

VIDEO ANIMATION STORYBOARD | 2nd ASSIGNMENT

To create a video or a film it is required a script that tells and describes not only the story but even its development. Technically, the *filmscript* is the script that provides the narrative and the dialogues. Following this script, there is the *screenplay*, again, a document made of words created MA with the purpose of organizing the production process and containing scene headings, action lines, character names, and dialogues. Finally, another important document is the *storyboard* combining words and explicatory pictures. It breaks down each scene into a series of illustrated panels or frames providing a visual blueprint for the shooting, camera movements, and visual effects. It serves as a reference for the entire production team during the shooting.

For a video that must describe, rather than a story, a specific object such as an architectural building, the storyboard will be more simplified, but with its own peculiarities.

WHAT TO DO TO CREATE THE STORYBOARD

A video storyboard is document articulated in two distinct parts: Map-Path & Shots. Here what is required to prepare your storyboard for an architectural building animation.

Map-Path

The map can be assimilated to the filmmaking scene. It should illustrate the path of the camera across the building in order to give the most comprehensive understanding of the architecture, its volumetric composition, layout articulation, interior spaces, and materiality. In some cases, using narrative tricks that stop the continuity of the path, can be even useful to break the video down in two or more distinct paths as different scenes with different purposes.

In order to obtain a good result the map requires planning that starts identifying the best still frame renders and the path required to join these single points in coherent movements across the building. In relation to the narrative strategy, the starting point of the map can be an external overview of the total building and subsequent movements approaching the entrance in order to present all the most interesting views of the interior. Viceversa, the movie can start from a specific interior place proceeding outside. In any case and whatever would be your plan, avoid being analytic trying to enter all the rooms when these rooms would result as simple shoe-boxes. Make a selection using only interesting points of view. More than that, avoid putting at the center of the scene chairs, tables and other standardized furniture from model stock. Your goal is to describe architectural space!

Shots.

Shots are the single parts of the scene or the key point of the Path-map..

Each shot should contain, at least,

- description of the action (script)
- key frame images
- duration of the shot
- (eventually) type of transition to apply at the beginning and at the end of the shots (fade in/out, cut, cross dissolve, ...).

Script. The description explains the goal of the shot, the atmosphere, the camera movements (still, zoom, pan, roll, track, ...).

Key frame images. These images can be considered the 'focus' images from where the animation starts or better arrives given to these images the best visibility.

For this reason key frame images require a great attention and must be selected evaluating different options.

To evaluate the best key frames to be used for the map path articulation a good practice (to save time) is to produce different snapshots in a wireframe visualization.

These alternatives can be discussed with the professor in order to select the best ones.

This preliminary evaluation is strongly recommended in order to avoid long generation processes not knowing the final results with a large amount of wasted time and frustrations.

Duration. The final video must be not less than 60 seconds up to 180 seconds.

Considering the 3D architectural video has been defined through a preliminary AI investigation based on fabulation, the video can be even (or better preferably) integrated by an introduction that describe the story supported by the generated images. In this case the animation of the introductory part could be realized using simple linear cross-fade or zoom cross-fade and the final duration can increase, at will, for a total duration not exceeding 5 minutes in total.

Transitions. Transitions can represent a good solution when, for the sake of a good result and to avoid useless walk-throughs, it's required to jump from one point to another of the building. Normally, a clear break is offered by the fade in/out using black or white solid colors. Other transition types used when there is much more continuity in the narration are the cross-fades and the cuts. Keep in mind transitions affects the video duration and shot length. In fact, if the cut does not require any extra footage, cross-dissolve requires extra footage to allow the overlaying. A fast cross-dissolve, normally, is around 1 second but, in relation to the video, can be even more, up to 6 seconds. It means the shot's duration must

be extended to the half of the transition's time planned at the beginning and at the end in order to create such transitions.

Viceversa since fade in/out includes extra footage, normally made by solid black or white, in this case the extra generated time will affect shots and videos increasing their duration.

HOW TO SUBMIT THE STORY BOARD

The storyboard must be prepared in a document in the vertical UNI A4 format and finalized in a .PDF file and a hard copy brochure.

Steps:

Key frames selection for approvals consisting on a review dedicated to the presentation and the evaluation of some alternative wireframe snapshots in order to choose the best frames. The selection could even be done navigating the model in real time during the review with the professor. In any cases the review and the selection must be developed on the basis of a preliminary map and storyboard.

In addition for this review it is strongly recommended to prepare,, at least, one render in order to evaluate style, materials and lights to be applied to the final video. Check the *News* section of the website to see the date of this review.

Story board discussion consisting in the presentation of the final . PDF document prepared according to the specification and contents described above. Instead of the storyboard, the presentation of a video in preliminary version (low resolution and without texture) is also possible.

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