



J333 Writing for Multimedia

Scripting/Storyboards

- ◆ What is a script, specifically a 2 Column Shooting Script?
- ◆ How do we use it for multimedia?
- ◆ Why storyboard?

Script

- Scripts are by definition:
 - ◆ Written document that tell what the program is about, who says what, what is suppose to happen, and what and how the audience shall see and hear the events.
 - ◆ Interprets the show idea into what the viewers should actually see and hear when watching the program.
 - ◆ It's a recipe that lists the major ingredients of the program and how they should be mixed together.

Different types of scripts:

- Single-column (single camera action like stage play or radio)
- Film or screenplay format (filmed dramas)
- Fact, or rundown, sheet:
 - Used for simple demonstrations, like a hosted show. It lists the major features that must be presented in the production.
- **Two-column script**
 - Two-column news script
 - Used for newsrooms. Heavy on VO describing what is happening in video.
 - Two-column documentary script or documentary format
 - Used for extensive description of all shots, locations, characters, action, sound and technical details of a production.

Two-column script breakdown

- Two-columns (dialogue/narration is fully scripted)
 - Left column contains all video information:
 - Who is talking
 - Shot designations
 - Right column contains all the audio information
 - VO (voice over) of the narrator
 - SOT (sound on tape)-actual sounds that are recorded on tape or from source (SOS)

Script abbreviations/descriptions:

- ◆ Camera shots:
 - ECU-extreme close-up
 - CU-close up
 - MS-medium shot
 - LS-long shot
 - ES-establishing shot
- ◆ Audio
 - VO-voice over
 - SFX-sound effects
- ◆ Video transitions:
 - Cut
 - Dissolve
 - Fade to black

Two-column script example:

Video

John by the phone, looking for change

John approaches Mary whom is sitting on a bench

Mary gets up and walks toward the curb turns around and faces John

Freeze-frame of LS with both Mary and John in frame

Fade to black

Audio

SFX: Distant Traffic sounds.
Occasional cars going by.

John
Excuse me. Could you break a five dollar bill. I need change for the phone.

Mary
No.

Susie (VO)
John searches the streets of Portland for a hand out.

Music

Visualization

- ◆ Take a moment and pretend you see John and Mary.
 - How do you picture them?
 - ◆ CU, MS, LS
 - ◆ Where is the bus stop?
 - ◆ What is she wearing?
 - ◆ What is he doing?
 - ◆ What sounds do you hear?

Visualization: creating a mental image of a shot or sequence of shots. This is an indispensable preproduction tool.

Video

Establishing shoot of bus stop @night
Pan over to phone booth with Jon

CU of John's hands counting change
MS of John looking around
LS Mary sitting on a bench
OTS of John approaching Mary
CU of Mary's surprised face
2Shot of John and Mary
MS Mary getting up and walks toward the curb
turns around and faces John

CU of Mary

Freeze-frame of LS with both Mary and John in
frame

Fade to black

Audio

SFX: Distant Traffic sounds. Sirens
Occasional cars going by.

SFX: Shoes walking on sidewalk

John

Excuse me. Could you break a five dollar bill.
I need change for the phone.

Mary

No.

Susie (VO)

John's addiction often leads him to the streets
of Portland looking for a handout.

Music

Scripting for multimedia

- ◆ It's a little of two-column news and documentary scripting.
- ◆ How might this look?

Video	Audio
John in his daily routine looking for spare change on the streets of Portland	SFX of cars, people (natural sounds)
John going to liquor store	Dialog exchange between John and store clerk
John's intervention with parents	Mom crying, John yelling SFX of door slamming

4 Factors of visualization:

◆ Image

- Script gives only general visualization cues such as “Mary waiting at bus stop”
 - ◆ You need to fill in the details and give the woman a particular look as well as the bus stop
 - ◆ Different visualizations if the scene were to take place at midday or night.

4 Factors of visualization

◆ Sound

- Try to “hear” the sounds while visualizing the images.
- What sounds do you imagine at a brightly lit bus stop scene and at a dimly lit one?
- When John approaches Mary, what do we hear in day versus night?
- What kind of music might be used in the nighttime? Daytime?

It might be easier to establish the emotional context of a shot or scene with the sound track than with the video.

4 Factors of visualization

◆ Context

- Besides program objective and the angle, your visualization is ultimately determined by the context in which a scene plays.
 - ◆ Example:
 - The nighttime scene of the bus stop would probably have more CU (close-ups) of the woman and have the man approach her more aggressively.

4 Factors of visualization

◆ Sequencing

- Your visualization must include not only the key shots but also a shot sequence
- How to get from one shot to the next
- Think illustrative script, i.e. storyboard
 - ◆ This will help plan shots and sequencing
 - ◆ This helps maintain shot continuity when shooting out of sequence for postproduction editing.

Storyboard

- ◆ Shows key visualization and the major sequencing of shots, with action and audio information given below. It can be hand-drawn on preprinted storyboard paper or computer generated.
- ◆ Function:
 - What to show
 - How to show it
 - Angle and composition

Storyboards

- ◆ Streamline final project
- ◆ Helps to see if project is doable
- ◆ Helps to keep focused
- ◆ Helps to get to the editing room
- ◆ Organizing thoughts
- ◆ Idea appears on paper
 - Works or doesn't work
 - <http://www.youtube.com/watch?v=pWPjjoOFIu8>