and part humour

Stake: The Cup could be forever broken and lost with its saucer. The Jammy Dodger will have no where to stay as he can't sit next to his best friend the Cup. The jammy dodger stands to lose part of his home.

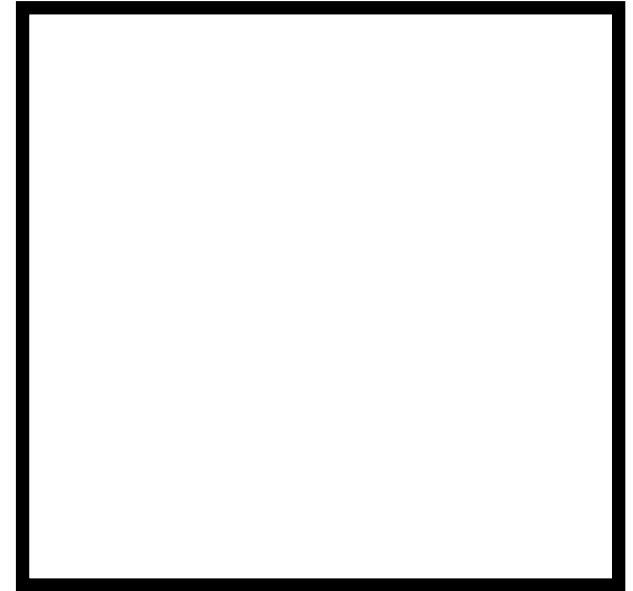
Beginning



(Opening Scene) Photograph of the Cup and the Jammy Dodger together. The Cup with his saucer.

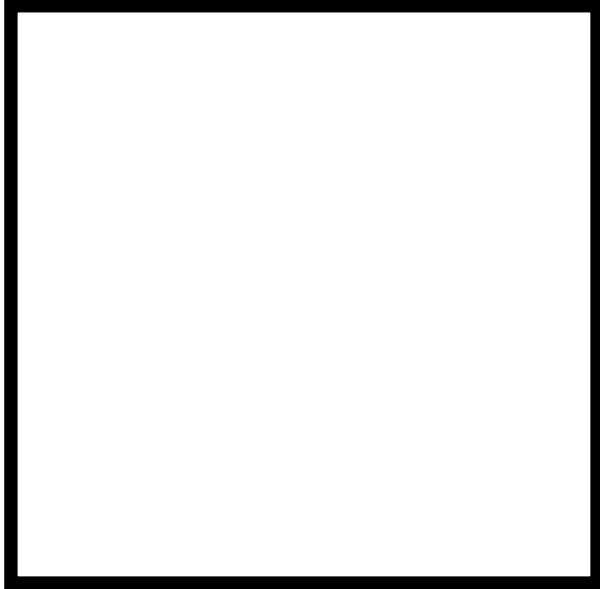


The Cup and Jammy Dodger discover the Cup is missing his saucer. And start to search for the saucer together.

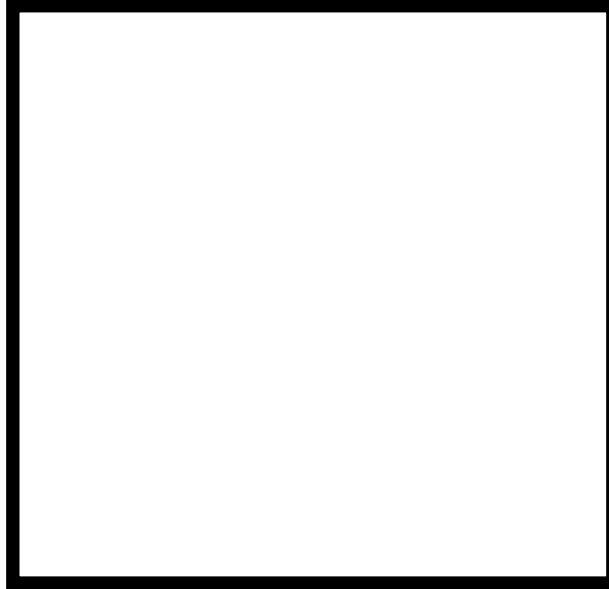


The Jammy Dodger and Cup Start to walk and notice kitchen utensils across the worktop and realise something is wrong with this whole situation.

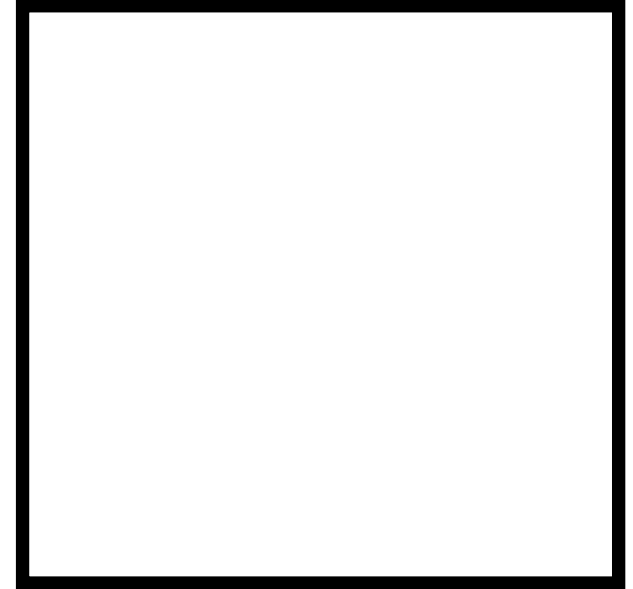
Middle



Water is flowing across the worktop as the Evil Mug watches our Hero's battle with the rapids.

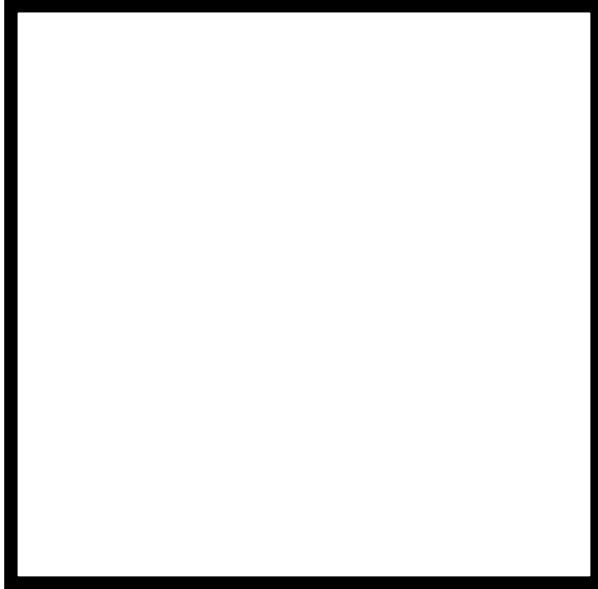


Our hero's use sponges to ride over the water and get through the twist of the rapids.



The broken forest of the tea cup holders is looking in bad shape, as if there has been an earthquake. Our hero's must get over the chasm to continue the search.

End

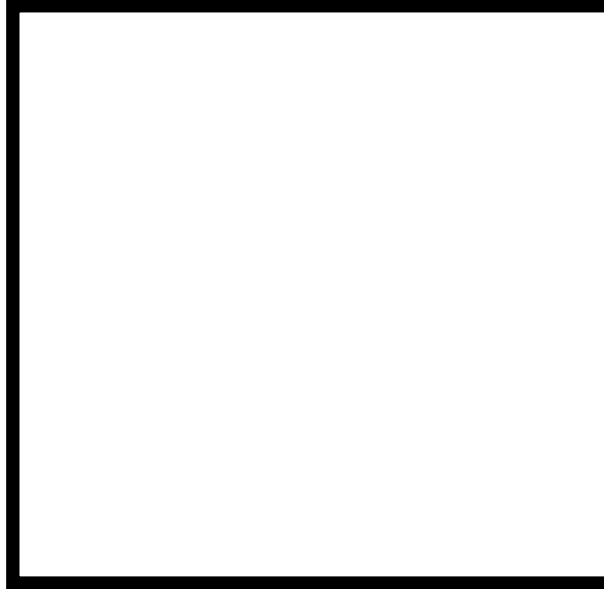


The Jammy Dodge come across the Evil Mug and a fight takes place. The Jammy Dodger spins inside the cup to gather speed and rolls towards the Evil Mug. The Jammy Dodger connects his blow!

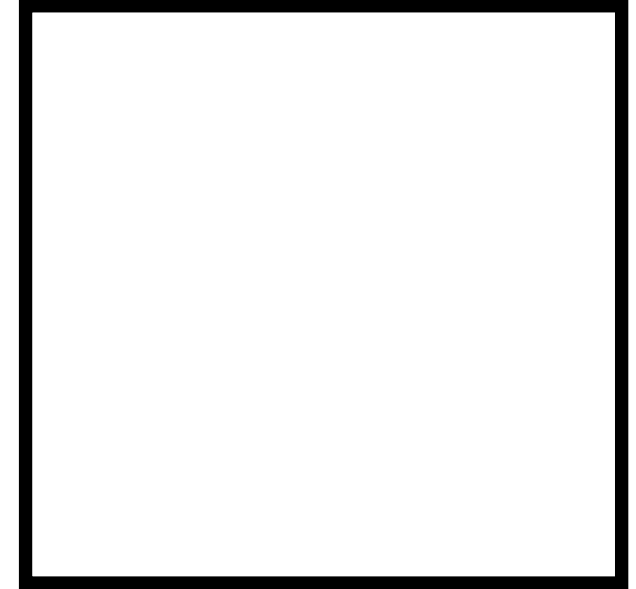
Just before the fight starts

“you will never have my saucer” shouts the Cup.

“I must be the greatest sorcerer that has lived in Kitchen” The Evil Mug replies.



The Mug roll and falls back into the chasm of his own doing! The Cup and Jammy Dodger looks beyond the Evil Mug to find the saucer hidden beneath a layer of knives and forks.



Reunited the Cup and Saucer become one again and the Jammy Dodger has his rightful seat next to his best friend.