Activity Worksheet 1

A **storyboard** is a graphic plan of specific shots that will be collected into scenes. They were once drawn by hand. Early cartoon storyboards from Disney studios sell for substantial sums of money today as collectors’ items.

**Your task**

Imagine you have been asked to shoot a film that illustrates the story of Windradyne. Think about how you will use dramatic techniques to build the interest of viewers. For this task, you will be creating just one sequence of shots that focuses on a particular scene in Windradyne’s life story.

**Carefully plan your work by taking these steps:**

1. Decide on the key feature of the story that you’d like to portray. This will be the focus of your scene.

2. Decide on the camera shot and angle for each frame.

3. Decide on the camera movements between shots.

4. Write an explanation of the **mise en scene** (what will be included in the collection of shots that make up your storyboard scene as a whole).

5. Add labels in the margins around the frames to indicate the camera shots, angles and movements. Keep it simple.

**For camera shots, choose from these descriptions:** close-up, medium shot, long (distance) shot

**For camera angles, choose from these descriptions:** eye level angle, tilted angle, bird’s eye view, high angle (where the camera is positioned higher than the subject) and low angle (where the camera is placed down low).

**For camera movements, choose from these descriptions:** still, zooming, panning (moving from side to side from a fixed position), tracking (following) and dollying (move in tandem with the subject).

**For your description of the **mise en scene**, follow this checklist:** Anything that is put in front of the camera to produce a particular impression or effect is part of the **mise en scene**, including:

- the positions and movement of cameras
- the use of filters, lenses and other visual effects hardware
- the set decoration, props and scenery
- the music
- the sound
- the lighting
- the wardrobe
- the actors
- the dialogue