

STORYBOARD TEMPLATE

John Doe

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ΣΧΟΛΗ
ΚΙΝΗΜΑΤΟΓΡΑΦΟΥ ΤΗΛΕΟΡΑΣΗΣ
ΛΥΚΟΥΡΓΟΥ ΣΤΑΥΡΑΚΟΥ
Hellenic Cinema and Television School Stavrakos

List of Scenes & Shots

SCENE 1 Cheatsheet 1

SCENE 2 Cheatsheet 2

SCENE 3 Description of one scene

SHOT 3A Description of one shot

SHOT 3B

SHOT 3C

SHOT 3D

SHOT 3E

SHOT 3F

SCENE 4 Description of another scene

SHOT 4A Description of another shot

SHOT 4B

SHOT 4C

SHOT 4D

SHOT 4E

SHOT 4F

SCENE 5 You can describe a scene with a lot of words.

SHOT 5A You can describe a shot with a lot of words as well

SHOT 5B

SHOT 5C

SHOT 5D

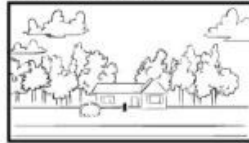
SHOT 5E

SHOT 5F

Ron Doucet's

STORYBOARD CHEAT SHEET

TYPES OF SHOTS



EXTREME WIDE or
ESTABLISHING SHOT



LONG / FAR
WS



FULL
FS



MEDIUM
MS



CLOSE
CU



EXTREME CLOSE
ECU

ANGLES - BASIC



STRAIGHT ON



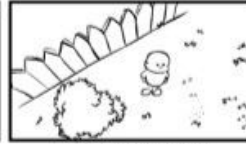
UP SHOT



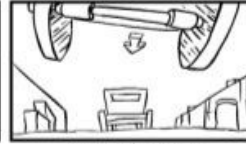
DOWN SHOT



WORM'S EYE VIEW



BIRD'S EYE VIEW



OVER CAMERA

ANGLES - VARIOUS



OTS (over the shoulder)



UP SHOT / 2 SHOT
short character in FG



UP SHOT / 2 SHOT
same character size



DOWN SHOT / 2 SHOT
large person in FG



VIEW THROUGH OL



VIEW THROUGH
(BINOCULAR MASK)



OTS - 2 SHOT



OTS - 3 SHOT



LOW ANGLE / 2 SHOT



POV SHOT
(POINT OF VIEW)



GROUP SHOT



FRAMING WITH OLs
(OVERLAYS)



Upshots place the viewer beneath the focus and downshots place the viewer above, physically and psychologically. These shots add variety and drama to the sequence. Shot 1 - medium long shot, cut to Shot 2 - downshot (POV), which sets up the upshot (POV).



TILT / DUTCH ANGLE
Used when weird, unstable, impressionistic, spooky, or other novel views are needed.



DUTCH ROLL
Twist in to a tilt to over-dramatize a reaction.

SCENE 2 Cheatsheet 2



Establishing Shot



Up Shot



Full Shot



Down Shot



Medium Shot



Over The Shoulder



Close Shot



Two-Shot



Extreme Close Shot

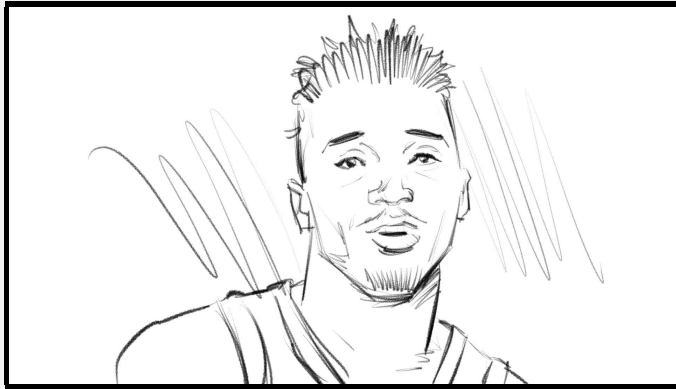


POV shot

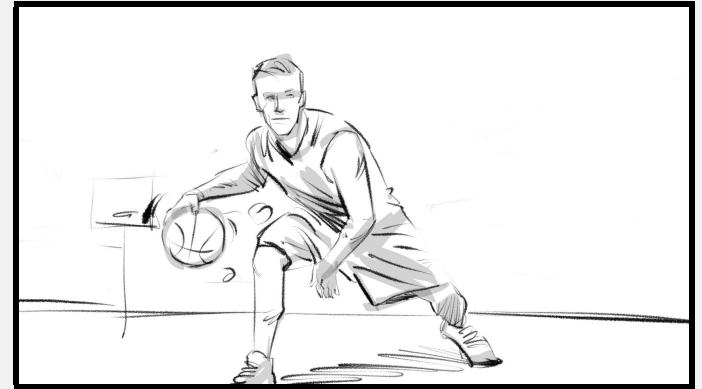
SCENE 3 *Description of one scene*



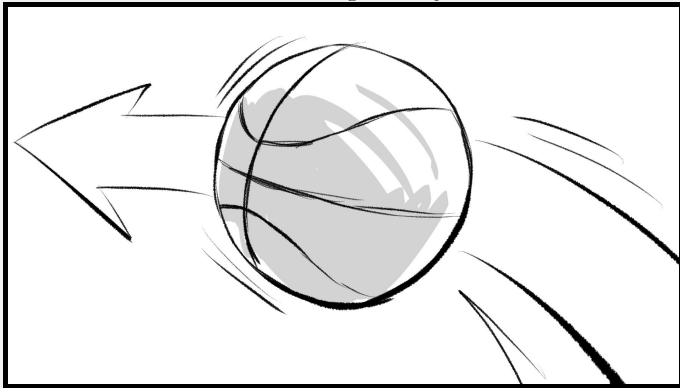
SHOT 3A *Description of one shot*



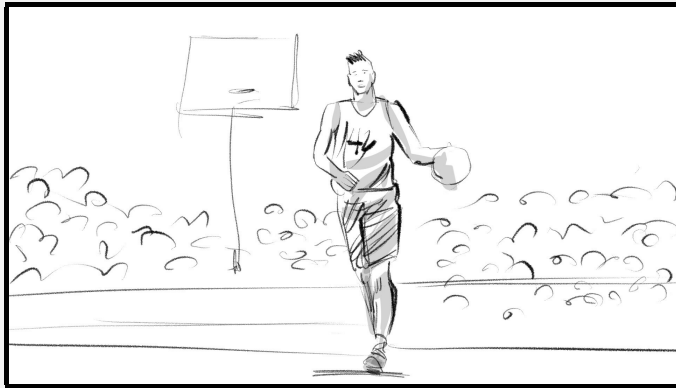
SHOT 3B



SHOT 3C



SHOT 3D



SHOT 3E



SHOT 3F

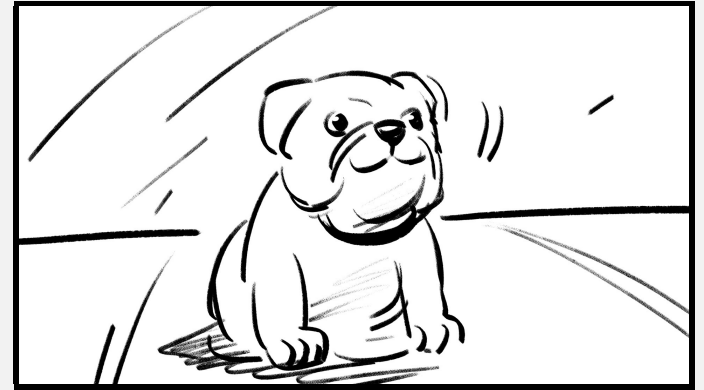
SCENE 4 *Description of another scene*



SHOT 4A *Description of another shot*



SHOT 4B



SHOT 4C



SHOT 4D



SHOT 4E



SHOT 4F

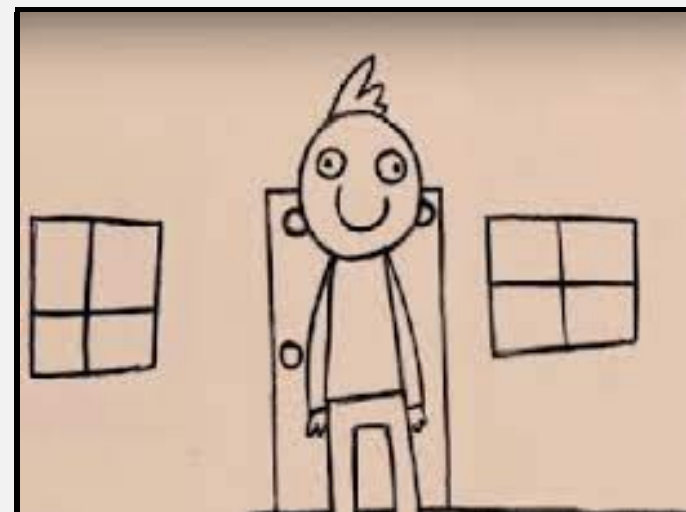
SCENE 5 *You can describe a scene with a lot of words.*



SHOT 5A *You can describe a shot with a lot of words as well*



SHOT 5B



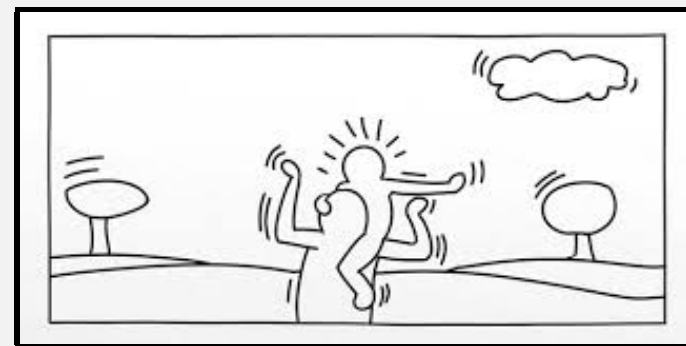
SHOT 5C



SHOT 5D



SHOT 5E



SHOT 5F

Commenting

We can now refer to scenes and shots. Here is how, by using the package `subref`

In scene 3 we can refer to shot 3A and 3F. Additionally in scene 4 we can refer to shots 4D and 4A Figures 3 and 4