

DDP 142: DIGITAL STORYBOARDING

Originator

mabril

Justification / Rationale

Now is a great time to add Digital Storytelling to the DDP program. With the addition of DDP 140 Character Animation and DDP 144 3D animation along with the longtime running DDP 120 Video Post Production and DDP 121 Motion Graphics learning how to develop storyboards digitally strengthens our program offerings. Most importantly, this course will build DDP as well as Film students' skillset for a career that is on demand and is rewarding. The animation industry is seeing rapid growth as well as genre diversification with over 100 new animated series on order and upcoming series including a whole new class of video game spinoffs, TV series reboots, and anime-inspired productions that will significantly expand the animation industry specifically digital storyboarding.

Effective Term

Fall 2022

Credit Status

Credit - Degree Applicable

Subject

DDP - Digital Design & Production

Course Number

142

Full Course Title

Digital Storyboarding

Short Title

DIGITAL STORYBOARDING

Discipline**Disciplines List**

Multimedia

Modality

Face-to-Face

100% Online

Hybrid

Catalog Description

This course is an introduction to the methods and tools of digital storytelling. It includes creating visual story images from written or spoken ideas, development of story structure, and honing verbal storytelling skills using industry standard software. Students explore fundamentals of the storyboarding process used in the entertainment industry.

Through the use of computer software and the digital drawing tablet, students will learn the basic principles of visual storytelling including techniques such as staging, composition and camera movement. The class will analyze and discuss the various applications of digital storyboarding for advertising, film, games, web, 2D and 3D animation, video, and visual effects.

Schedule Description

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Lecture Units

2

Lecture Semester Hours

36

Lab Units

1

Lab Semester Hours

54

In-class Hours

90

Out-of-class Hours

72

Total Course Units

3

Total Semester Hours

162

Required Text and Other Instructional Materials**Resource Type**

Book

Author

Sergio Paz and Anson Jew

Title

Professional Storyboarding

Edition

1

Publisher

Focal Press

Year

2012

ISBN #

978-0240817705

Resource Type

Book

Author

Benjamin Reid Phillips and David Harland Rousseau

Title

Storyboarding Essentials: SCAD Creative Essentials (How to Translate Your Story to the Screen for Film, TV, and Other Media

Edition

1

Publisher

Watson-Guptill

Year

2013

ISBN #978-0770436940

Resource Type

Book

Author

Elizabeth Blazer

Title

Animated Storytelling

Edition

2nd edition

Publisher

Peachpit Press

Year

2019

College Level

Yes

ISBN #

978-0135667859

Resource Type

Book

Author

David LaGesse

Title

Superpowers of Visual Storytelling

Edition

1st

Year

2018

College Level

Yes

ISBN #

978-0996022590

For Text greater than five years old, list rationale:

- "Professional Storyboarding"

This book is a complete comprehensive guidebook on the basics of designing and drawing a successful story through storyboards. The book includes a brief introduction of the history of storyboarding and then shows the reader how to design frames according to the focus of the story (ie tone, character goals, focal points, etc).

Class Size Maximum

20

Course Content

Learn how to set up files, make notes and track changes, and share your boards with production, and get time-saving shortcuts along the way. Plus, discover how to use audio, moving cameras, and real-time animatics to make your story ideas stand out even more.

- The science of great stories
- The elements of effective storytelling

- Building relationships via storytelling
- Selling with storytelling
- Building and engaging audiences
- Using storytelling frameworks like the Ben Franklin method

Lab Content

- Completion of the exercises
- Understanding of each tool
- Adherence to project guidelines
- Storyboard structure and organization (panel names, layer names, scene structure, etc.)
- Cleanliness of the drawings
- General use of the drawing tools
- Proper use of the Storyboard and Panel captions
- Clever use of features such as colours, groups, shared drawings, sketch captions, auto-matte, snapshots, etc.
- Proper use of layer animation and camera motion
- Efficient multiplane staging
- 2D/3D integration
- Zooming, rotating, and moving around
- Editing in the timeline
- Using layers to speed up your work
- Creating, editing, and deleting custom brushes
- Using the shape tools
- Adding text and captions
- Saving images and audio to the library for reuse
- Working with cameras
- Creating animatics
- Editing audio
- Exporting your storyboards

Course Objectives

	Objectives
Objective 1	Evaluate drawing tools and functions to create storyboards to include camera moves, animation and sound.
Objective 2	Develop an understanding of film grammar (including types of shots, acts, sequences, and transitions) and plan shots, demonstrate action, and maintain continuity between scenes.
Objective 3	Recognize color space in shared drawings, sketch captions, auto-matte, snapshots, etc when exporting and importing video.
Objective 4	Explain how story flow incorporates into Storyboard structure and organization (panel names, layer names, scene structure, etc.)
Objective 5	Apply proper use of drawing and sketching tools, using camera moves and sound to develop animatics.
Objective 6	Learn about pipeline integration. This includes options like conforming video tracks and exporting transparent backgrounds in video, PNG and TGA format.
Objective 7	Develop animatics further by adding 3D and audio effects.

Student Learning Outcomes

	Upon satisfactory completion of this course, students will be able to:
Outcome 1	Articulate the history and foundations of digital storyboarding; timeline, set up files, make notes, track changes, and share boards with production.
Outcome 2	Analyze correct camera terms, give notes on special effects shots, use audio, moving cameras, and real-time animatics to make story ideas stand.
Outcome 3	Create digital storyboards to tell stories through animation, film, commercials, presentations, and videos.

Methods of Instruction

Method	Please provide a description or examples of how each instructional method will be used in this course.
Collaborative/Team	Moderate the ability to work as a team, independently, outside of the classroom and in, overseen by the instructor in a professional, studio production environment.
Demonstration, Repetition/Practice	Assign projects that allow students to demonstrate an understanding of the storyboard process as it relates to storytelling, technology.
Discussion	Moderate online and in-class discussion of the storyboard process and of critiques as the class works to create animatics.
Participation	Share readings, assignments, critiques and discussions on a weekly basis.
Lecture	Provide video, PDFs, PowerPoint and/or Zoom or face-to-face lectures on the relevant weekly topics.

Methods of Evaluation

Method	Please provide a description or examples of how each evaluation method will be used in this course.	Type of Assignment
Critiques	Written and verbal feedback of individual and collaborative projects.	In Class Only
Product/project development evaluation	Professional level of completion storyboard production processes, business and distribution work demonstrating appropriate practical knowledge.	In Class Only
Laboratory projects	Evaluation of the development, pre-production, production, post-production and distribution stages of storyboard projects.	In Class Only
Portfolios	Successfully completed projects, are assembled into a cohesive body of work demonstrating appropriate practical knowledge of digital storyboarding.	Out of Class Only
Organizational/timeline assessment	Project mentoring and assessment throughout project stages.	In Class Only
Other	Additional Out of Class hours may be required to complete assignments and projects assigned.	Out of Class Only

Assignments
Other In-class Assignments

- Read, discuss and select class storyboard project from student written scripts.
- Develop screenplay for pre-production.
- Draw sequence screenplay for production.
- Deliver and exhibit a polished animatic.
- Project critiques.
- Portfolio presentation.

Other Out-of-class Assignments

- Respond to discussion prompt and replies to fellow classmates posts.
- Lesson exercises.
- Develop storyboards, script, shot-list, schedule and design breakdown
- Draw required scenes.
- Incorporate animatics to complete project.

Grade Methods

Letter Grade Only

Distance Education Checklist

Include the percentage of online and on-campus instruction you anticipate.

Online %

50

On-campus %

50

Instructional Materials and Resources

Effective Student/Faculty Contact

Which of the following methods of regular, timely, and effective student/faculty contact will be used in this course?

Within Course Management System:

Discussion forums with substantive instructor participation
Online quizzes and examinations
Regular virtual office hours
Timely feedback and return of student work as specified in the syllabus
Video or audio feedback
Weekly announcements

External to Course Management System:

Direct e-mail
E-portfolios/blogs/wikis
Posted audio/video (including YouTube, 3cm mediasolutions, etc.)
Synchronous audio/video

For hybrid courses:

Orientation, study, and/or review sessions

Briefly discuss how the selected strategies above will be used to maintain Regular Effective Contact in the course.

Zoom chat, announcements, Zoom recorded virtual office hours, and e-mail will be used for direct, timely dialogue with students individually and in the production groups in which they collaborate. Timely feedback and return of student work, discussion forums in which students critique other students' work, study, review will be used to carry out the core objectives of the course.

Other Information

MIS Course Data

CIP Code

10.0304 - Animation, Interactive Technology, Video Graphics and Special Effects.

TOP Code

061400 - Digital Media

SAM Code

C - Clearly Occupational

Basic Skills Status

Not Basic Skills

Prior College Level

Not applicable

Cooperative Work Experience

Not a Coop Course

Course Classification Status

Credit Course

Approved Special Class

Not special class

Noncredit Category

Not Applicable, Credit Course

Funding Agency Category

Not Applicable

Program Status

Program Applicable

Transfer Status

Transferable to CSU only

General Education Status

Y = Not applicable

Support Course Status

N = Course is not a support course

Allow Audit

No

Repeatability

No

Materials Fee

No

Additional Fees?

No

Files Uploaded

Attach relevant documents (example: Advisory Committee or Department Minutes)

toonboom-adult-animation-white-paper.pdf

Approvals**Curriculum Committee Approval Date**

11/18/2021

Academic Senate Approval Date

12/09/2021

Board of Trustees Approval Date

01/21/2022

Chancellor's Office Approval Date

02/05/2022

Course Control Number

CCC000629656

Programs referencing this course

Video Post-Production Certificate of Achievement (<http://catalog.collegeofthedesert.eduundefined/?key=309>)

Animation Certificate of Achievement (<http://catalog.collegeofthedesert.eduundefined/?key=337>)

Digital Design Studies AA Degree (<http://catalog.collegeofthedesert.eduundefined/?key=377>)