

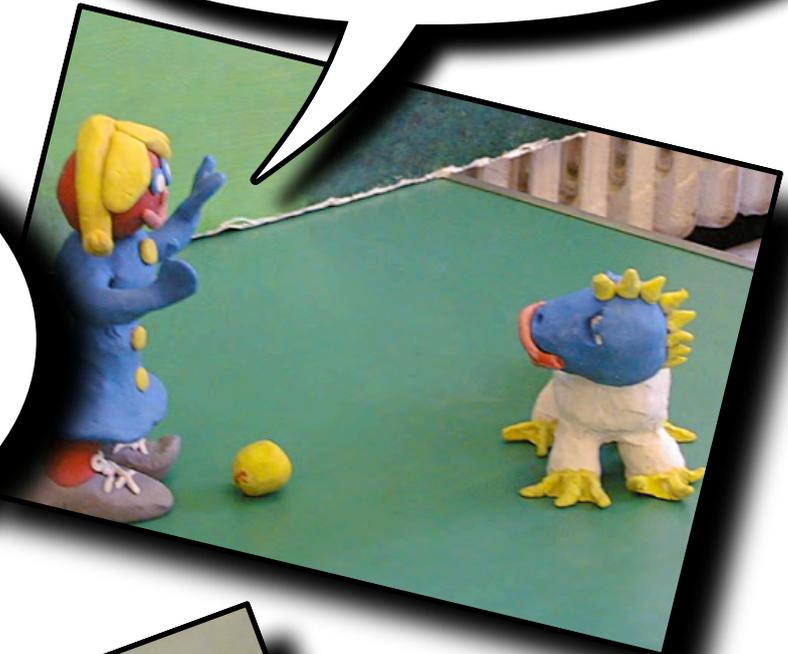
TIPS FOR CREATING YOUR
STORY OR IDEA.

KEEP YOUR IDEAS
VERY SIMPLE AND
SHORT.



IT'S EASIER TO TELL A
STORY WITH A SMALL CAST
OF CHARACTERS.

MAKE SURE YOUR
IDEAS ARE STRONG
VISUALLY. YOU'RE
TELLING A STORY
WITH PICTURES.



TIPS FOR CREATING YOUR STORY OR IDEA.

WATCH THE ANIMATIONS IN THE EXAMPLES SECTION.



STICK WITH IDEAS/STORIES THAT YOU ARE FAMILIAR WITH. THIS WILL FOCUS MINDS.



FOR EXAMPLE, AN ADVERT FOR TEA.



YOU COULD ALSO TRY
DIFFERENT GREETINGS

BIEN, GRACIAS.

¡HOLA! ¿QUÉ TAL?

MONSIEUR!
CA VA?

BONJOUR...
MADAM?

BONSOIR.



PLANNING YOUR IDEA/STORY

MAKE A LIST OF BULLET POINTS HIGHLIGHTING THE ACTION OF YOUR IDEA.



A SIMPLE BULLET POINT PLAN FOR THE MOVIE "EUROPE" FEATURED IN THE EXAMPLES AREA.

1- BIG STAR IS WAITING

2- A BIGGER STAR WALKS ON.

3- THEY SAY HELLO AND WAVE.

4- THEY HOLD HANDS.

5- LOTS OF LITTLE STARS APPEAR AND CREATE A CIRCLE.

6- GREETINGS APPEAR AS WORDS OR ARE ADDED AS VOICE OVER IN POST PRODUCTION.

"HELLO" CAN THEN BE ADDED TO THE ANIMATION IN AS MANY EUROPEAN LANGUAGES AS POSSIBLE. IN POST PRODUCTION.

ANIMATION IS A TIME BASED MEDIUM.

NOW WE ARE GOING TO ADD TIME TO EACH BULLET POINT.



1- BIG STAR IS WAITING = 3 SECONDS

2- A BIGGER STAR WALKS ON. = 2 SECONDS

3- THEY SAY HELLO AND WAVE = 3 SECONDS.

4- THEY HOLD HANDS. = 3 SECONDS

5- LOTS OF LITTLE STARS APPEAR AND CREATE A CIRCLE = 4 SECONDS

6- GREETINGS APPEAR AS WORDS OR ARE ADDED AS VOICE OVER IN POST PRODUCTION = 10 SECONDS

YOUR ANIMATION SOFTWARE WILL MOST LIKELY WORK AT 12 FRAMES PER SECOND (FPS) THIS MEANS FOR ACTION LASTING 3 SECONDS YOU WILL NEED TO TAKE 36 FRAMES/SHOTS.

TIPS FOR CREATING YOUR STORY OR IDEA.

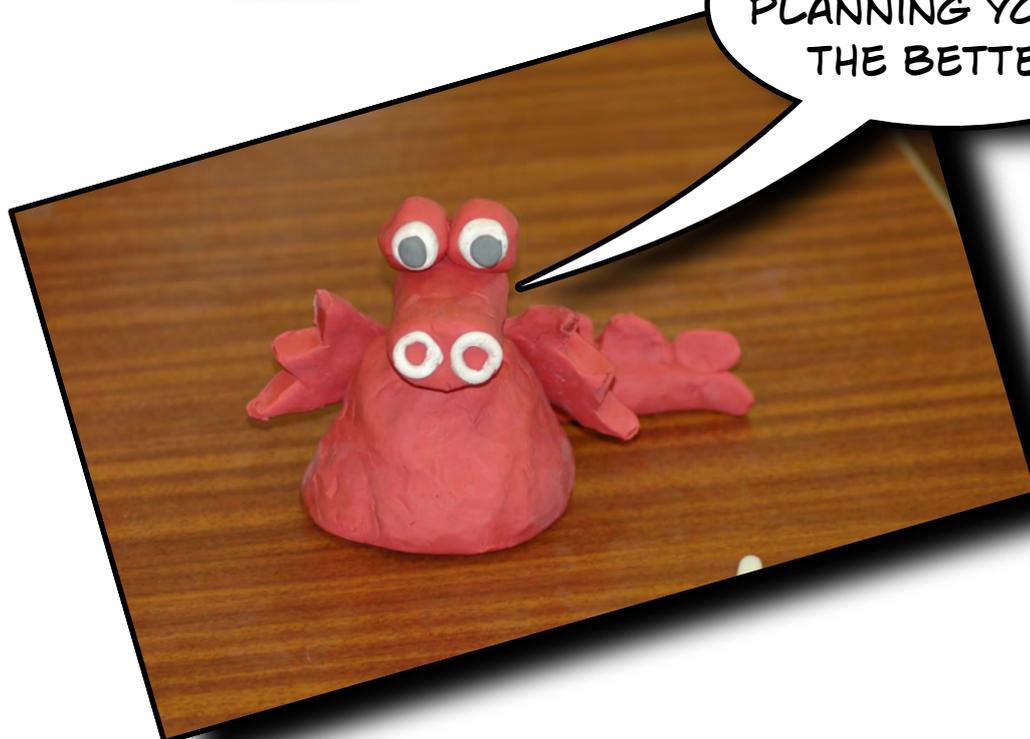
PLAN ANY DIALOGUE AND VOICE OVERS BEFORE YOU FILM.



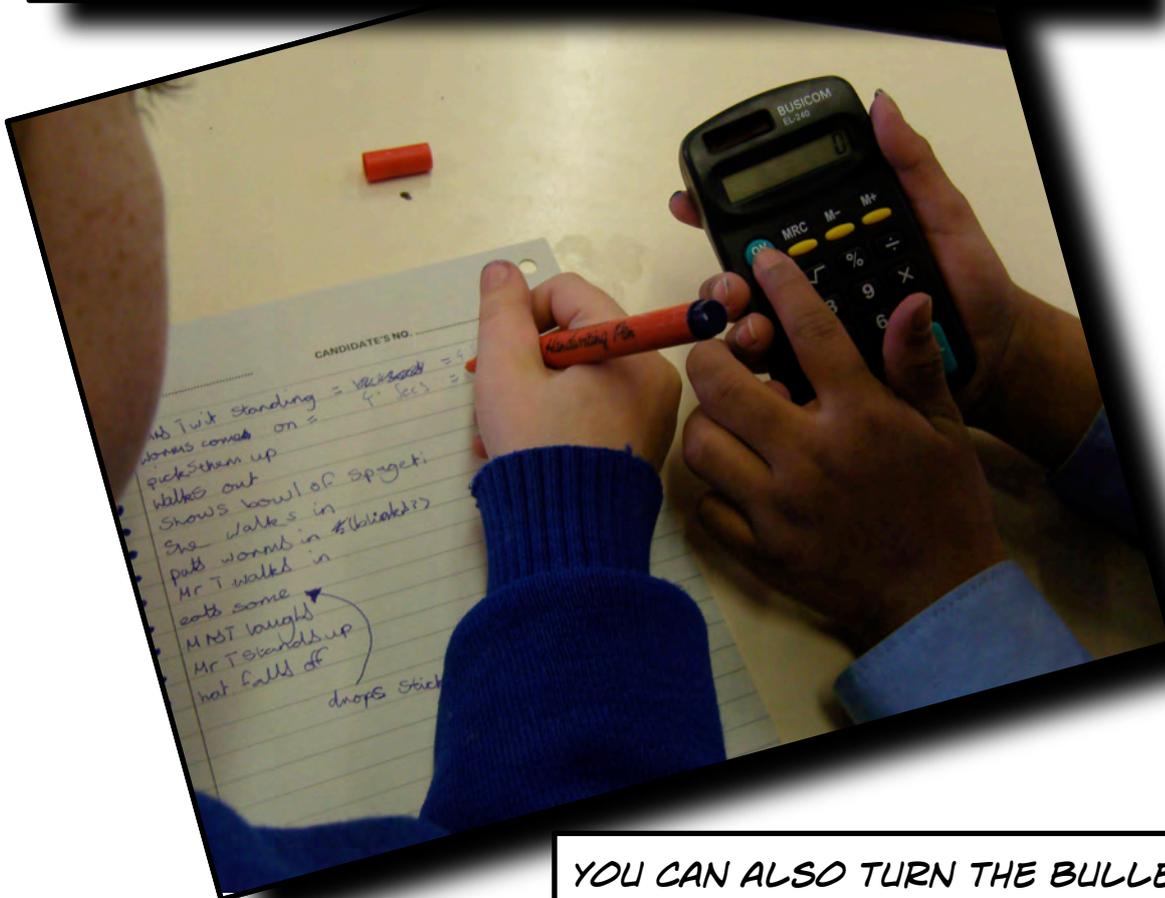
IF YOU WANT TO ADD DIALOGUE TO YOUR ANIMATION MAKE SURE YOU SHOOT ENOUGH FRAMES.



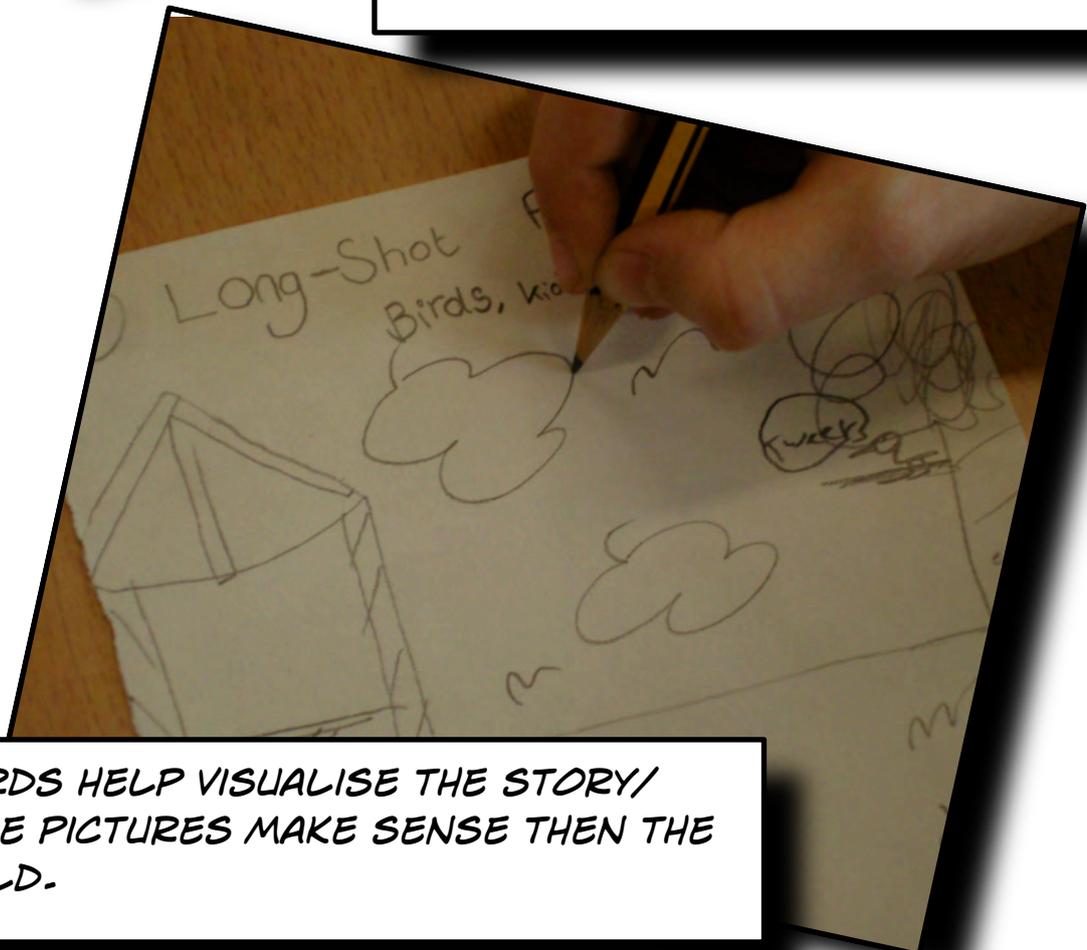
THE MORE PLANNING YOU DO THE BETTER.



**WORKING OUT THE LENGTH OF THE BULLET POINTS
IN SECONDS AND FRAMES.**

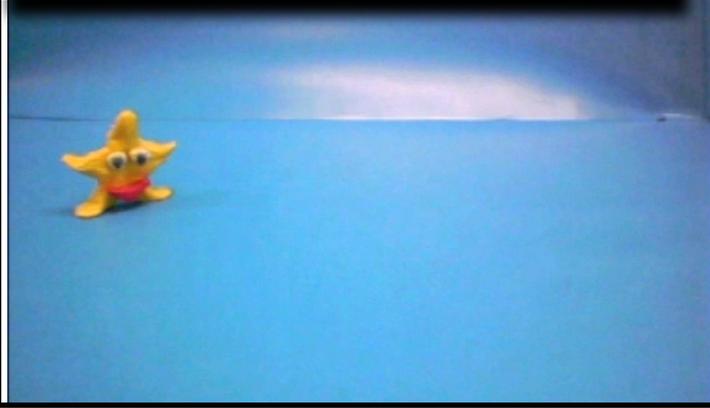


**YOU CAN ALSO TURN THE BULLET
POINTS INTO A STORYBOARD.**



**STORYBOARDS HELP VISUALISE THE STORY/
IDEA. IF THE PICTURES MAKE SENSE THEN THE
FILM SHOULD.**

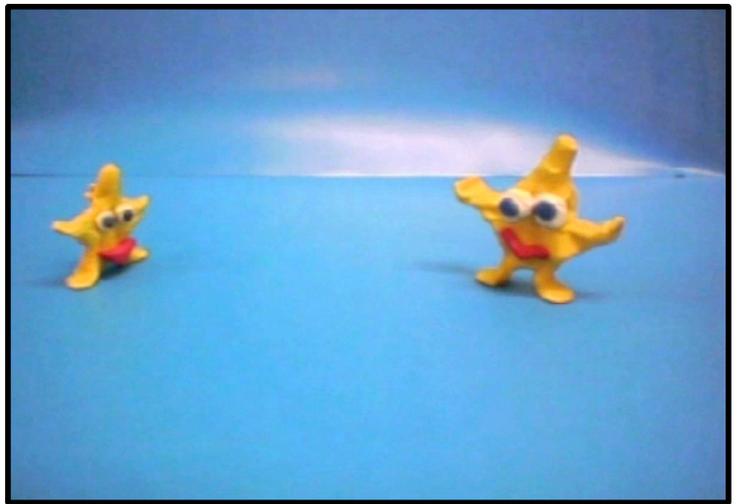
STORYBOARD EXAMPLE



ACTION- BIG STAR IS WAITING

SHOT- LONG SHOT

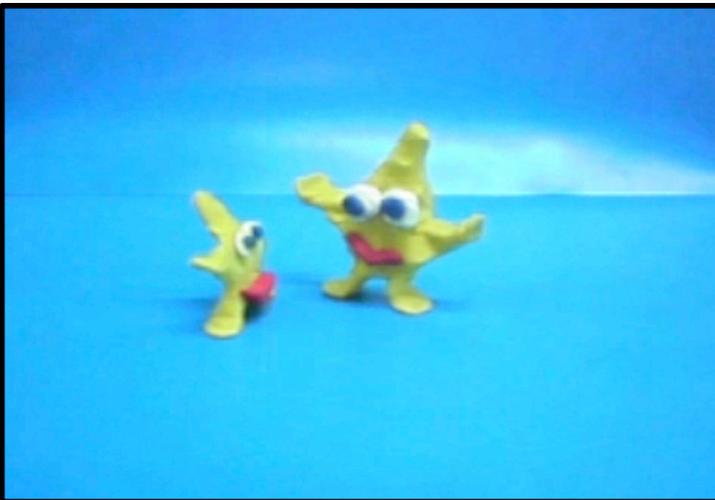
LENGTH- 2 SECONDS



ACTION- BIGGER STAR WALKS ON

SHOT- LONG SHOT

LENGTH- 2 SECONDS



ACTION- THE STARS GREET EACH OTHER

SHOT- LONG SHOT

LENGTH- 3 SECONDS



ACTION- STARS HOLD HANDS

SHOT- LONG SHOT

LENGTH 1 SECOND



ACTION- LOTS OF LITTLE STARS ENTER

SHOT- LONG SHOT

LENGTH 2 SECONDS



ACTION- WORD APPEARS

SHOT- LONG SHOT

LENGTH- 3 SECONDS

Empty rectangular box for notes.

ACTION

SHOT

LENGTH

Empty rectangular box for notes.

ACTION

SHOT

LENGTH