Storyboard sheets

Choose the sheet for the delivery, then draw each panel so the crew can see the shot. A storyboard shows the frame, where people stand and the move. The shot list says how long each shot takes.

Choosing the frame shape

Use the shape of the final delivery, not the shape of the camera sensor.

Frame	Use it for
16:9	Horizontal video for television, streaming and most web video.
9:16	Vertical video for phones. A wide shot in this frame leaves much less room on either side, so draw it tighter.
2.39:1	A widescreen cinema look for drama and music video. The frame carries the composition, so keep the important action in the middle band.

How to draw a panel

1. Draw the people as simple shapes, with the eye line at roughly the height the camera will be. Stick figures are enough if the position of each person and the frame are clear.
2. Draw an arrow for any camera move, and a dashed arrow for any move the performer makes.
3. Write the dialogue or the action in one line on the Action line.
4. Note the lens or the size on the Shot line, so the operator does not have to guess what a wide means.
5. Number each panel to match its row in the shot list.

Sheets in this file

Frame	Pages	Panels
16:9, horizontal	2 to 4 (landscape)	6 to a page
9:16, vertical	5 to 7 (portrait)	6 to a page
2.39:1, widescreen	8 to 10 (landscape)	6 to a page

Common mistakes

- Drawing in 16:9 for a vertical delivery. The shot that looked fine on the sheet then loses its subject on the phone.
- Drawing every frame of a move. Two or three panels with arrows are clearer than a dozen near-identical boards.
- Leaving out the camera height. A low angle and an eye-level angle can look identical on a small sketch.
- Drawing a board the performer will never hit. If the marks are not on the floor, the board is a wish.

For a studio plan, see the guide on blocking diagrams. The shot list and coverage guides explain how many shots each scene needs.

Watermarked preview. Get the clean file free at www.granary.digital/guides.html

Production _____ **Scene** _____ **Director** _____ **Date** _____ **Sheet** _____

Panel 1



Shot _____

Action _____

Sound _____

Panel 2



Shot _____

Action _____

Sound _____

Panel 3



Shot _____

Action _____

Sound _____

Panel 4



Shot _____

Action _____

Sound _____

Panel 5



Shot _____

Action _____

Sound _____

Panel 6



Shot _____

Action _____

Sound _____

Shot: the shot number and lens. Action: one line for the performer. Sound: dialogue, effects or music cue.

Watermarked preview. Get the clean file free at www.granary.digital/guides.html

Production _____ **Scene** _____ **Director** _____ **Date** _____ **Sheet** _____

Panel 7



Shot _____

Action _____

Sound _____

Panel 8



Shot _____

Action _____

Sound _____

Panel 9



Shot _____

Action _____

Sound _____

Panel 10



Shot _____

Action _____

Sound _____

Panel 11



Shot _____

Action _____

Sound _____

Panel 12



Shot _____

Action _____

Sound _____

Shot: the shot number and lens. Action: one line for the performer. Sound: dialogue, effects or music cue.

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Production _____ **Scene** _____ **Director** _____ **Date** _____ **Sheet** _____

Panel 13



Shot _____

Action _____

Sound _____

Panel 14



Shot _____

Action _____

Sound _____

Panel 15



Shot _____

Action _____

Sound _____

Panel 16



Shot _____

Action _____

Sound _____

Panel 17



Shot _____

Action _____

Sound _____

Panel 18



Shot _____

Action _____

Sound _____

Shot: the shot number and lens. Action: one line for the performer. Sound: dialogue, effects or music cue.

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Production _____ **Scene** _____ **Director** _____ **Date** _____ **Sheet** _____

Panel 1



Shot _____

Action _____

Sound _____

Panel 2



Shot _____

Action _____

Sound _____

Panel 3



Shot _____

Action _____

Sound _____

Panel 4



Shot _____

Action _____

Sound _____

Panel 5

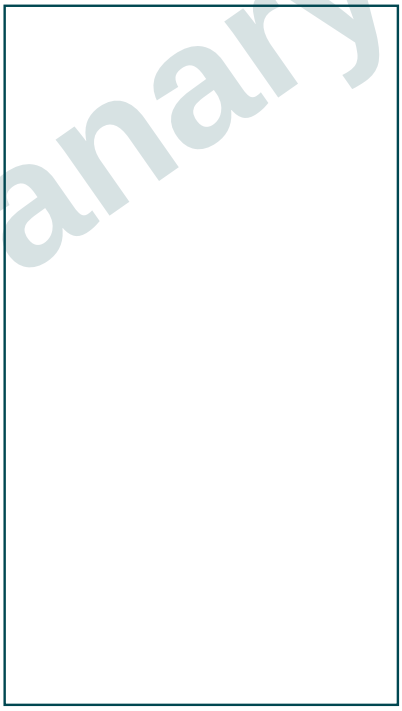


Shot _____

Action _____

Sound _____

Panel 6



Shot _____

Action _____

Sound _____

Shot: the shot number and lens. Action: one line for the performer. Sound: dialogue, effects or music cue.

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Production _____ **Scene** _____ **Director** _____ **Date** _____ **Sheet** _____

Panel 7

Shot _____

Action _____

Sound _____

Panel 8

Shot _____

Action _____

Sound _____

Panel 9

Shot _____

Action _____

Sound _____

Panel 10

Shot _____

Action _____

Sound _____

Panel 11

Shot _____

Action _____

Sound _____

Panel 12

Shot _____

Action _____

Sound _____

Shot: the shot number and lens. Action: one line for the performer. Sound: dialogue, effects or music cue.

Watermarked preview. Get the clean file free at www.granary.digital/guides.html

Production _____ **Scene** _____ **Director** _____ **Date** _____ **Sheet** _____

Panel 13



Shot _____

Action _____

Sound _____

Panel 14



Shot _____

Action _____

Sound _____

Panel 15



Shot _____

Action _____

Sound _____

Panel 16



Shot _____

Action _____

Sound _____

Panel 17

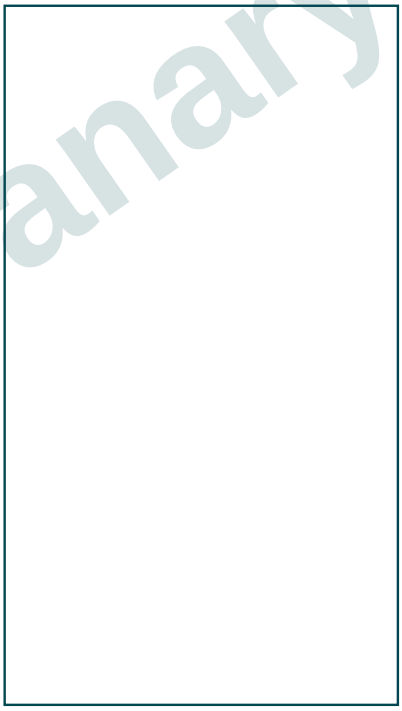


Shot _____

Action _____

Sound _____

Panel 18



Shot _____

Action _____

Sound _____

Shot: the shot number and lens. Action: one line for the performer. Sound: dialogue, effects or music cue.

Watermarked preview. Get the clean file free at www.granary.digital/guides.html

Production _____ **Scene** _____ **Director** _____ **Date** _____ **Sheet** _____

Panel 1

Shot _____

Action _____

Sound _____

Panel 2

Shot _____

Action _____

Sound _____

Panel 3

Shot _____

Action _____

Sound _____

Panel 4

Shot _____

Action _____

Sound _____

Panel 5

Shot _____

Action _____

Sound _____

Panel 6

Shot _____

Action _____

Sound _____

Shot: the shot number and lens. Action: one line for the performer. Sound: dialogue, effects or music cue.

Watermarked preview. Get the clean file free at www.granary.digital/guides.html

Production _____ **Scene** _____ **Director** _____ **Date** _____ **Sheet** _____

Panel 7

Shot _____

Action _____

Sound _____

Panel 8

Shot _____

Action _____

Sound _____

Panel 9

Shot _____

Action _____

Sound _____

Panel 10

Shot _____

Action _____

Sound _____

Panel 11

Shot _____

Action _____

Sound _____

Panel 12

Shot _____

Action _____

Sound _____

Shot: the shot number and lens. Action: one line for the performer. Sound: dialogue, effects or music cue.

Watermarked preview. Get the clean file free at www.granary.digital/guides.html

Production _____ **Scene** _____ **Director** _____ **Date** _____ **Sheet** _____

Panel 13

Shot _____

Action _____

Sound _____

Panel 14

Shot _____

Action _____

Sound _____

Panel 15

Shot _____

Action _____

Sound _____

Panel 16

Shot _____

Action _____

Sound _____

Panel 17

Shot _____

Action _____

Sound _____

Panel 18

Shot _____

Action _____

Sound _____

Shot: the shot number and lens. Action: one line for the performer. Sound: dialogue, effects or music cue.

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