

COURSE CONTENT

Course Code	DT2009
Course Title	Storyboarding and Production Design
Pre-requisites	NIL
No of AUs	3
Contact Hours	39 Contact Hours

Course Aims

This course will introduce you to advanced skills used to describe the sequential narrative of an animation using a storyboard. You will learn animation-specific story concepts and how to support their dramatic structure through the adept use of artistic techniques. The course will also cover the basics of production design as a storytelling tool for animation. The understanding of these concepts and proficiency with application is crucial for any animation filmmaker.

Intended Learning Outcomes (ILO)

By the end of the course, you should be able to:

1. Describe the principles of film language and visual storytelling.
2. Demonstrate competence in the way the principles of composition, framing, editing and camera movements are incorporated in the storyboard
3. Interpret drawing from life for the use of sketching and applied drawing in storyboards.
4. Apply production design principles adequately to create a visually cohesive world.
5. Discuss ideas and concepts related to storyboarding, editing and production design in an animated film design context.

Course Content

You will be introduced to the storyboard as a thinking tool, through which creative ideas are developed and given detail. You will learn to employ artistic tools like framing, camera movement, character movement and key visuals within the larger structure of the entire narrative. The role of the storyboard within the animation pipeline and its relevance to concept development, script development, animatics and production design will be covered. The course will focus particularly focus on the aspects of animation production design that support the dramatic impact of the story. Further insight will be gained of the connection between visual development and storyboard through exercises and assignments on character design, environment and prop design.