

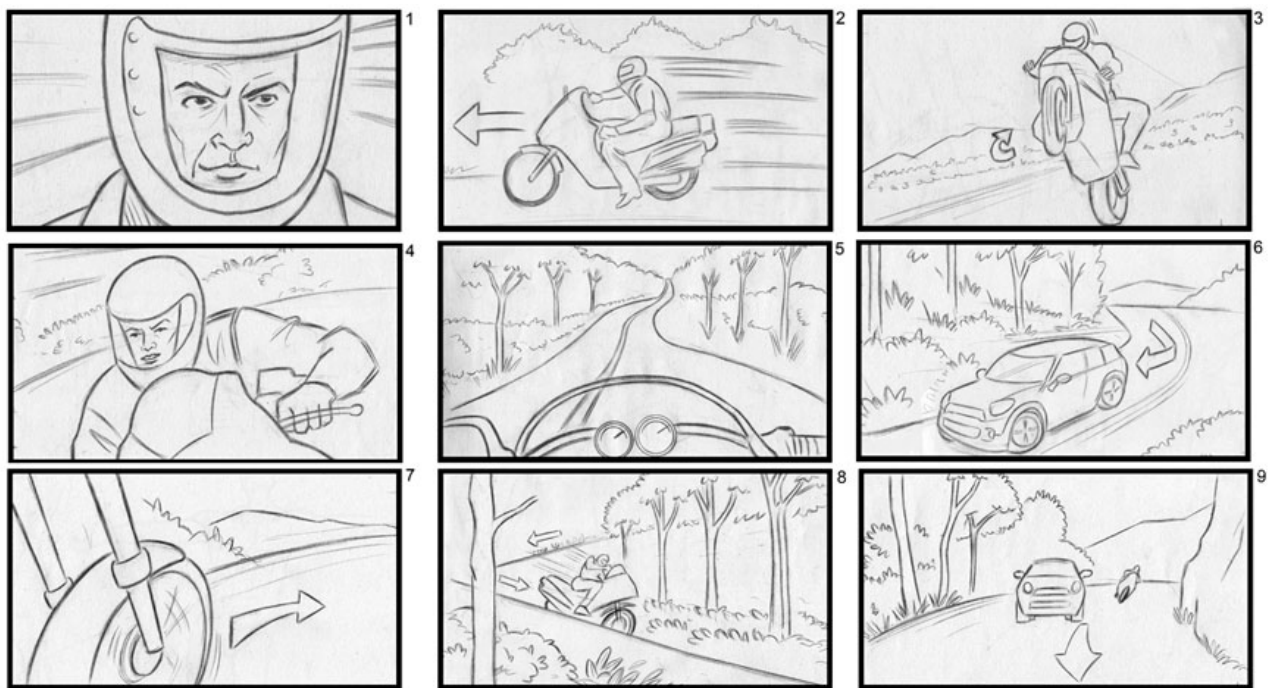
Build Your Storyboard

Storyboarding is a sequence of images, with some directions and dialogue, that represent the shots you plan to film. The purpose is to previsualize the story and the shots before going into production and to communicate your vision to the crew as clearly as possible.

For example if the script calls for “an elephant to walk into the room,” everyone involved will have their own vision of what that looks like. If there are 10 people on the crew, you would have 10 different elephants, 10 different doorways, 10 different room descriptions and 10 different camera angles of that moment. Storyboards allow the director (or directing team) to present THEIR vision of what that moment looks like to the crew to start collaborating on how to construct that moment from the same blueprint.

Traditional Storyboarding

In traditional storyboarding you would use a template like this: Each box would represent a specific moment in the story that would play out in front of the camera.



360° Storyboarding

With 360° video you have multiple options as you need to determine what happens in front, back, left right, above and below the viewer. First let's envision a scene that you would want the viewer to experience:



To storyboard for 360° you would have to breakdown that single moment into multiple frames from the viewer's perspective and sketch them out:



Left



Front



Right



Back



Back Right

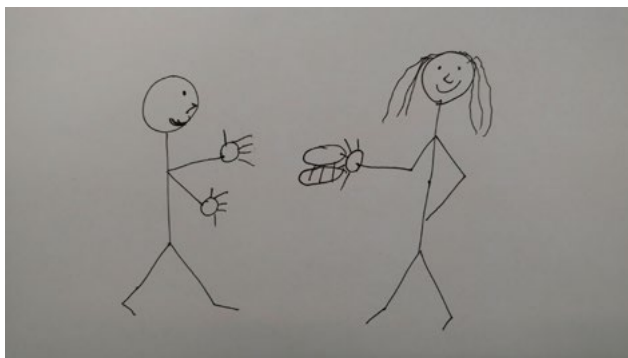
And, then you can use those sketches to position your actors on set (known as “blocking”). With your storyboards in hand, you will be able to place the 360° camera (and the audience) inside the action now that your cast and crew fully understand your vision.



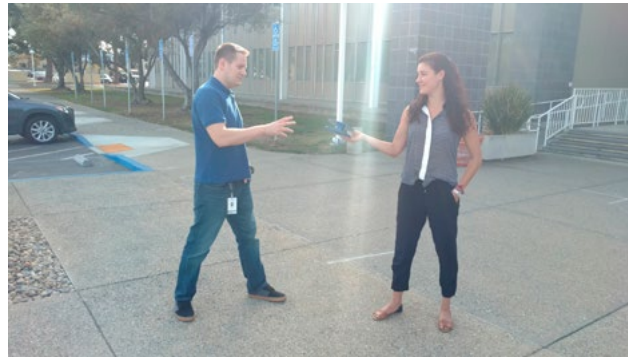
Ways to Storyboard

There are many ways you can design a storyboard. Here are three examples. You can use any way you feel comfortable with as long as you accurately communicate your vision to your cast and crew.

- Stick figures and sketches



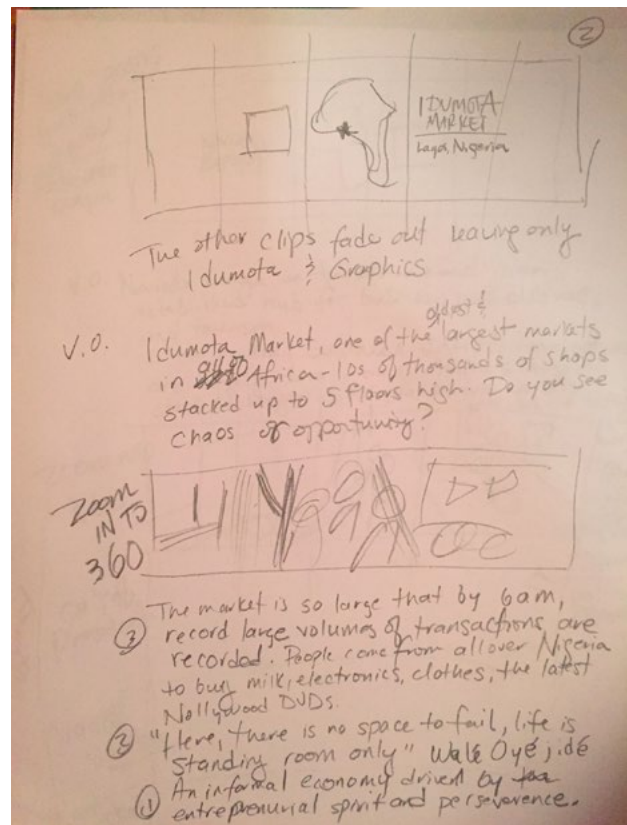
- Photos (use your 360° camera, or capture many perspectives with a normal camera)



- Web storyboarding (with tools like [StoryboardThat](#))

Tips from Mentors:

- According to one of our 360 Mentors, Lex Halaby: "I take my Gear 360 or Theta S and snap photos from all the angles I want to shoot during a tech scout and cut them together in Premiere to determine timing, camera height, etc before the shoot day. It helps a lot on the day."
- Another 360 Mentor, Stephanie Riggs storyboards this way: "Early sketches for flow ideas for Kanju, which premiered at Tribeca earlier this year. It's a linear 360 documentary. Note the extra horizontal length and the 1/3 and 1/5 lines demarcating the front-facing view. With these boards, the left and right sides would touch and center is facing forward."



- Lastly our 360 Mentor, Jessica Kantor, storyboards this sequence as if the camera is the TRex and then she adds in the actors, props and the set as well as descriptions underneath the frame.

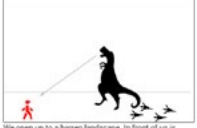
Additional resources:

- ["How to storyboard for virtual reality & 360° video"](#)
- ["Draw sketches for virtual reality like a pro"](#)

28C - T-Rex Storyboards

Key: = 360 Camera (it's face is pointing at the key point of interest (POI))
 = Kevin

Open: Intro

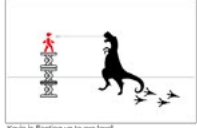


We open up to a barren landscape. In front of us is horizon and as we glance around we realize we're pretty high up.

We hear a voice, coming from down and slightly to our left. Kevin wears a bright color so we see him clearly amongst a deserty landscape.

Audio: Kevin's voice: 'Hey! Vaaasoo! Down here! Woof! You're really tall aren't you? Well, that's actually because you're a Tyrantosaurus Rex. Seriously look down at your tiny hands. They're actually more than three times stronger than human arms so that's an upgrade!

2: Let's talk face to face

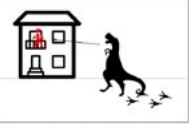


Kevin is floating up to eye level.

Your name, Tyrantosaurus comes from the Ancient Greek tyranos meaning tyrant and sauros meaning lizard. Rex is the Latin word for "King." So you're literally the Tyrant Lizard King. Which is really cool.

Geesh, you're tall. What're you? 12 feet at the hip? When you...woah...woah...near up you are 20 feet tall.

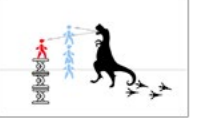
3: How big am I really?



We quick cut... to the back area of two bit circus

Here's your view of a residential area. You're taller than a school bus. You could dunk your face through a basketball hoop. You're like a house that eats meat.

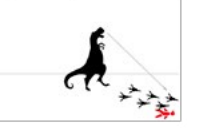
4: How big am I really?



Kevin now back at eye level at little closer in deserty area -- starts ascending.

Maybe I shouldn't be this close to your four foot jaws full of serrated teeth...with a bite force three and a half time stronger than anything living on Earth today... Look! A delicious Tiptonest!

5: My feet are how big?




Kevin walks around to the back.

Oh, you just missed it. I saw it was there. Oh well. Look what you did to the ground!

Your footprints are huge! What is this - three feet? If you stepped on me with all 7 tons of your body weight it'd be like piling three and half cars on my chest.

Did you hear that? It sounds like a car is coming...Look to your right!


6: Let's see how fast we can move



Kevin points out a car. It zooms past at 20 mph. We're big but we're pretty agile.

That's how fast you run. Many scientists believe you run around 25 MPH. The fastest human runner in the world, Usain Bolt, tops out at 27.44 MPH. So hunting humans, had we been around 66 million years ago would've been right in your wheelhouse.

7: Finding Prey

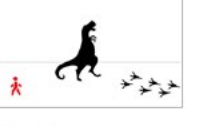


Uh... don't hurt me...I made a video about hunting go watch that! Over there!

When it comes to finding food you're truly an active predator and scavenger. Hated like marks on the tail of an Edmontosaurus suggest you'd attack living prey and your incredibly large olfactory bulbs and nerves suggest sniffing out dead prey from great distances. A study in 2016 revealed you may have even engaged in eating other T-Rexes so...carnibalism too.

[Insert images of beef that match some of the Vaaase regular video - thinking its of T-Rex eating prey // fighting with other T-Rex that are available on Getty Images]

8: Kevin is Prey



The video concludes -

Basically you're very hungry. So...very hungry. And I'm very food like. But if I stand very very still you can't see me...

You can still see me - can't you? Yeah, that movement vision thing turns out to be a myth. So! Let me just say this... [We swoop down to get Kevin, as he runs away he says.]

AND AS ALWAYS - THANKS FOR WATCHING!