

GID 71: STORYBOARDING

Foothill College Course Outline of Record

Heading	Value
Effective Term:	Summer 2022
Units:	4
Hours:	3 lecture, 3 laboratory per week (72 total per quarter)
Advisory:	GID 31; not open to students with credit in GRDS 76.
Degree & Credit Status:	Degree-Applicable Credit Course
Foothill GE:	Non-GE
Transferable:	CSU
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

Student Learning Outcomes

- A successful student will be able to demonstrate an understanding of the language and techniques of storyboards.
- A successful student will be able to produce linear and non-linear storyboards.
- A successful student will be able to demonstrate facility with hand tools and rendering surfaces.
- A successful student will create storyboards for class critique and portfolio presentation.

Description

Fundamentals of creating storyboards and flowcharts for media projects. Emphasis on technique, concept development and design of storyboards. Exploration of storyboard applications for new media content.

Course Objectives

The student will be able to:

1. demonstrate an understanding of the language and techniques of storyboards.
2. produce linear and non-linear storyboards.
3. demonstrate facility with hand tools and rendering surfaces.
4. develop an understanding of aesthetic characteristics of storyboards, and discernment in their application.
5. create storyboards for class critique and portfolio presentation.
6. recognize and appreciate the artistic contributions made by people from diverse cultures and backgrounds.

Course Content

1. Storyboarding overview
 - a. History and development of storyboards
 - b. Contributions by individuals from diverse cultural backgrounds
 - c. Art and technology
2. Traditional and contemporary storyboards
 - a. Drawing styles and techniques
 - b. Representation of content

- c. Flow diagrams
 - d. Computer technologies
3. Applications of storyboards
 - a. Linear media
 - i. Video
 - ii. Film
 - iii. Animation
 - b. Non-linear media
 - i. Websites
 - ii. CD-ROM
 - iii. Interactivity
 4. Storyboarding demonstrations and techniques
 - a. Hand skills with pen and marker
 - b. Duplication techniques
 - c. Media choices
 - d. Structure
 - e. Pacing
 - f. Design
 - g. Presentation
 5. Explore solutions for diverse cultural audiences

Lab Content

1. Drawing storyboards using pencils, pens, water media and paper
2. Creating finished storyboard panels
3. Rendering finished storyboard panels
4. Drawing character and model sheets for storyboards

Special Facilities and/or Equipment

1. Lecture room equipped with instructional computer, high resolution color monitor, software; projection system, and lighting suitable for displaying projected media.
2. An integrated or separate facility with student drawing tables and a light table.
3. When taught via Foothill Global Access: on-going access to computer with email software and capabilities; email address; JavaScript-enabled internet browsing software.

Method(s) of Evaluation

Methods of Evaluation may include but are not limited to the following:

Completed student projects
Participation in class critiques
Portfolio reviews

Method(s) of Instruction

Methods of Instruction may include but are not limited to the following:

Lecture presented on history and methods of storyboarding
Discussion and presentations on the modern use of storyboarding in the digital age
Electronic discussions related to technology hardware and software used in traditional and digital storyboarding techniques
Demonstrations of hardware and software related to storyboarding methods, presentations and portfolios

Representative Text(s) and Other Materials

Simon, Mark A.. Storyboard: Motion in Art, 3rd ed.. 2006.

Rousseau, David Harland. Storyboarding Essentials: SCAD Creative Essentials (How to Translate Your Story to the Screen for Film, TV, and Other Media). 2013.

Although these texts are older than the suggested "5 years or newer" standard, they remain seminal texts in this area of study.

Types and/or Examples of Required Reading, Writing, and Outside of Class Assignments

1. Weekly reading assignments from text, online sources and outside written sources include current periodicals, webzines and critical writings on the subject of storyboard drawing
2. Writing assignments include critical analysis of both professional and student work with emphasis on understanding the use of line, shape form and color in storyboard drawing

Discipline(s)

Graphic Arts