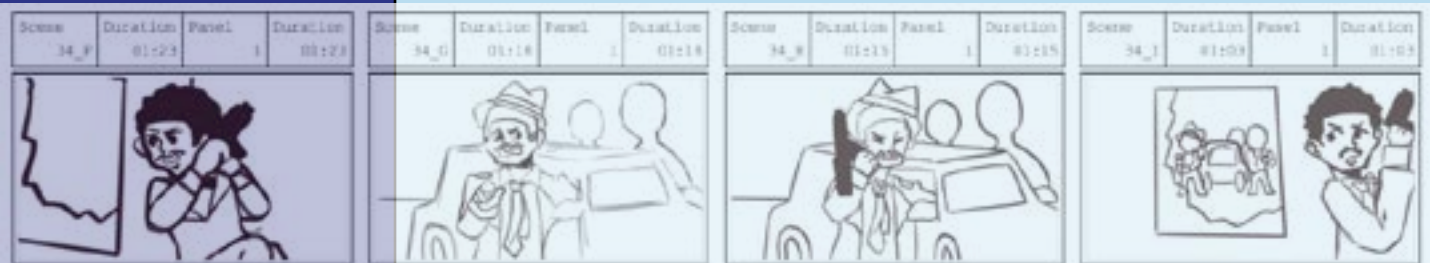


# *Adventures in Storyboarding*

*Trinity Parham*



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# Artist Statement



My artwork explores the practice of giving human characteristics to nonhuman entities in the concept known as personification. This is a really interesting concept to explore because of the multiple interpretations and history that can be added to a character by basing it on an object or concept that wasn't originally human. The characters I create are then used in my stories which explore a variety of topics such as alcoholic drinks, video game consoles, and even military planes. Childhood shows inspire me to add an endearing aspect to my artwork to invoke positive emotions within viewers. While my art is filled with light tones and pastel colors, I sometimes explore darker themes depending on my narrative. I hope to one day become a storyboard artist to share my characters and narratives and spread positivity.

# Resume



**Trinity  
Parham**

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trinityparham73@gmail.com  
(931) 401-3381

## EDUCATION

### AUSTIN PEAY STATE UNIVERSITY

December 2021 | Bachelor of Fine Arts in Animation + Visual Effects

May 2020 | Associates of Science in Liberal Arts

## PROFESSIONAL EXPERIENCE

### STORYBOARD INTERN

Boom Animation  
Fort Wayne, Indiana  
June 2021

### TEAM PARTICIPANT

24 Hour Animation Festival  
Austin Peay State University  
October 2018

Created a short animated film in 24 hours with 3 other participants

## WORK EXPERIENCE

### CASHIER

Chick-Fil-a  
Clarksville, TN  
December 2019

### ART PROGRAM COUNSELOR

Girl Scouts of Middle Tennessee  
Ashland City, TN  
May 2019

## SKILLS

- Adobe Photoshop CC
- Adobe Illustrator CC
- Procreate
- Storyboard Pro
- Toon Boom Harmony

## ORGANIZATIONS

### STUDENT ENGAGEMENT COUNCIL

Austin Peay State University  
Fall Semester 2020

## COMMUNITY SERVICE

### SOS FOOD PANTRY

AUSTIN PEAY STATE UNIVERSITY  
Clarksville, TN  
March 2018

## SCHOLARSHIPS

### JENKINS FAMILY FINISH LINE SCHOLARSHIP

AUSTIN PEAY STATE UNIVERSITY  
Clarksville, TN  
March 2018

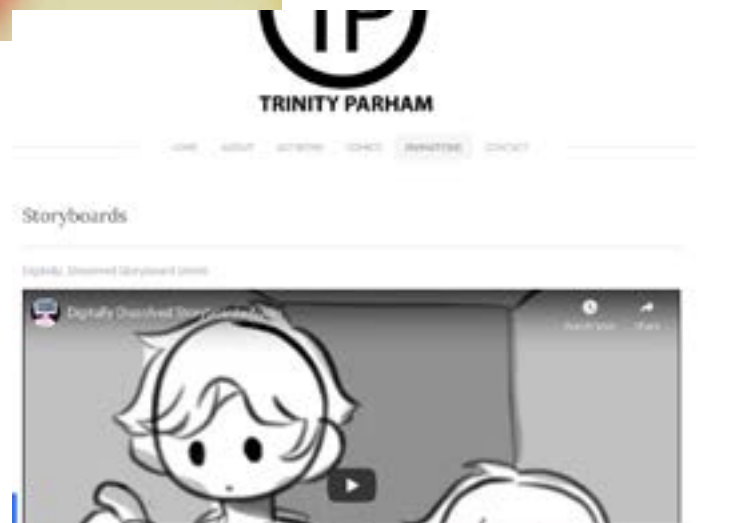
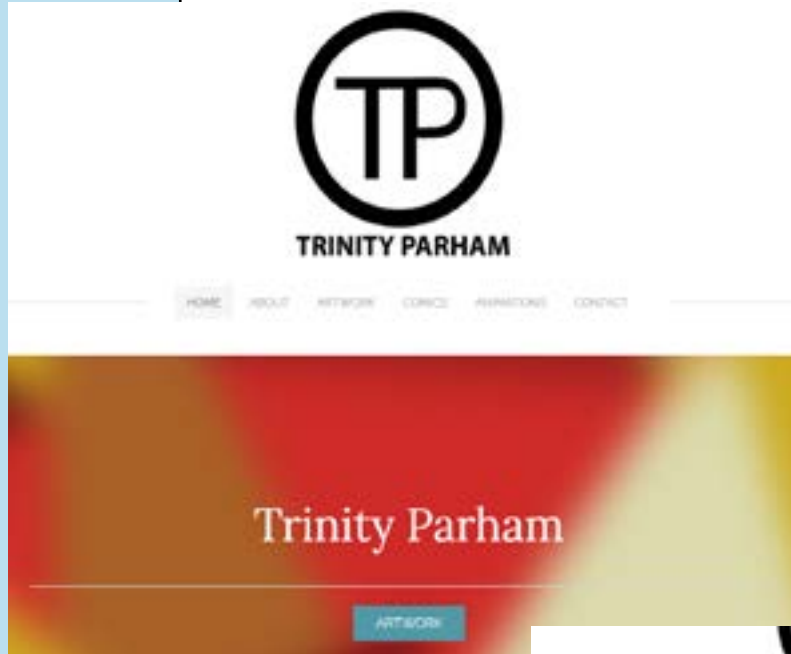
# Demo Reel



Check  
Out my  
Demo Reel  
Here



# Portfolio Website



*Feel Free to check it out!*

# Thesis Pitches

I started out Thesis I with three different pitches in which I let the class choose which one was the best way to go.



Thesis Idea #1



Thesis Idea #2



Thesis Idea #3

(All three pitches are videos since I had Thesis I online, check out the links for more info on each thesis pitch.)

I ended up going with my third pitch, which was a storyboard of my story, Digitally\_Dissolved. This would eventually change in Thesis II.

# *Thesis Proposal*

During Thesis I, my proposal was to make a storyboard over a script I made of my story, Digitally\_Dissolved. I ended up finishing the storyboard during Thesis I so, for Thesis II I wanted to continue exploring storyboard. For Thesis II I proposed four (but, It ended up being two) Storyboards that explored different challenges when it comes to the art of storyboarding itself.

I ended up making three storyboards for Thesis II, Each movie clip exploring a different genre in order to improve my range in storytelling,



# Backstory

1

Page 1 (William was about to go on his usual night out but, before he could go he realized he forgot his jacket and had to run up to his room quickly.)



[Link to the script I used fo Digitally Dissolved](#)

Links to the clips I used for

[Harlem Nights](#)  
[NeverEnding Story](#)  
[Goosebumps](#)

# References

References that inspired me when making Digitally\_Dissolved included

## Movies/TV shows

Tron (1982)  
Tron Legacy (2010)  
Wreck-It Ralph (2012)  
Sailor Moon (1991)  
Puella Magi Madoka Magica (2011)  
Cyberchase (2002)  
The Wizard (1989)  
Steven Universe (2013)

## Arts/Comics

Scott Pilgrim (2004)  
David Aguado's Illustrations  
Amir Zand's Illustrations  
"KnobbyNobbies" (i can't find his real name)

## Video Games

Overwatch (2015)  
Mega Man (1987)  
Arknights (2019)  
Others  
"Console Wars" - Blake J. Harris (2014)  
"Good Faith" - Madeon (2019)  
"Worlds" - Porter Robinson (2014)

Harlem Night Storyboard reference is of course the movie Harlem Nights from 1989  
The Neverending Story references the movie, The Neverending Story (1984)  
The Goosebumps storyboard references the Goosebumps TV show (1995) episode,  
The Girl Who Cried Monster

# Sketches/Concept Art

Digitally Dissolved



# Sketches/Concept Art

## Harlem Nights



# Sketches/Concept Art

NeverEnding Story





# Sketches/Concept Art

## Goosebumps



I decided for the Goosebump storyboard to switch the roles of the monster and humans so, now the librarian is a human and the main girl and her family are monsters!





# *Materials Used*

## List of Programs Used

Adobe Photoshop

Adobe Illustrator

Procreate

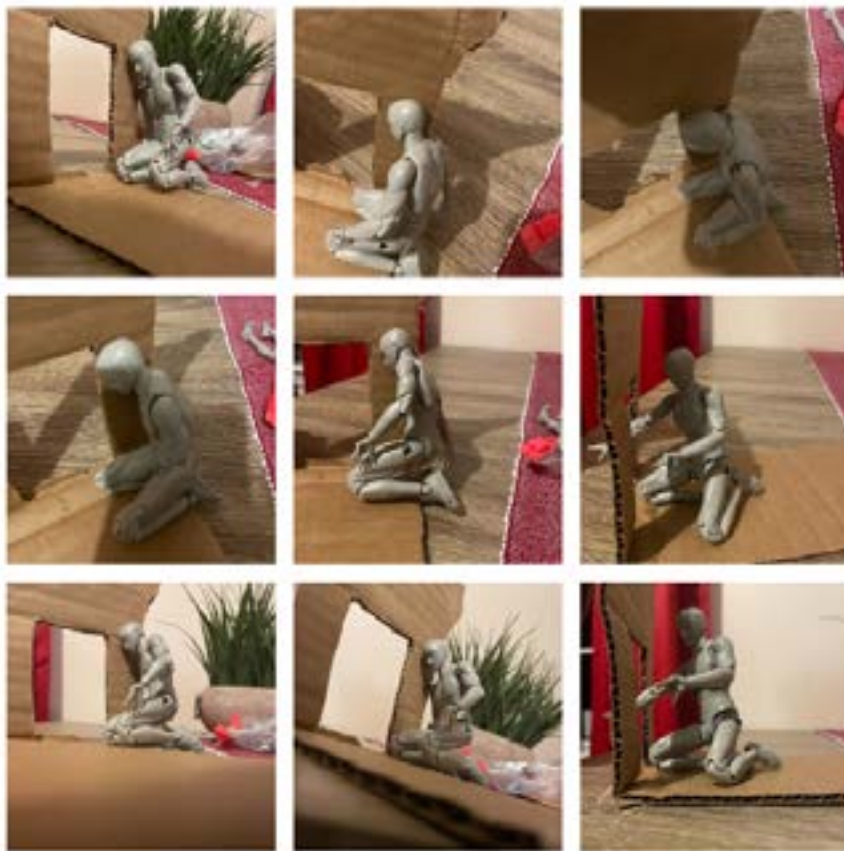
Storyboard Pro

Toon Boom Harmony

Google SketchUp

# Materials Used

I used Storyboard Pro for the majority of my Thesis, I used Procreate for the iPad for the first two storyboards and transferred them to Storyboard Pro, I found this a bit tedious as I had to email 50+ images to myself and then resize the images into Storyboard Pro, so the finale/ third and forth storyboard was completely made in Storyboard Pro.



Some reference images I used for the Harlem Nights Storyboard



# Materials Used



I used Google SketchUp to help get the right angle for my Goosebumps storyboard.



# Task Lists

Here's an example of my older Task Lists.

## Task List

### For Storyboard 1 - Dance/Motion

- Rewatch reference
- Collect Audio
- Prepare Sketches
- Work on background placeholder

### For Storyboard 2 - Movie Clip (Harlem Nights)

- Gather reference clips/Audio
- Prepare Sketches
- Work on background placeholders

### For Storyboard 3 - Youtube Commentator Clip

- Find Youtube Clip being used/ Collect Audio
- Prepare Sketches
- Work on Background placeholders

### For Storyboard 4 - Silent Storyboard

- This storyboard may potentially need a script?
- Find stock music
- Prepare sketches
- Work on Background Placeholders

## Other Things to Work on

### Resume

- Fix text placement
- Fix References

### Thesis Book

- Redo entire layout in InDesign

### Website

- Work on website layout/images
- Redo Animation/Storyboarding Demo Reel
- Make a VFX/3D Animation Demo reel if you have time

## Task List

### Resources

- Get a storyboarding program (probably storyboard pro)
- Possibly reach out for voice actors
- Find some free music to use

### Task

- Storyboard (most important)
- Script
- Character Design Sketches/ Concept Art for Book
- Website/Resume

# Task Lists

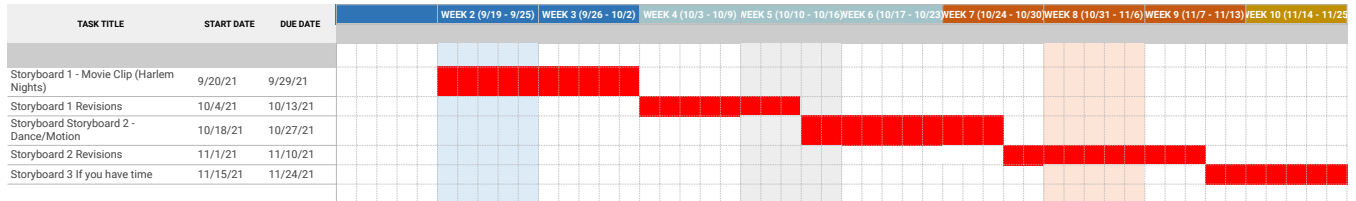
For the improved task list for Thesis II, The professor gave us a setb list of expectations for each week.

- Week 3–2/4
  - Post Sketches for Storyboards
  - Upload Mentor Form to D2L
  - Post Planning & Research for Storyboards
- Week 4–2/11
  - Post work on Storyboard 1 (Rough Draft)
  - Post screen grab of Update/Edit Website
- Week 5–2/18
  - Post update Storyboard 1
  - Upload Updated Resume to D2L
- Week 6–2/25
  - Post revisions for Storyboard 1
- Week 7–3/4
  - Post Final for Storyboard 1
  - Upload Midpoint review form to D2L
  - Post Sketches for Storyboard 2
  - Submit Material Requests due (either on Slack or via email)
  - Post link to Demo Reel (Rough Draft)
- Week 9–3/18
  - Post work on Storyboard 2 (Rough Draft)
- Week 10–3/25

- Week 9–3/18
  - Post work on Storyboard 2 (Rough Draft)
- Week 10–3/25
  - Post Storyboard 2 Revisions
  - Post PR materials
- Week 11–4/1
  - Post Storyboard 2 Revisions
  - Submit PR Contributions
- Week 12–4/8
  - Post Storyboard 2 revisions
  - Post link to Demo Reel (updated rough)
- Week 13–4/15
  - Post Final for Storyboard 2
  - Upload Mentor Form 2 to D2L
- Week 14–4/22
  - Post link to Demo Reel Final
  - Post synopsis of Check in w/ Scott
- Week 15–4/27
  - Attend, present at Showcase

# Gantt Charts

Here's an example of my older Gantt Charts



I created these Gantt and Task charts at the beginning of the semester when I believed that I could get four storyboards done, little did I know that even two storyboards take a lot of work.



# Learning Outcomes & Goals

The skills I hope to obtain by doing multiple storyboards are to diversify my portfolio, learn different camera angles, and explore different genres in each storyboard.

I do this in hopes that it'll present my portfolio worthy of a career as a storyboard artist.

# Shots



# Success & Failures

Like with every long-term art project it's important to plan every day out as well as focus. I'd say my successes were the number of storyboards I was able to complete in the two-term semester but, I also count it as one of my downfalls as I feel I could have done more if I would have focused myself more.

# Editing & Music

Getting audio for the second and third storyboard was easy since i was using premade audio as reference, The Digitally\_Dissolved storyboard was a different story since my lovely voice actors were acting through Instagram, I had record over 50 different audio tracks (through instagram) and convert all of them into MP3 files in which I could then put into Storyboard Pro.

The sound effects used were from freesounds.org.

## Digitally\_Dissolved Audio files

Nov 13, 2020



I still have all the MP4 files before I converted them as well!

As for the other audios I used, I just had to convert the Youtube video into an audio file.



# Finale

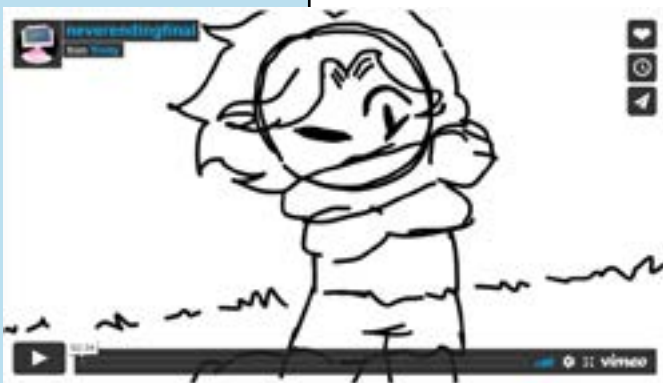
Here's links to the final three storyboards



[Digitally Dissolved](#)



[Harlem Nights](#)



[NeverEnding Story](#)



[Goosebumps](#)

# Closing Thoughts

A word of advice I'd give my collages, as well as future students, would be to plan for bad days, There's gonna be days where you feel like doing nothing and your schedule should have space or leadway for these situations. Another would be a little work done each day is better than doing large amounts of work in short periods of time. Some of the trials I had to overcome myself were many, many technical issues, and personal affairs with family. And not to mention the deadly threat of procrastination. The thing I'm most proud of is the diversity in storyboards I made as well as giving my own twist in each of them, I feel like this reflects my past learning goals well. As for what comes after I graduate, I hope to find a job as a production assistant in hopes of kickstarting my storyboarding career.

