A Storyboard Experiment

By Breanna Letson

Table of Context

About the Artist

Pre-Production

Production

Final Production

Final Thoughts

About The Artist

Breanna Letson is a storyboard artist that goals to tell stories that can be enjoyed by all. She loves learning about each of the steps that it takes to make animation for TV and film. Though focused on the main story production, she wants to know how to a little of everything to be help in every corner. She wants to make colorful worlds that get people sucked in, like she did when she was young. Often influenced by the cartoons she saw as a child, Breanna wants to make similar bright and cheerful shows that will make people happy. Growing up in the small town of Pulaski, Tennessee, it seemed to be a dream to work on animation production but now she working towards that dream.

Breanna Letson
Story board Artist

Professional Experience

Animation Intern
Boom Animation
(Fort Wayne, IN)
Summer 2021

Skills

- 2d Animation
- 3d modeling
- Storyboarding

Employment

Food Lion
(Columbia,TN
Clarksville, TN)
2018-Current

Education

Bachelor, Fine Arts in
Animation and Visual Effects
Austin Peay State University
(Clarksville, TN)
Graduation: May 2022

Softwares

- Toon Boom Harmony
- Toon Boom Storyboard Pro
- Maya
- Adobe Creative Cloud

Website and Links

Website

https://brletson.wixsite.com/breanna-letson

Demo Reel

https://vimeo.com/638482937

Thesis Pitch

A collection of storyboards of different genres to improve and show different skills.

The idea is to explore different skills that it takes to make storyboards. I plan to have 2 short storyboards of my own stories and 2 of other pre-existing stories that are a out of my comfort zone. The Stories of mine are there to show what stories I like to work on and to add my style into things. I also picked to 2 stories that I really like but are out so my usual art zone so I can work on different styles. At the end of my thesis, I want to have 4 story shorts with animatics to add to my demo reel and to push some of my skills.

Research

When doing some research to help with my storyboards, I wanted to learn about different camera framing and angles. This showed me different ways that I could position my camera to make my boards more dynamic and legible for my audience. I'll list some of the more important shots and some examples of each shots.

The Establishing Shot-

     Usually a long shot used to set up the scene and give context.

Full Shot-

     A shot of the character head to toe. This is used to show body language and movement.

Medium Shot-

A 3/4s shot of a character. Usually knees up and used to show gestures

Close Shot-

A full face shot of a character. The character takes up most of the focus.

Extreme Close Shot-

    A close up shot of one detail and it allows details that wouldn't usually be noticed.

Up Shot-

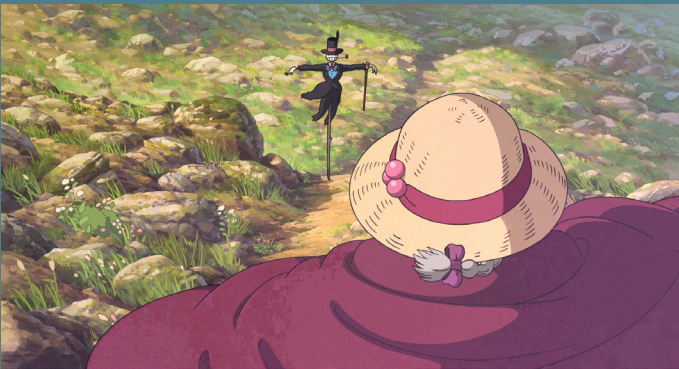   A shot from below eye level. Used to create a powerful perspective.

Down Shot-

    A shot from above eye level. Used to create a powerless perspective.

Over the Shoulder Shot-

A shot taken from over the shoulder of a character.

Two Shot-

A shot with two characters within frame. Used to set a relationship between said characters.

Point of View Shot-

A shot at the point of view of a character. Used to get in the perspective of a character.

There is plenty more shots I can put in but these shots I felt would be the most important to learn.

Example Sources:

Howl's Moving Castle (2004)

My Little Pony: The Movie (2017)

Wall-e (2008)

Trolls (2016)

Wreck-It-Ralph (2012)

Pirate of the Caribbean: Dead Men Tell No Tales

Inspirations

Steven Universe

Pokemon

Kirby

Adventure Time

My Little Pony

Ratatouille

Dragonheart

Soul Eater

Jojo's Bizarre Adventure

The Marvelous Misadventures of Flapjack

Chowder

Story Production

Storyboard 1 -Morning

This short is about a couple of my own characters, Red, Blue and Purple. Red is the only human and they take care of Blue and Purple, two animals that are a mix-mash of many creatures. These Characters are simple and fun like a typical children's cartoons. Their world is similar to those high fantasy cartoons where anything can almost go and there's not really a limit of what can happen. Though this world is almost limitless, the stories are suppose to be simple and almost calming. The story I want to tell with them is everyday for them. They start their morning by waking each other up before getting started in their day with blue usually getting into something that he has to be helped with.

The character came as off shoots of the original of the 3, Blue. When creating Blue years ago I wanted to mix and mash animals like how cartoons would. Blue came from mixing elements of lions and rabbits and when designing a companion of him I took ferrets to make Purple. Red became human as the stable of many cartoons would be a human with their animal friends.

I wanted give them something that all would be a base of imagination but feel simple and grounded. A tree house is where I felt they would fit right in. I wanted the tree house to look and feel like a child's classic tree house. The tree house is also huge in old cartoons that I watched when I was young like in Adventure Time and My Little Pony shown below.
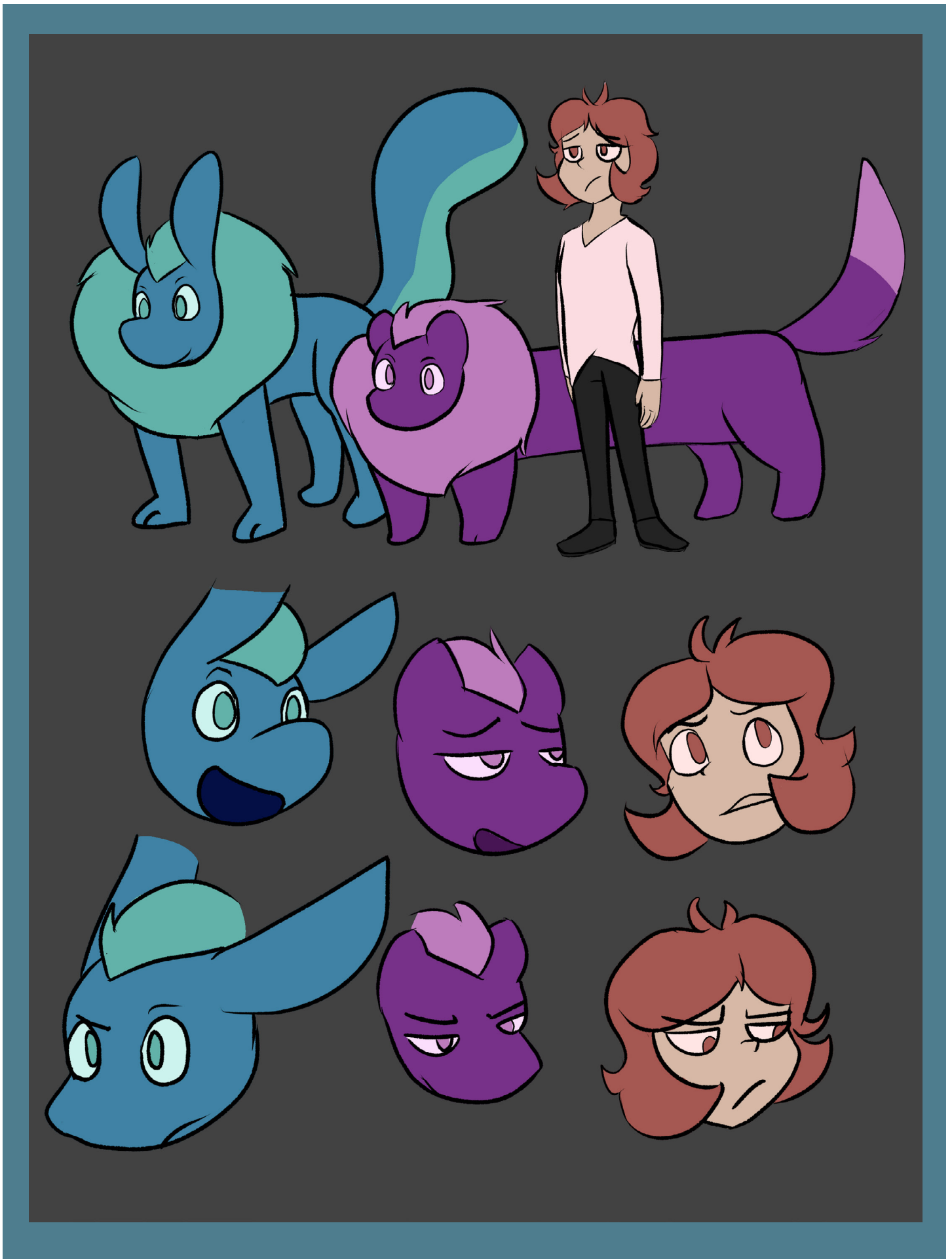
Storyboard 2- Sleepover

This animatic is of another world of mine. This is a world of god like creatures named spirits and the leaders of these gods and the other life forms is Life and Death. Death runs a university with his Assistant Ana. This is where this short takes place. Ana is having a night off from work to have a date with her girlfriend, Becca. Death was forced to have a meeting with the Spirits when it goes wrong, he interrupts Ana and Becca date night.

Death has been designed for while and has been based off that goofy but serious looking professor/mentor. His old reference that I drew still worked but I wanted to pull the type of characters that inspired me for him.

The biggest thing when creation my character Death is Lord Death from Soul Eater as he has the goofy look and personality while also having a form from his past that what made him be feared. I also took inspiration from Princess Celestia and Luna as I gave my character as counterpart sibling to balance out the forces and responsibilities of the world.

For Death's assistant Ana and her girlfriend Becca, I didn't have settled designs for them other than I know I wanted them to be anthropomorphic cats. I looked for each a breed of cat to base them on and the cloths that would fit there personalities. Ana is a Japanese Bobtail that is often in more professional or mature clothes. Becca is a black America short hair that is often into punk styles.
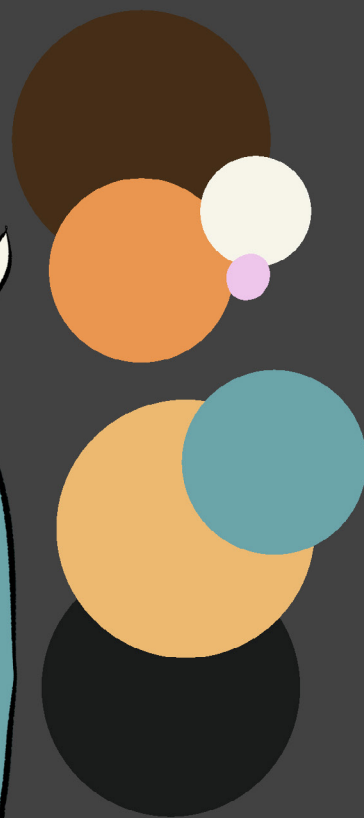
Storyboard 3 - SeaBoard

When picking a story that I would like to take and do something I could play with I picked to take the story of "Call of Cthulhu" by H.P. Lovecraft and use the idea of the large lurking monster that is Cthulhu to show the horror that it is. This story is culture icon and make it easy to click for people to my story. Much of what makes the story of Cthulhu is the lurking darkness of the unknown. This story is I want to show the climax of the story and have the moment of Cthulhu's shadowy presence at the end. The ship that is hunting down the beast runs into a massive storm rocking them. The captain keeping the ship together has he looks over to the side to see the beast. The waves crashing from the beast going back into the sea. This story doesn't need to introduced but the horror of it can be done in my storyboard style.

When looking into what the tale of the Cthulhu reminds me of and what would truly make the story. The creature is the first thing as it is the main focal point. Most of the pop culture version of Cthulhu is the large winged monstrously talk creature with a face of testicles. I took that as the reference as I want to see where to base my monster design off to recognizable
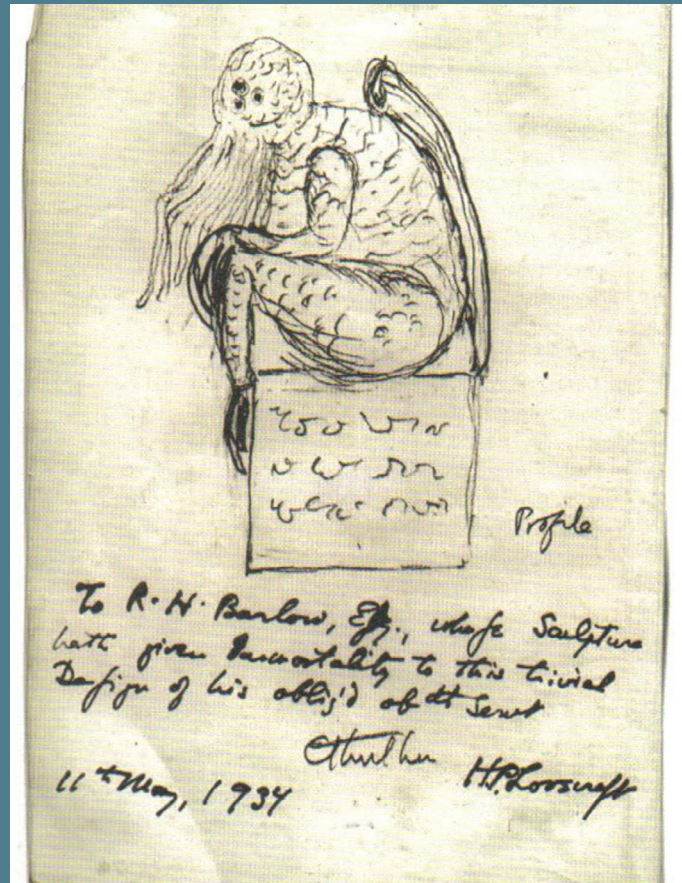
The rest of what I looked for when researching things for the Call of Cthulhu was what the boats looked like at the time and how the seas look like in the dark. I saved old art of early 1900s style boats to get a understanding what I was looking for as the original story takes place in the 1930s.
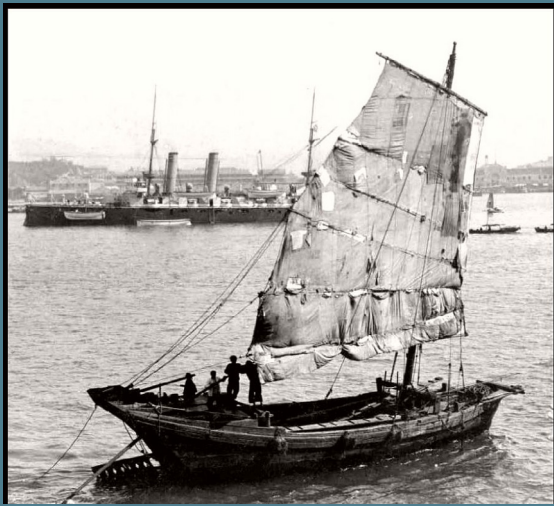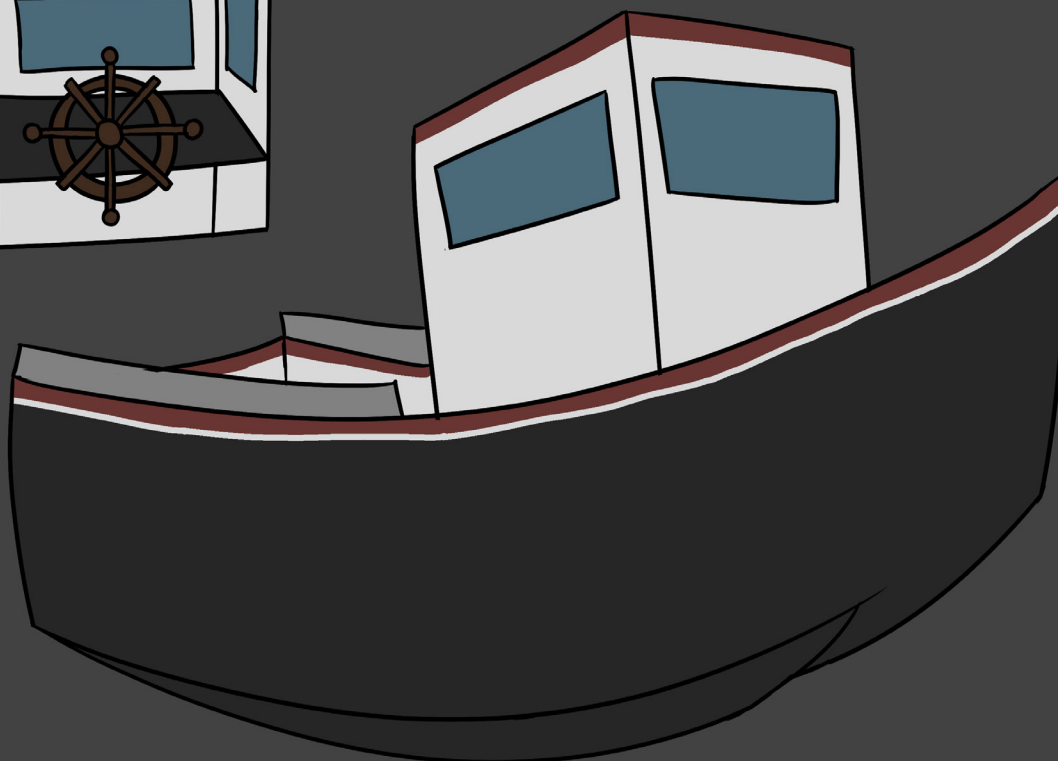

Imaged by Heritage Auctions, HA.com

I looks a little at fishing Cabins and fishermen for character and environment designs. I want to give it a old fisherman's tale vibe.

Storyboard 4- Gunshot

For the last storyboard, I wanted to take audio that I didn't create to limit how can plan this story. I took the audio from the 1986 film *Stand by Me.* I personally don't know the movie as this was a recommendation from a friend but that made it better for this. The less connection I had to the film and the moment I was using for audio helped me create a scene that was completely disconnected. I wanted to turn the audio, which from a movie set in a small town between kids, into a scene of characters of mine from a futuristic story. A world of androids and neon lights. The two characters I used for this project are B and XH. Both androids on different sides of the world. B is a upper class assistant to the Mayor of the city while XH is an assistant to underground scientist and astronauts. I used the audio as a scene of them colliding.

First I had to find out how I used to draw these characters or find references to get the design right again. B had art done for him and it just need to be simplified for the project while XH needed some designs. I also pulled some references of how the city would look.

XH

B

Gantt Charts

Preproduction
> **Research**
> **Character Planning**
> **Basic Character Sheets**
> **Software Testing (Toon Boom Storyboard Pro)**
> **Sound Design**

Production
> **Storyboard 1**
>> **Writing**
>> **Drawing**
>> **Editing**
>> **Rendering**
> **Storyboard 2**
>> **Writing**
>> **Drawing**
>> **Editing**
>> **Rendering**
> **Storyboard 3**
>> **Writing**
>> **Drawing**
>> **Editing**
>> **Rendering**
> **Storyboard 4**
>> **Writing**
>> **Drawing**
>> **Editing**
>> **Rendering**

Postproduction
> **Website**
> **Thesis Book**
> **Resume**
> **Demo Reel**

Gantt Chart
Fall Semester

	Sept. 13-17	Sept. 20-24	Sept. 27- Oct.	Oct. 4-8	Oct. 11-15	Oct. 18-22
Writing and Character Design			██	██	██	
Sound Editing						
First Draft Sketch					██	██
Clean up						
Revision						
Writing and Character Design						
Sound Editing						
First Draft Sketch						
Clean up						
Revision						
Writing and Character Design						
Sound Editing						
First Draft Sketch						
Clean up						
Revision						
Writing and Character Design						
Sound Editing						
First Draft Sketch						
Clean up						
Revision						
First Draft					██	██
Revision						
First Draft						
Revision						
			██	██		
First Draft						
Revision						
Artist Bio						
Research						
Story work						
Production						
Post Production						

	Oct. 25-29	Nov. 1-5	Nov. 8-12	Nov. 15-19	Nov. 22-26	Nov. 29- Dec. 3
Writing and Character Design						
Sound Editing						
First Draft Sketch	■	■				
Clean up	■	■				
Revision	■		■	■	■	
Writing and Character Design						
Sound Editing	■				■	
First Draft Sketch	■	■	■			
Clean up	■	■				■
Revision			■	■	■	■
Writing and Character Design						
Sound Editing						
First Draft Sketch						
Clean up						
Revision						
Writing and Character Design						
Sound Editing						
First Draft Sketch						
Clean up						
Revision						
First Draft						
Revision						
First Draft						
Revision						
First Draft						
Revision						
Artist Bio						
Research						
Story work						
Production						
Post Production						

Storyboard 3		Jan 18 – 21	Jan 24 – 28	Jan 31 – Feb 4	Feb 7 – 11	Feb 14 – 18	Feb 21 – 25	Feb 28 – Mar 4	Mar 7 – 11
	Writing and Character Design		▓	▓					▓
	Sound Editing			▓					▓
	First Draft Sketch			▓	▓				▓
	Clean up				▓	▓	▓	▓	▓
	Revision							▓	▓
Storyboard 4-									
	Writing and Character Design		▓	▓					▓
	Sound Editing		▓	▓					▓
	First Draft Sketch								▓
	Clean up								▓
	Revision								▓
Demo Reel									
	Revision								▓
Website									
	First Draft								▓
	Revision								▓
Resume									
	Revision		▓	▓	▓				▓
Thesis Book			▓	▓	▓				▓
	Artist Bio								▓
	Research								▓
	Story work								▓
	Production								▓
	Post Production								▓

Storyboard 3		Mar 14 – 18	Mar 21 – 25	Mar 28 – April 1	April 4 – 8	April 11 – 15	April 18 – 22	April 25 – 29	May 2 – 6
	Writing and Character Design						▓	▓	▓
	Sound Editing						▓	▓	▓
	First Draft Sketch						▓	▓	▓
	Clean up						▓	▓	▓
	Revision						▓	▓	▓
Storyboard 4-									
	Writing and Character Design	▓					▓	▓	▓
	Sound Editing						▓	▓	▓
	First Draft Sketch		▓	▓			▓	▓	▓
	Clean up			▓	▓		▓	▓	▓
	Revision				▓	▓	▓	▓	▓
Demo Reel									
	Revision					▓	▓	▓	▓
Website									
	First Draft						▓	▓	▓
	Revision						▓	▓	▓
Resume									
	Revision						▓	▓	▓
Thesis Book									
	Artist Bio					▓	▓	▓	▓
	Research						▓	▓	▓
	Story work						▓	▓	▓
	Production						▓	▓	▓
	Post Production						▓	▓	▓

Production

    I started production of all my storyboards by setting up a sketchbook that I can use for planning and notes that would be necessary to organize. This is where I can draft out storyboards traditionally. I would use a program called Storyboard Pro for digital renditions. Once I had the sketchbook ready and separated, as I plan to work on two storyboards each semester and wanted each storyboard to have plenty of room in the book, I started the first version of the storyboard "Morning".

    When creating "Morning", I had to detail with the beginning of learning a new software. I want to have this story be very calm as I learn the ropes of my new skills here while telling something cute. At first there wasn't much of a story but that would be changed in a later version. After a quick traditional draft went in to make the first digital draft.
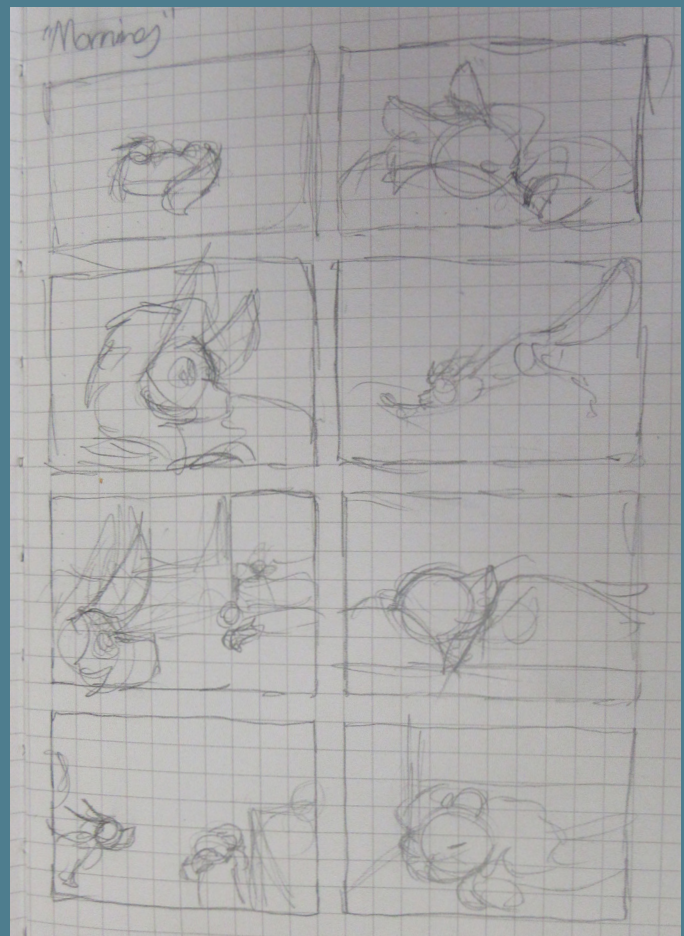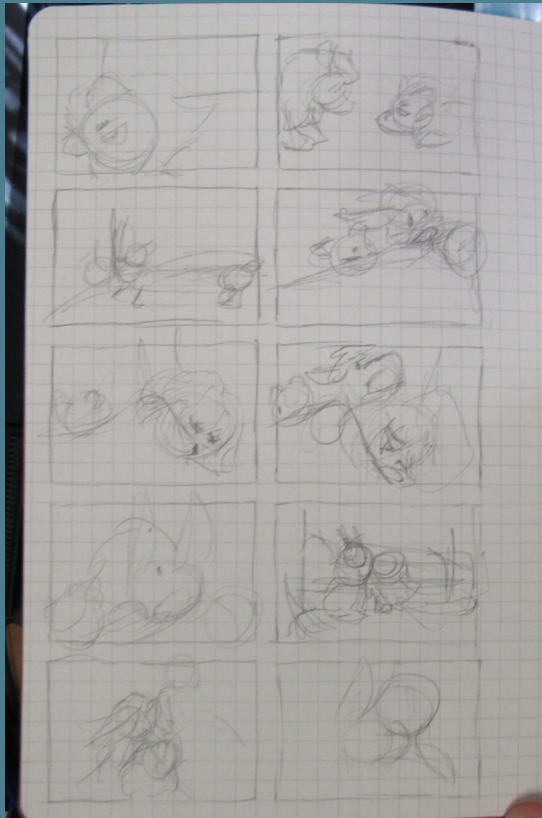
Storyboard Pro is the software I will be using and wanted to take a second to explain it. Storyboard Pro works in panels that is lengthen to the correct time to be set. There's groups of panels that are the scenes. Below you see I started with one big scene with many panels but as I learned to use the program more you'll see that those groups break up and become more usable.
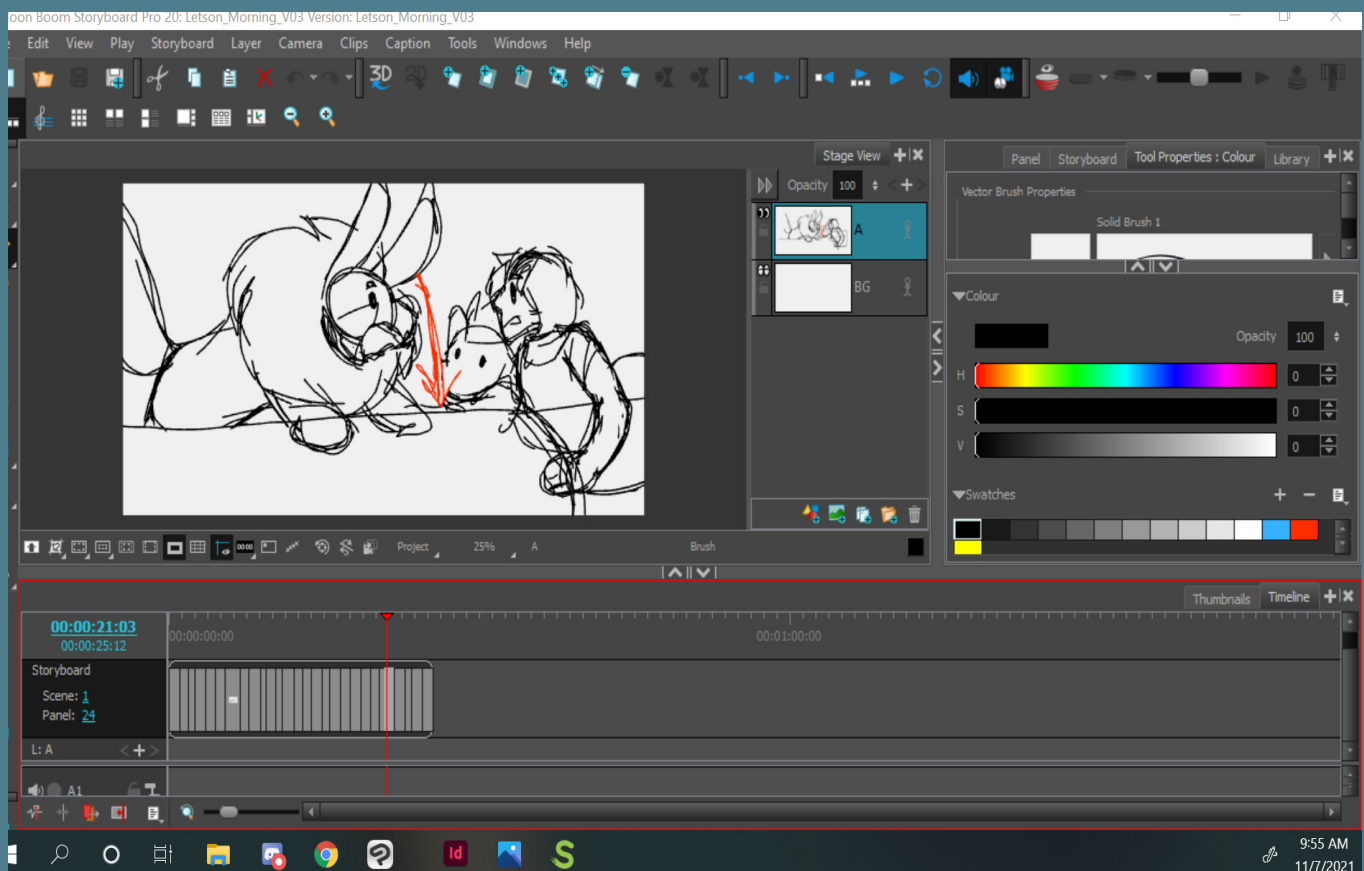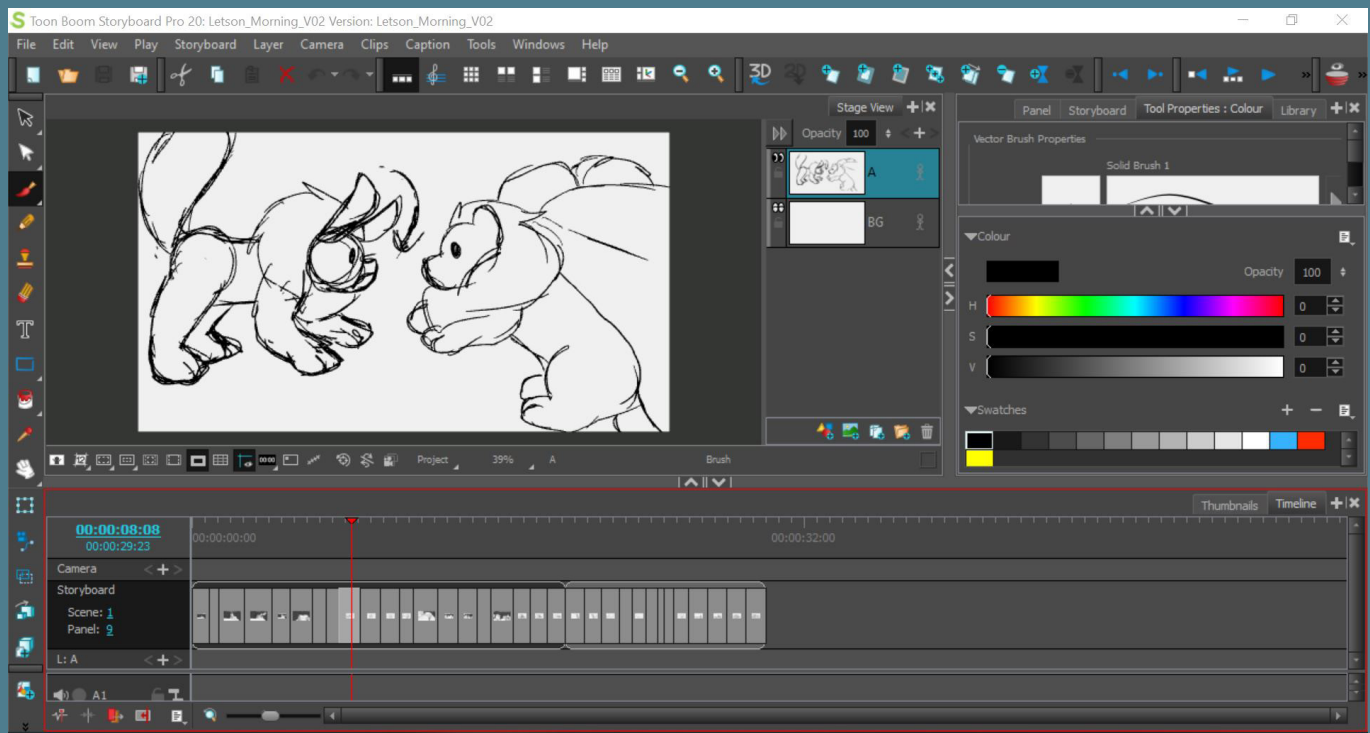
When I started the next iteration, I changed up the story at some and add the sound needed to tell the story better. This helped with some of the confusion the first version had. This was also an opportunity to add more camera angles. This added more to it and made it more enjoyable. There was still more to tweak and change for it.
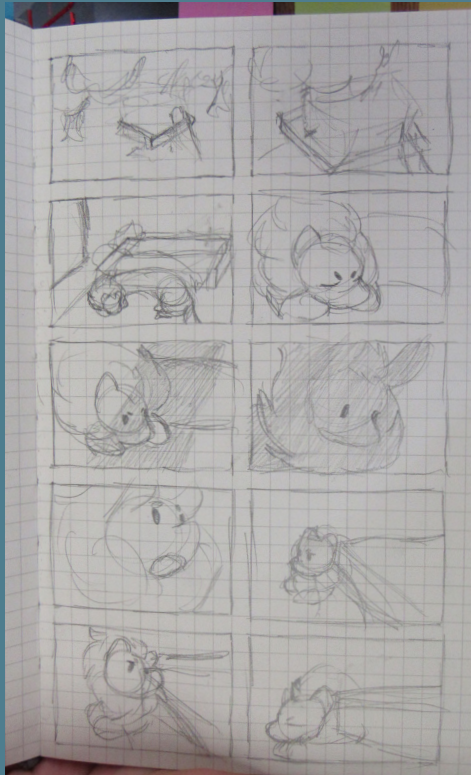
The sketch plans for the next iteration and beyond I was asked to use props to help plan out the angles so I used Adobe Premiere for editing them and the sound.
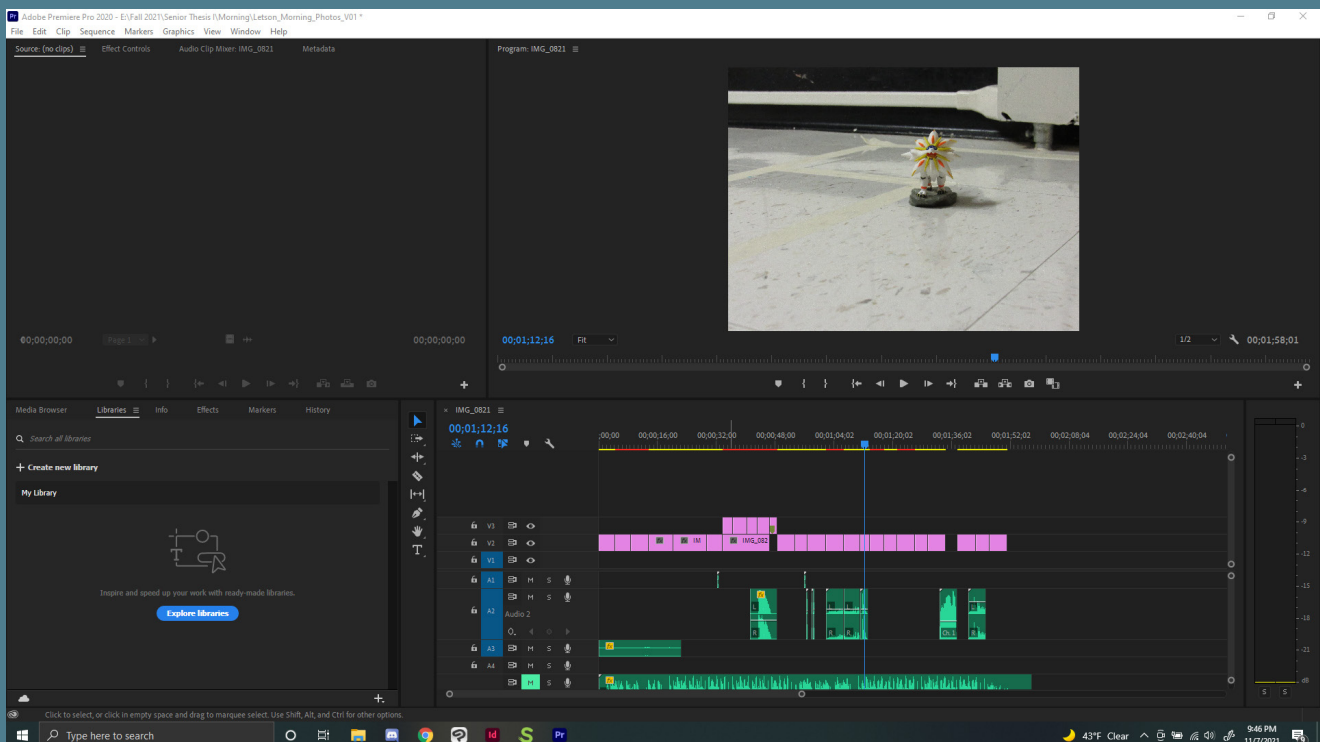
Using the props and some tape to map out the dimensions of the house layout help out when it came to making a better feel for the 3d dimensional house and made the board less flat. Though this help I planed to change it up for other boards and this was troublesome with physical objects. When doing something like this again I wanted to use a quick very basic model in Maya or another program so I can get better camera angles for my shots. I had a little technical trouble with video and audio but once It was fixed the next version was ready.
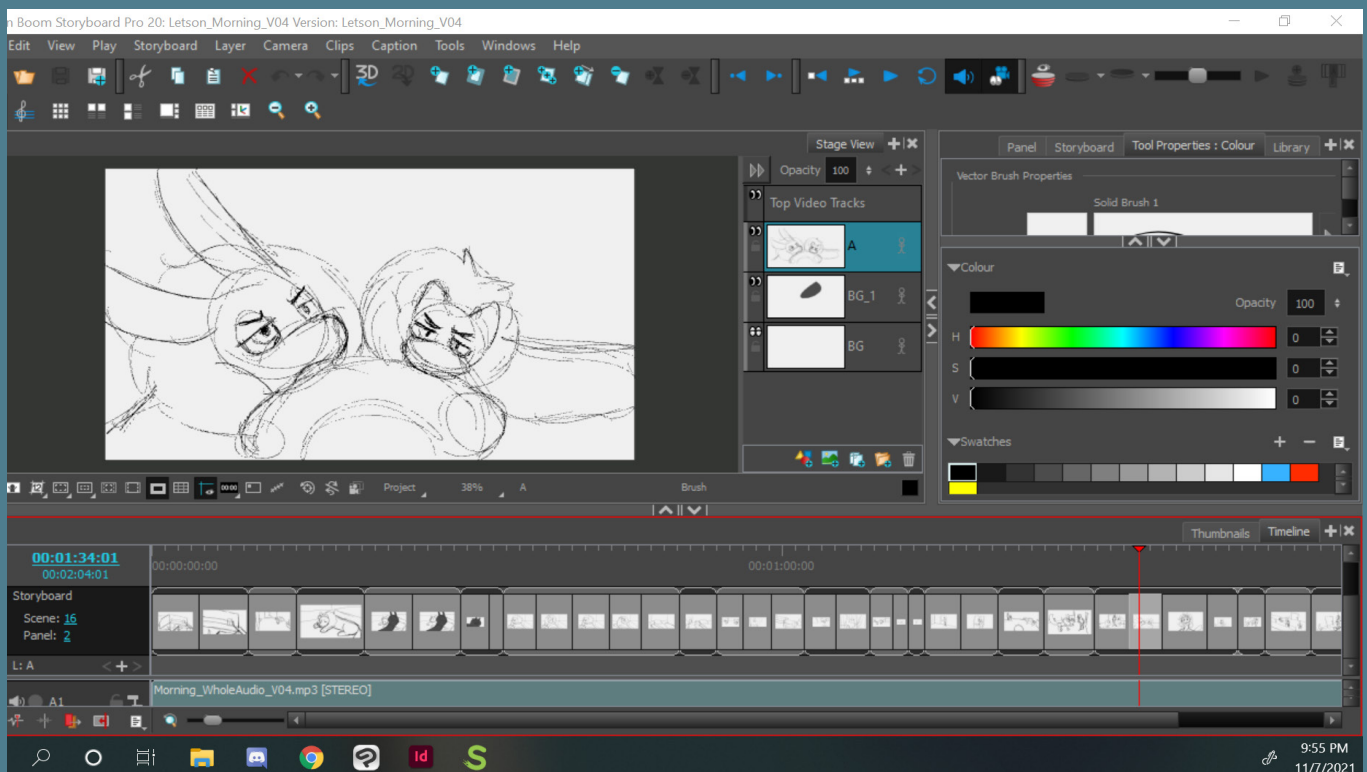
The biggest struggle with this storyboard was sound. It wasn't much of a technical struggle as much as a creative struggle. I had a vision for how I wanted this to end up like but I never really been good with audio editing so I struggled with how I would put it together. I did finally have a general sound effect and music choice together for the next revision. This revision was focused on shortening but also adding more. I wanted to add more expression and more context to many parts. It made the story easier to understand and showed a little more personality for Blue and Purple.
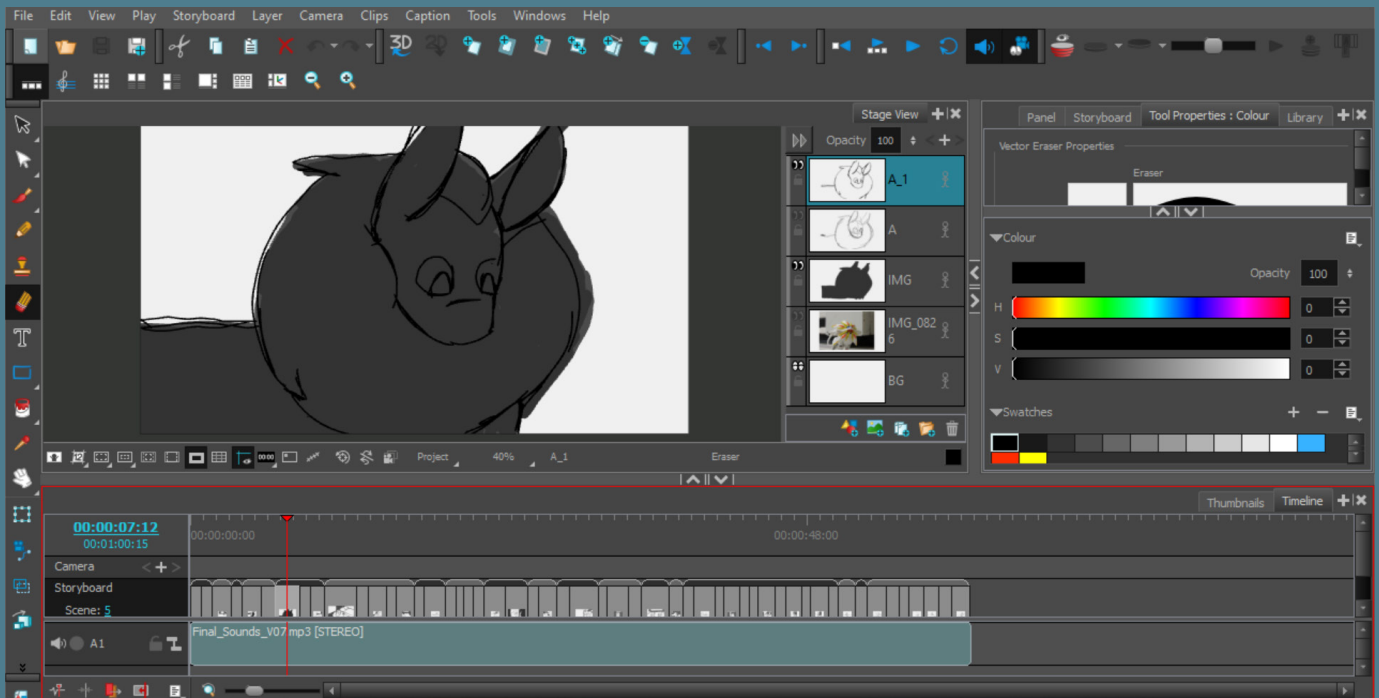
Once I had the panels sketched and cleaned up some I went over with a few shades of gray to help the characters stand out from the walls and dark shadows. This shading pass help make a few things clearer.

42

The "sleepover" storyboard started with getting audio from my friends for temporary use for the first rendition. I plan to have better dialogue recorded for a final rendition. The first rendition got the story down and ready to expand it. It also came with audio issues but once the research was done to figure that out in the program, the first rendition was on it's way.
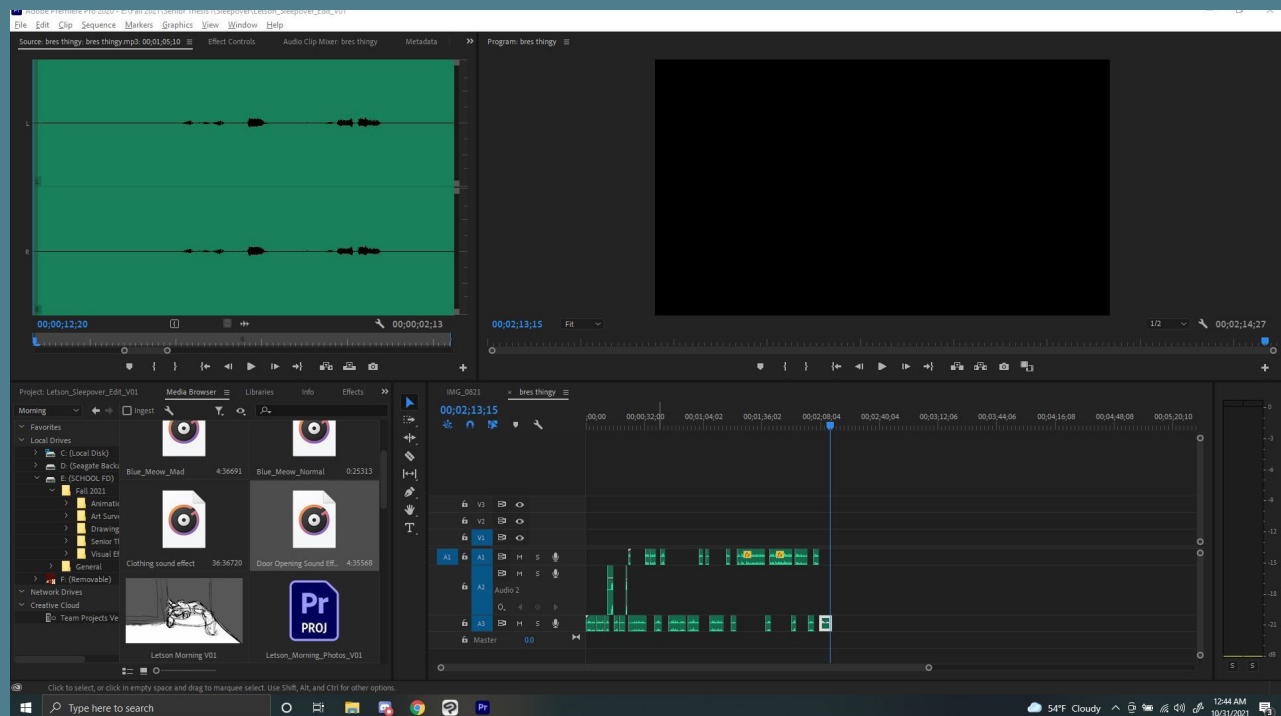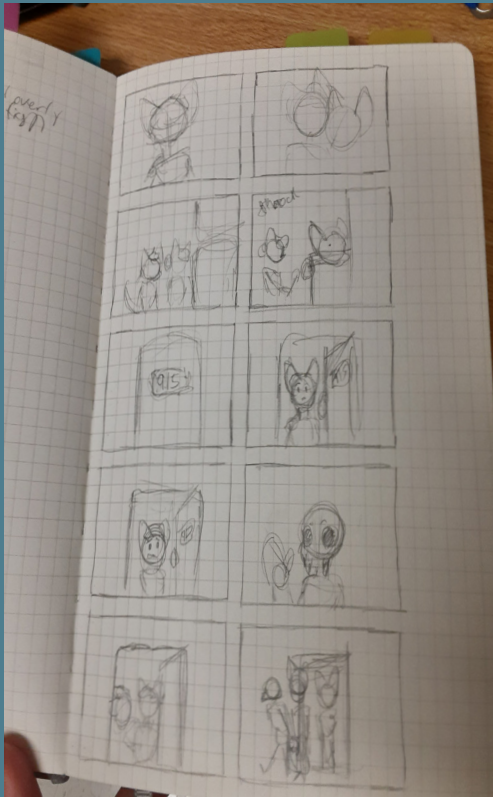
As the storyboard before once I had a quick sketch mock-up I was ready to get to work in Storyboard Pro.
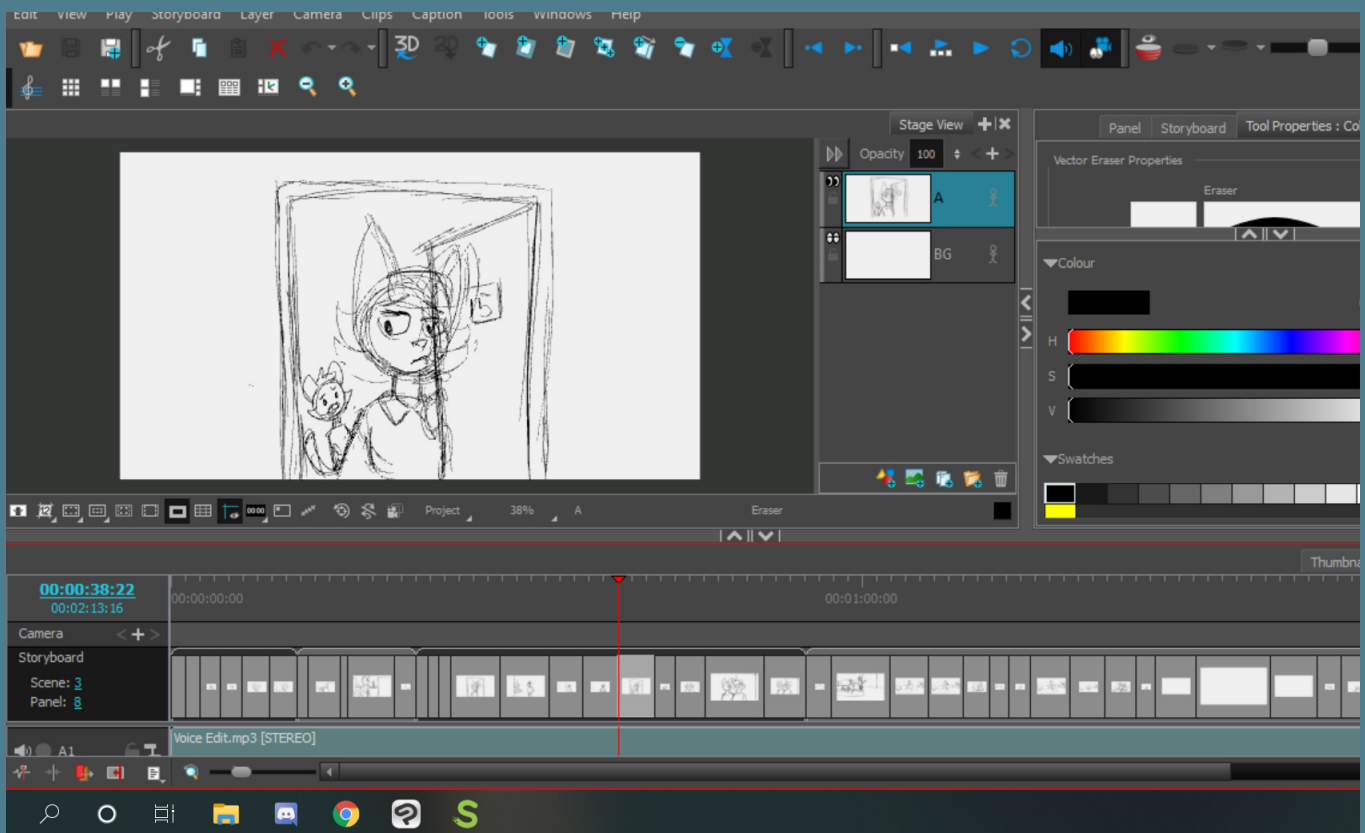
To start the next revision of the Sleepover Storyboard started with a new recording of the dialogue. The critic of the first version that the dialogue got repetitive and redundant so I written it and had it recorded to fix those issues. With that together, I got started with the next version. The biggest improvement was the camera angles. After sometime reading on different camera angles, especially for storyboarding, I added a few of those to add to the character dynamics. Just like the other storyboard, once I had the panels cleaned I added a quick shading pass to help separate the environment.
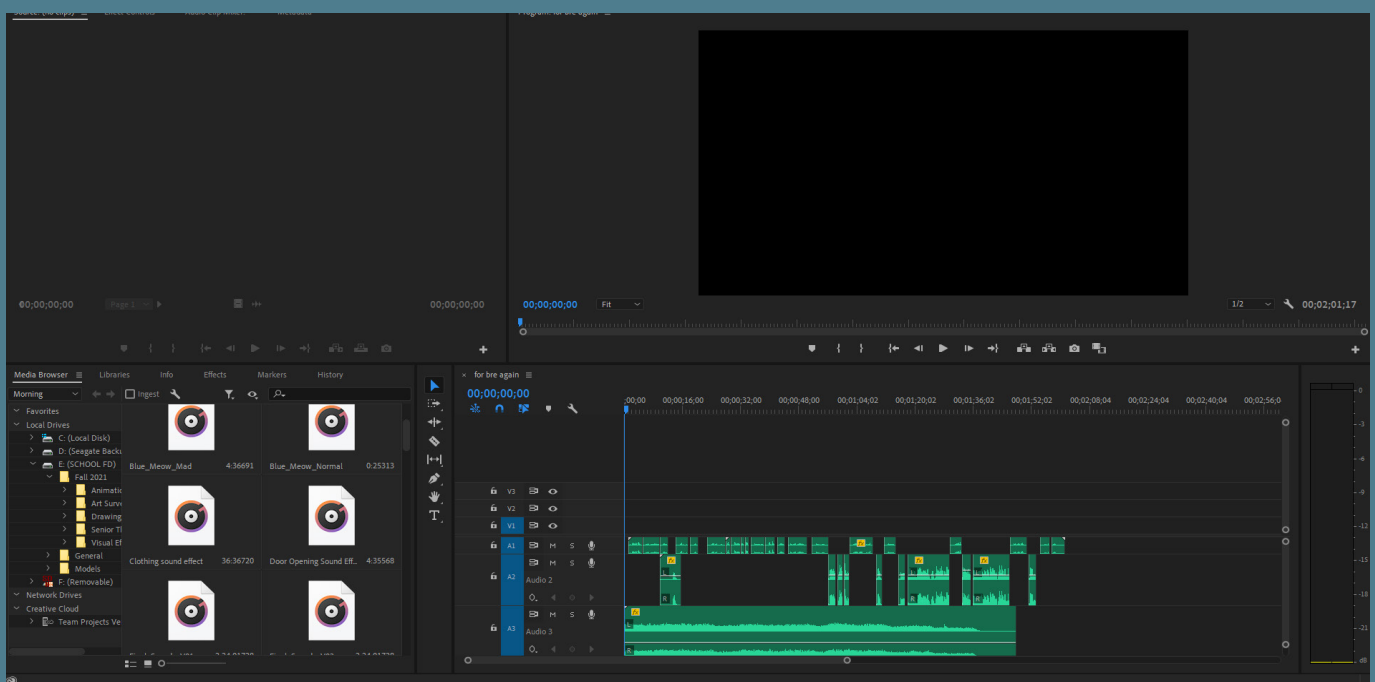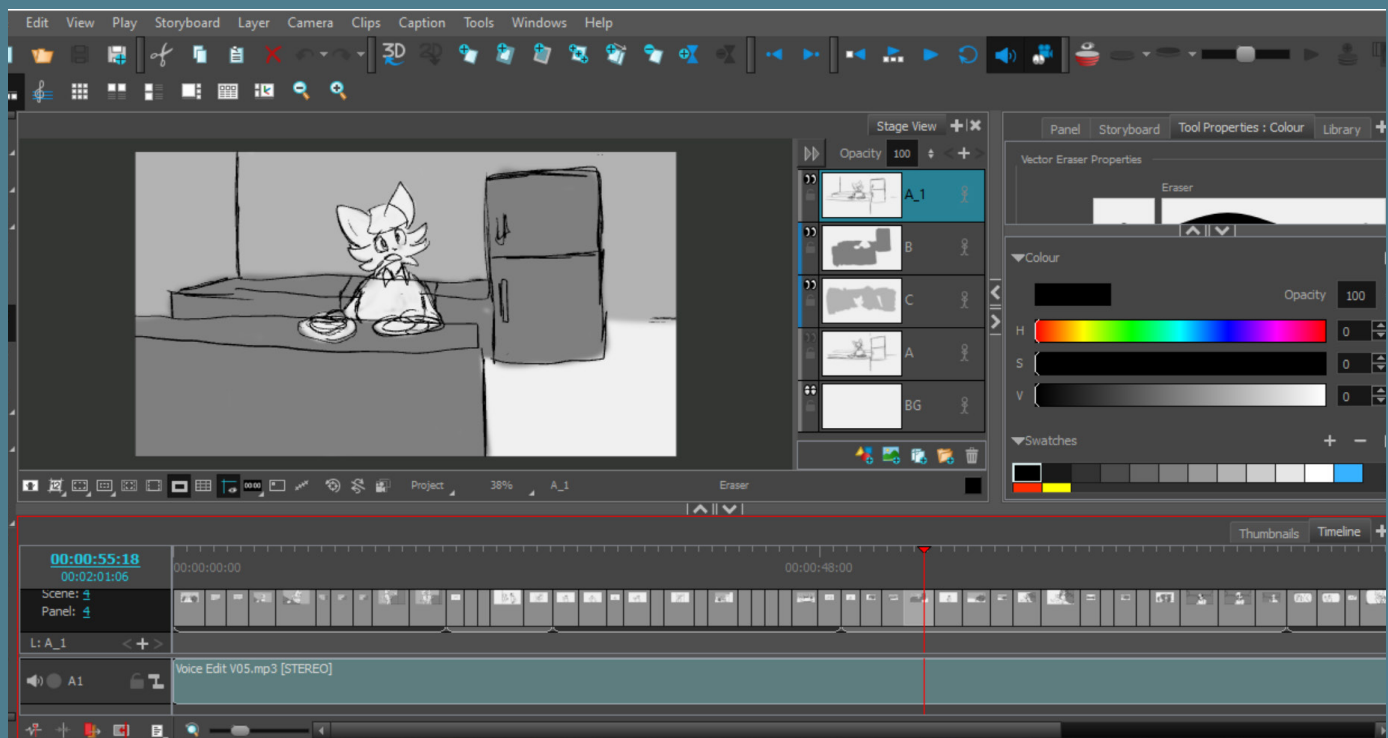
The next storyboard was going to be loosely based on the story of Cthulhu but turned more into a fisherman's tale. With this the plan is to have a character tell the story of seeing Cthulhu out at see to their young grandchild or apprentice. I got started right as the semester began with the writing and the character stuff so I will be prepared to start on the boards immediately. Like the others I started with quick sketch version to help pace things.
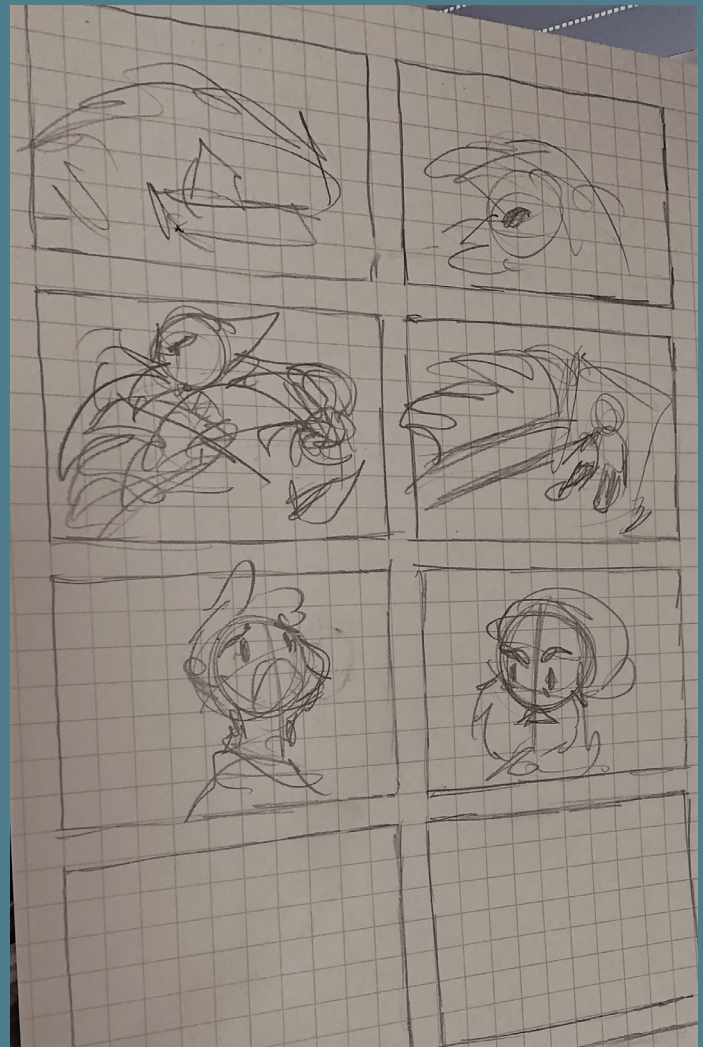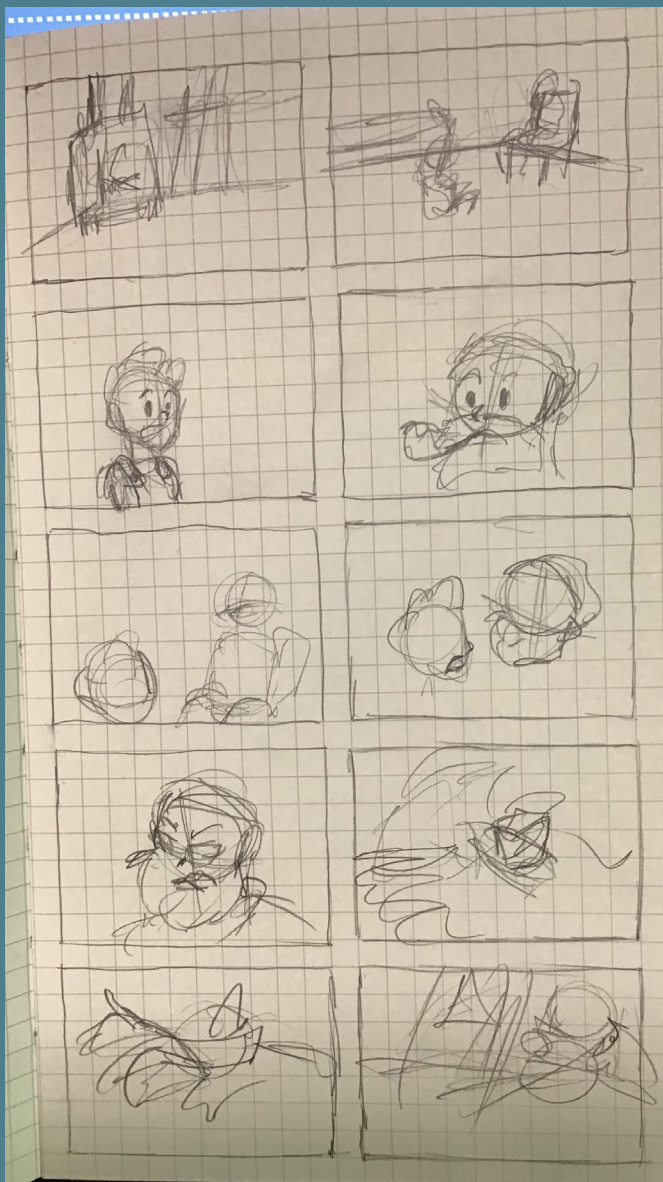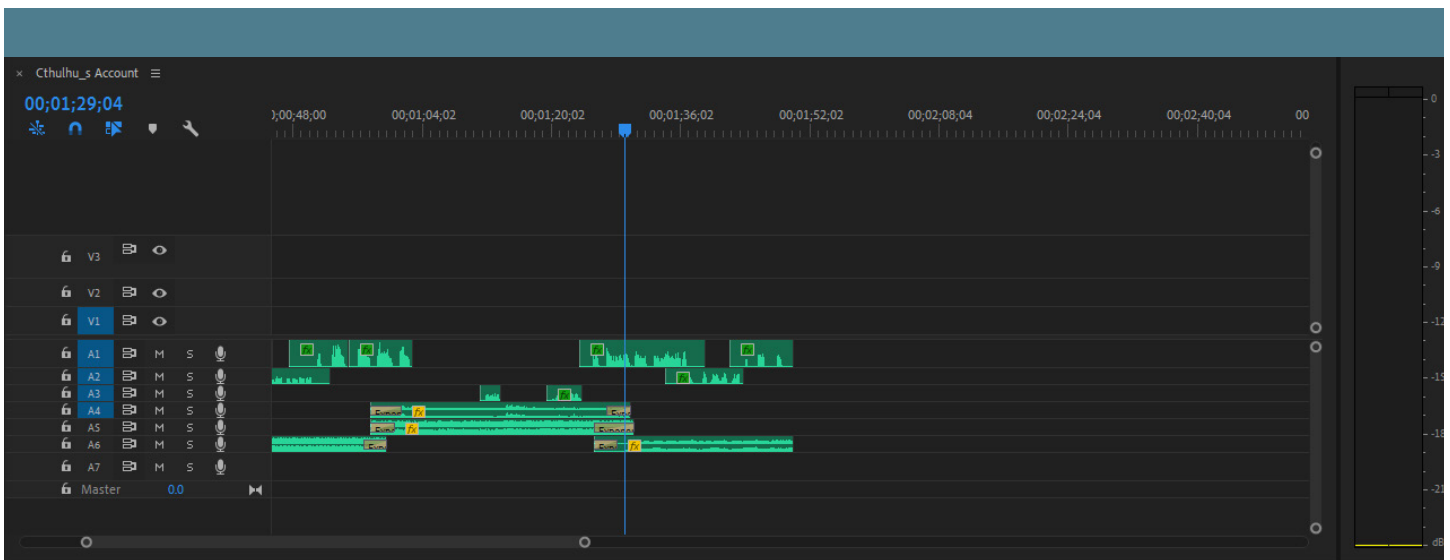
Once getting the audio done. It was time to start one a quick digital draft to understand how the pacing for this. This animatic was a little longer than the others and was cut down to make it reasonable to make it in the time I wanted to do. The first draft was needed to show my classmates so I could get a critic on what was and wasn't working. The story telling aspects were there but their suggestions help give me ideas to make it flow better.
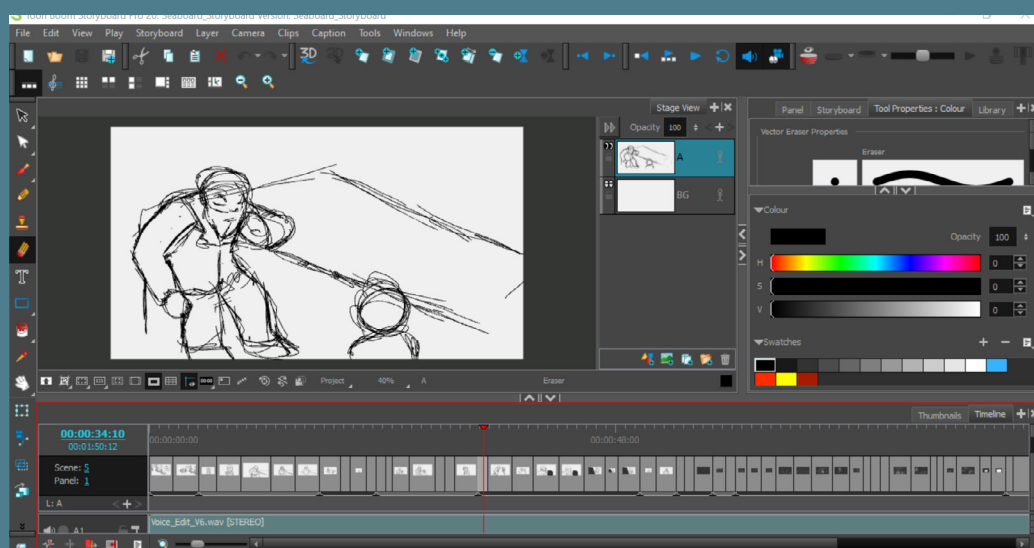
Now that I had ways to fix and go forward with the final viewable draft. The biggest things that needed to be changed from what I was suggested was to change the transitions to waves than just the typical fade in and out, made the focus on the trophies on the wall to give the story a way to move it , and just a few other little things that changed. The biggest time was re-planning how the flashback played out as originally I didn't like how I play out. Once I reworked it, it made the fear of Cthulhu work come through a lot more.
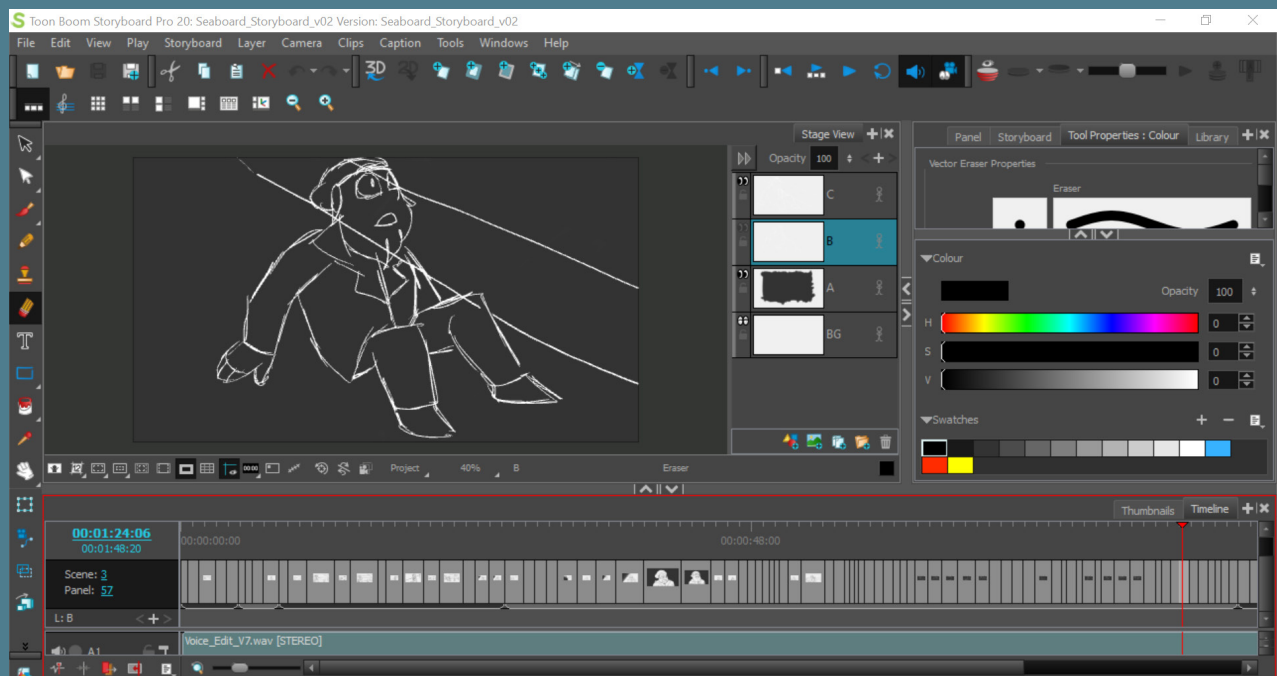
The last storyboard was a struggle just because of finding a good audio that I felt worked for what I wanted to do. I also didn't have much time left to make it long so I stuck to making it only a minute long. After long looking and my friends giving me clip for audio that I could change up in a way that make different. I did find one that worked and I was off to start. Since I didn't have to edit audio together, I got to jump into making the storyboard.
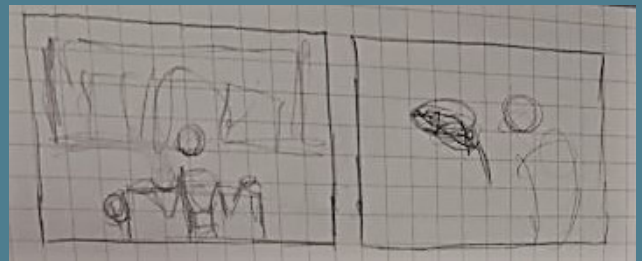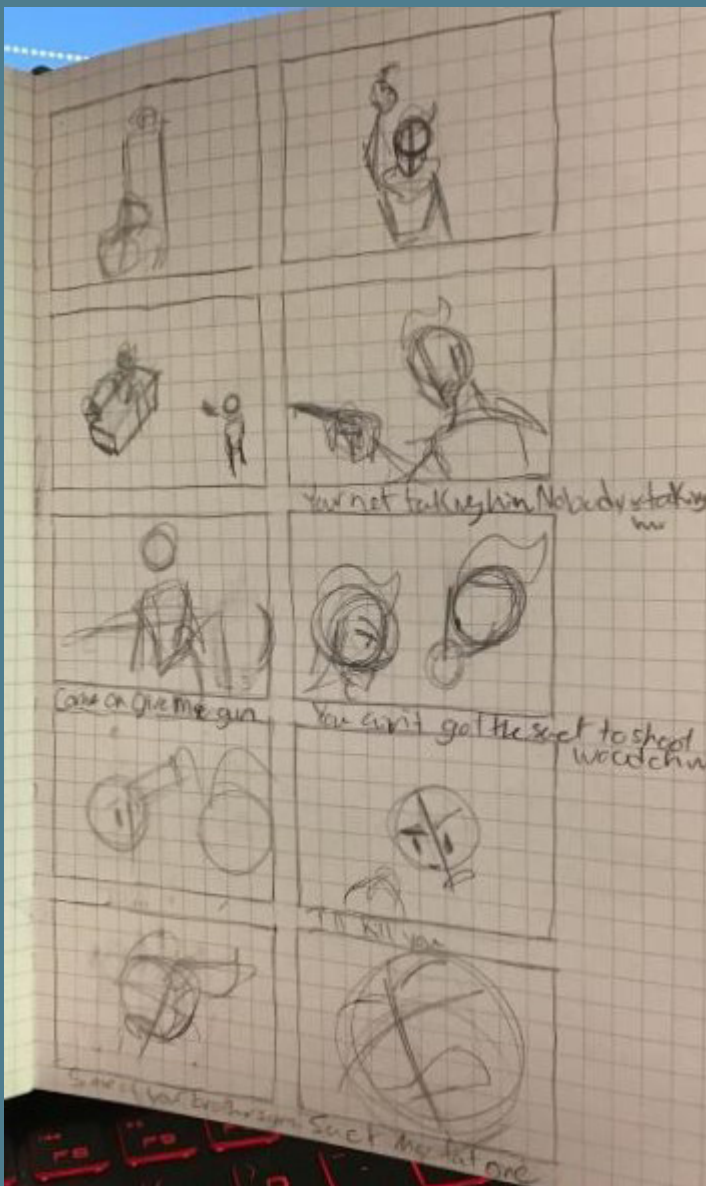
With this one being short and the final of my project, I didn't need a true first draft like I had for all the other versions. I did get through and sketch it out so classmates could check it out but they even agreed that with little time and how far I've gotten. I wouldn't say this is perfect or my best work but It tells the story that I kind of wanted to tell. I learned how to tell stories and that was the whole goal of this project. After the audio hunt and length limitation, this one went by smoothly.
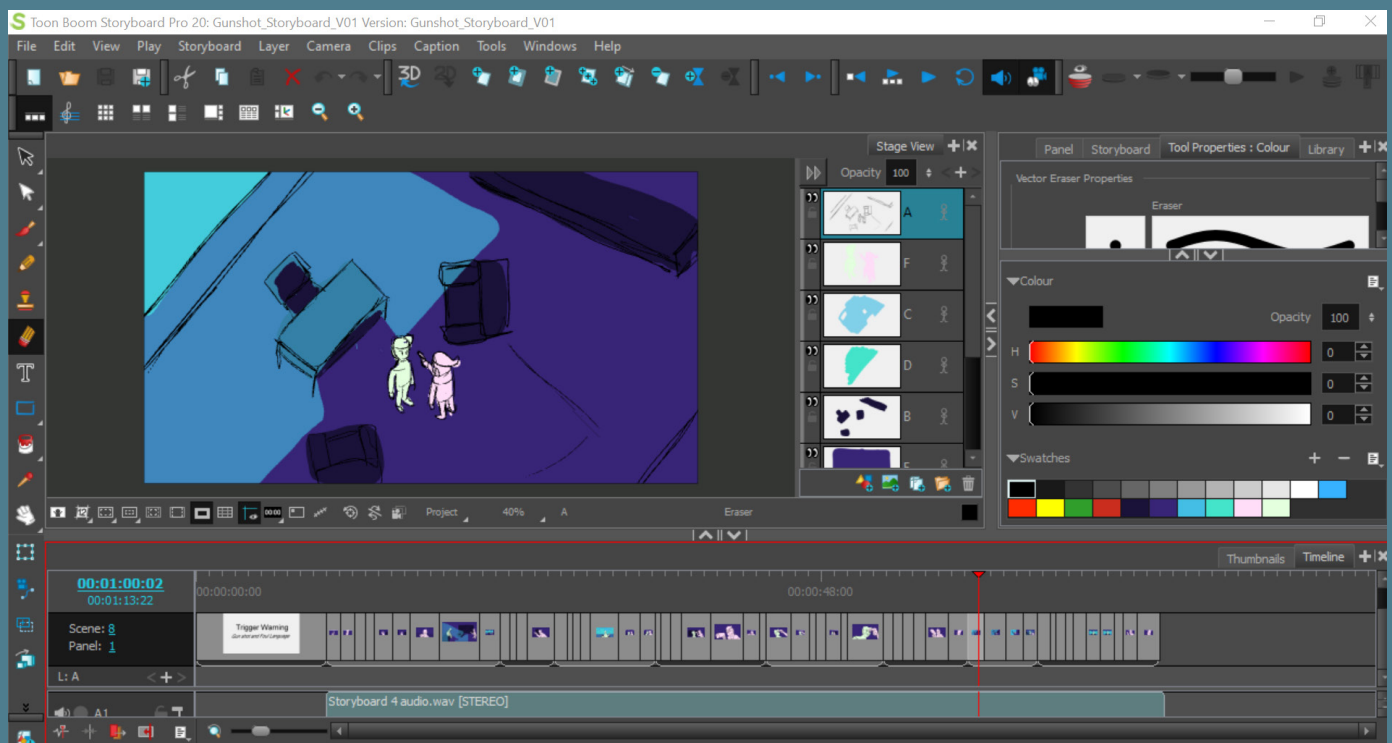
Over all the things that I struggled for this whole project was time management, learning the software and every step of planning. We've all had issues keeping up with time management well during this, completing two storyboard animatics each semester along with having to do all my other class assignments. The limited time to do all that I wanted planned for these made me have to cut a lot from it. Having to learn a whole new program that I had never knew about before hand. Now I have learned a lot about Storyboard Pro and do enjoy using it. I still have a lot more to learn about it but I know how to use it. It takes research and just messing around to learn how things work for everything. Story telling is a struggle on it's own and taking time to see what you want to tell and putting it down on paper. I'm one that stews on a story in my head then writes it out and that doesn't work sometimes. With a limited time I had to go with an idea and run with it and figure out problems with it. That's how things can be and it can still be a good idea.

Final Production

    To really understand the amount of work that it took to make these is to look at storyboard and the animatics together. Storyboards show each image that it took to make them. These are the final products of my thesis projects.

Morning Storyboard

ene	Duration	Panel	Duration
21	01:16	1	00:21
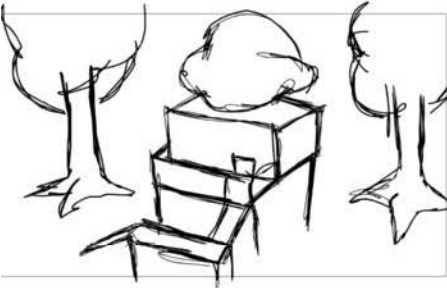
ene	Duration	Panel	Duration
21	01:16	2	00:19

ene	Duration	Panel	Duration
2	01:13	1	01:13
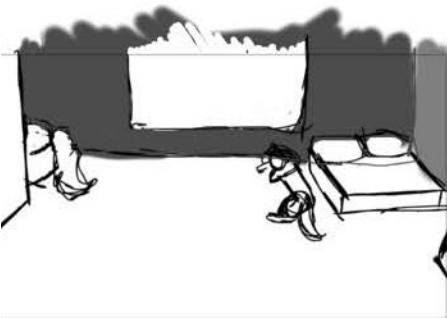
ene	Duration	Panel	Duration
3	00:19	1	00:19
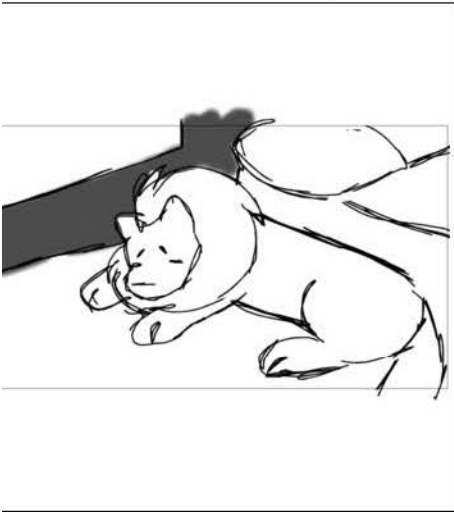
ene	Duration	Panel	Duration
4	02:14	1	01:13
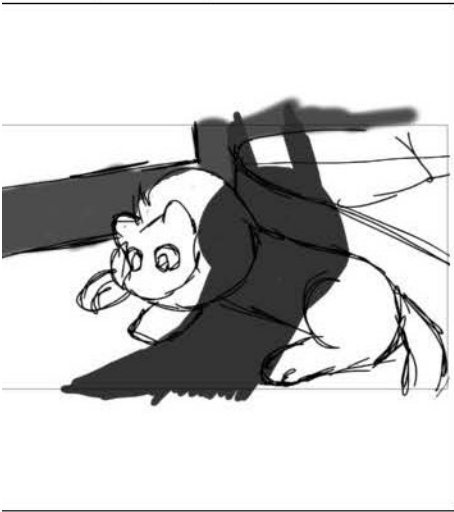
ene	Duration	Panel	Duration
4	02:14	2	01:01

ene	Duration	Panel	Duration
5	03:21	1	01:23
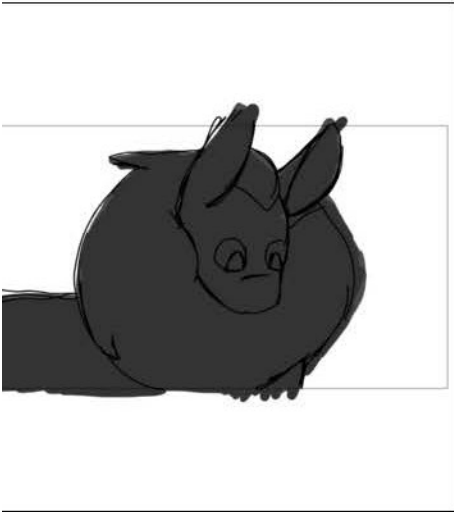
ene	Duration	Panel	Duration
5	03:21	2	00:19
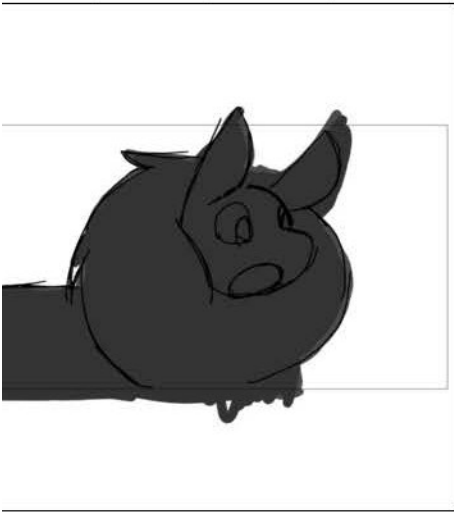
ene	Duration	Panel	Duration
5	03:21	3	01:03
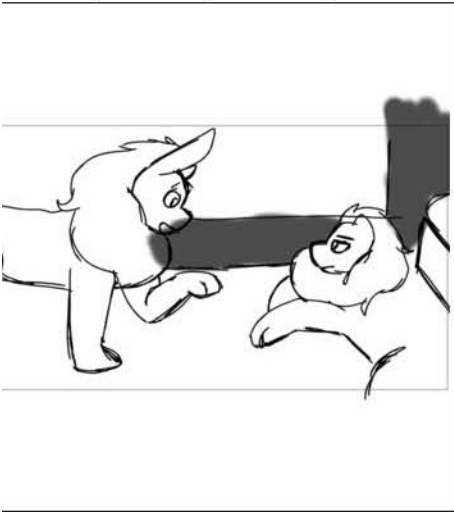
ene	Duration	Panel	Duration
6	07:00	1	02:11

ene	Duration	Panel	Duration
6	07:00	2	00:22

ene	Duration	Panel	Duration
6	07:00	3	01:10

cene	Duration	Panel	Duration
6	07:00	4	00:19
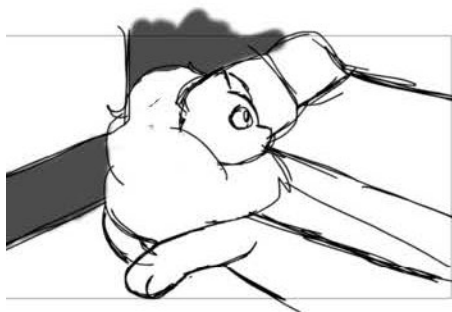
cene	Duration	Panel	Duration
6	07:00	5	01:10
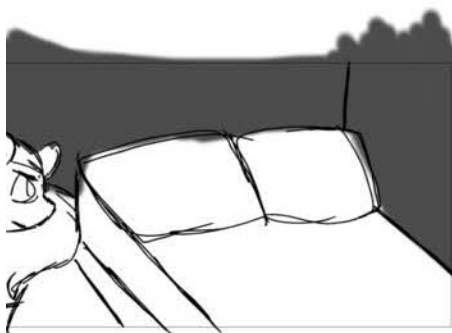
cene	Duration	Panel	Duration
7	02:10	1	00:18

cene	Duration	Panel	Duration
7	02:10	2	01:16

cene	Duration	Panel	Duration
8	02:23	1	00:20

cene	Duration	Panel	Duration
8	02:23	2	00:13
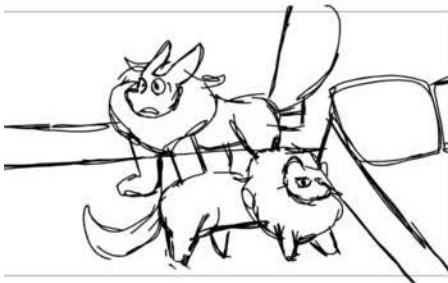
cene	Duration	Panel	Duration
8	02:23	3	00:19

cene	Duration	Panel	Duration
8	02:23	4	00:19
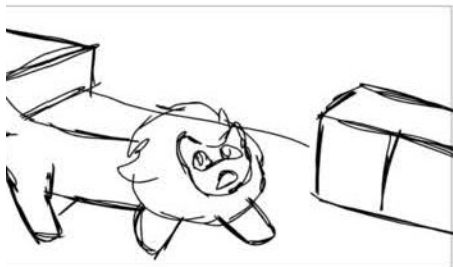
cene	Duration	Panel	Duration
10	03:11	1	01:16

ene	Duration	Panel	Duration
10	03:11	2	01:19
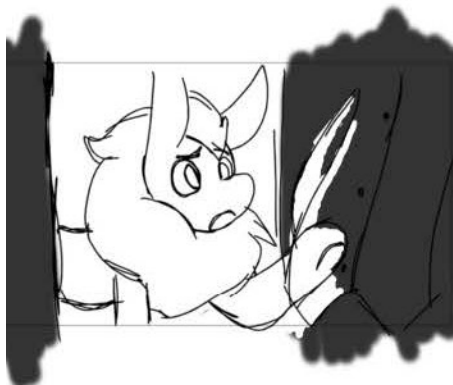
ene	Duration	Panel	Duration
11	02:06	1	00:19
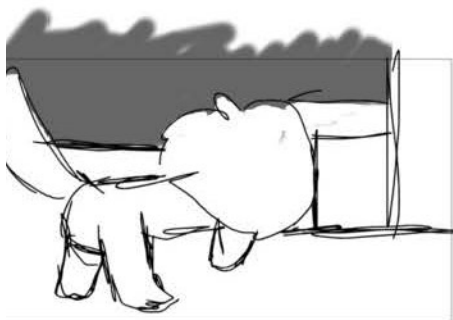
ene	Duration	Panel	Duration
11	02:06	2	01:11

ene	Duration	Panel	Duration
12	03:05	1	00:23

ene	Duration	Panel	Duration
12	03:05	2	02:06
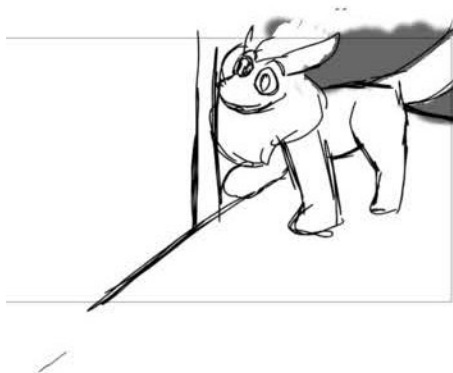
ene	Duration	Panel	Duration
13	03:08	1	00:17
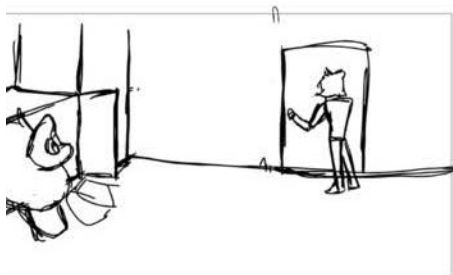
ene	Duration	Panel	Duration
13	03:08	2	01:15

ene	Duration	Panel	Duration
13	03:08	3	01:00

ene	Duration	Panel	Duration
14	02:04	1	02:04
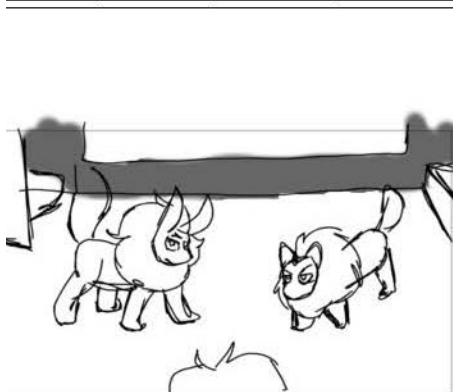
cene	Duration	Panel	Duration
15	01:02	1	01:02
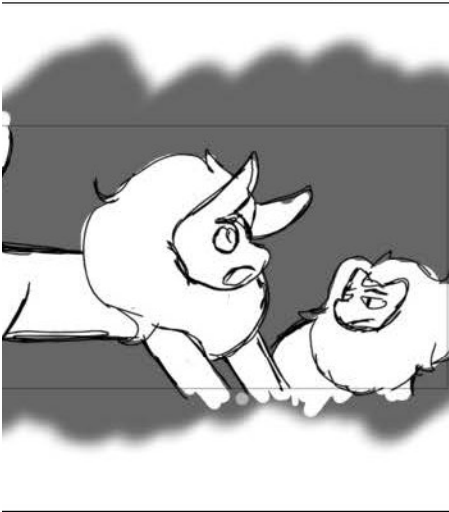
cene	Duration	Panel	Duration
16	12:02	1	00:21
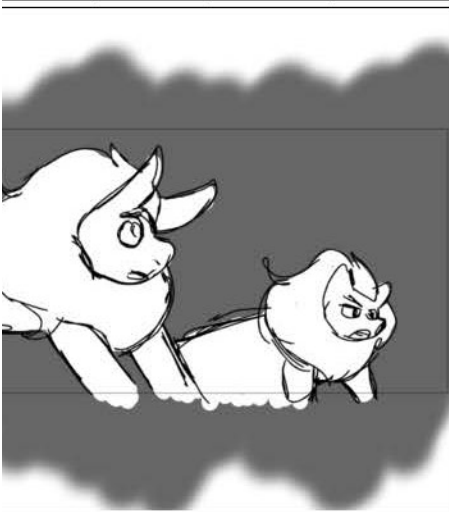
cene	Duration	Panel	Duration
16	12:02	2	01:15

ene	Duration	Panel	Duration
16	12:02	3	00:17
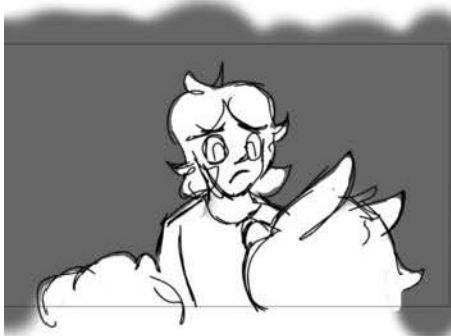
ene	Duration	Panel	Duration
16	12:02	4	01:05

ene	Duration	Panel	Duration
16	12:02	5	00:18

ene	Duration	Panel	Duration
16	12:02	6	00:17

ene	Duration	Panel	Duration
16	12:02	7	01:07

ene	Duration	Panel	Duration
16	12:02	8	00:21

ene	Duration	Panel	Duration
16	12:02	9	01:06

ene	Duration	Panel	Duration
16	12:02	10	00:16
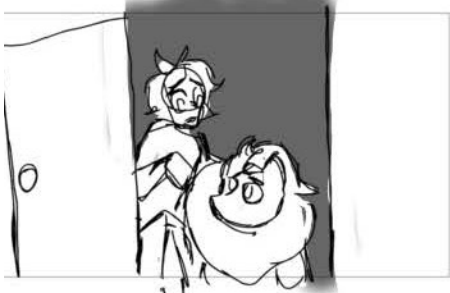
ene	Duration	Panel	Duration
16	12:02	11	01:09

ene	Duration	Panel	Duration
16	12:02	12	00:18
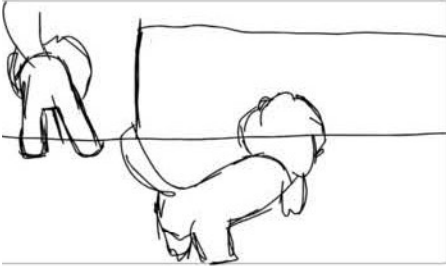
ene	Duration	Panel	Duration
17	01:08	1	01:08
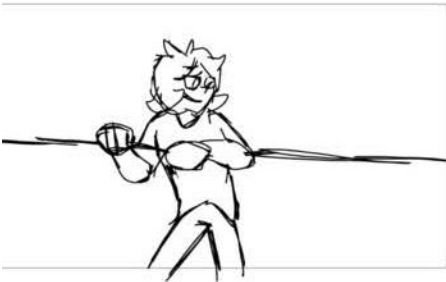
ene	Duration	Panel	Duration
19	00:22	1	00:22
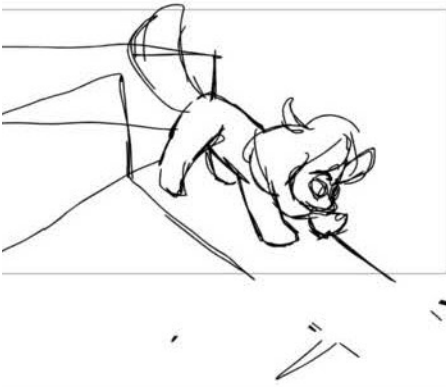
ene	Duration	Panel	Duration
20	07:23	1	01:13

ene	Duration	Panel	Duration
20	07:23	2	01:00
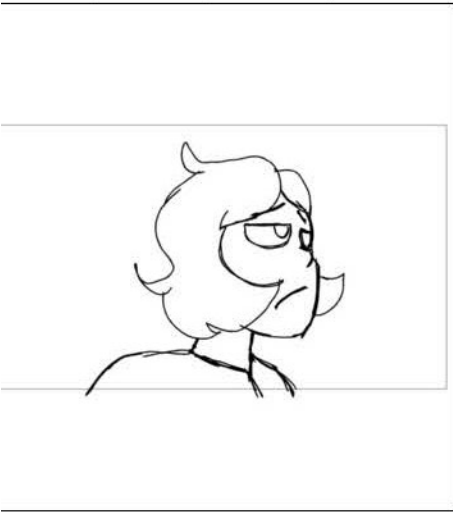
ene	Duration	Panel	Duration
20	07:23	3	00:18
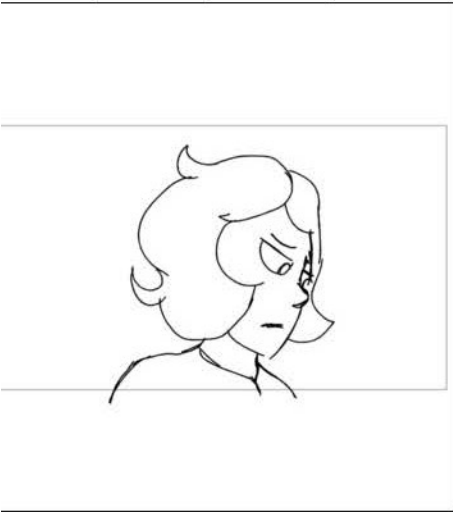
cene	Duration	Panel	Duration
20	07:23	4	01:04

cene	Duration	Panel	Duration
20	07:23	5	01:04

cene	Duration	Panel	Duration
20	07:23	6	01:00

cene	Duration	Panel	Duration
20	07:23	7	01:08

Sleepover Storyboard

cene	Duration	Panel	Duration
1	20:07	1	02:08

cene	Duration	Panel	Duration
1	20:07	2	01:15

cene	Duration	Panel	Duration
1	20:07	3	01:15

cene	Duration	Panel	Duration
1	20:07	4	02:01
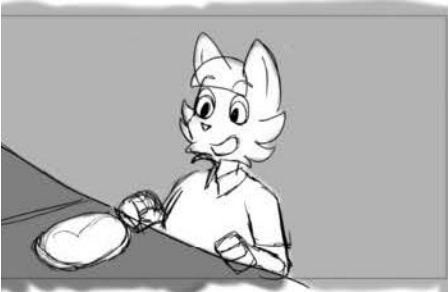
cene	Duration	Panel	Duration
1	20:07	5	02:23

cene	Duration	Panel	Duration
1	20:07	6	01:02

cene	Duration	Panel	Duration
1	20:07	7	01:17

ene	Duration	Panel	Duration
1	20:07	8	01:10

ene	Duration	Panel	Duration
1	20:07	9	02:18

Scene	Duration	Panel	Duration
1	20:07	10	02:18

Scene	Duration	Panel	Duration
2	07:21	1	01:08
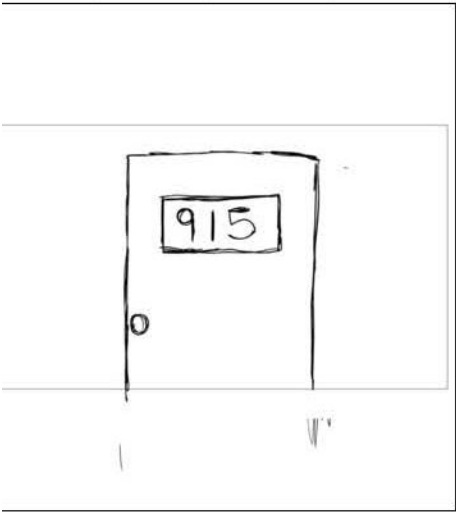
Scene	Duration	Panel	Duration
2	07:21	2	00:23

cene	Duration	Panel	Duration
2	07:21	3	00:22

cene	Duration	Panel	Duration
2	07:21	4	02:13
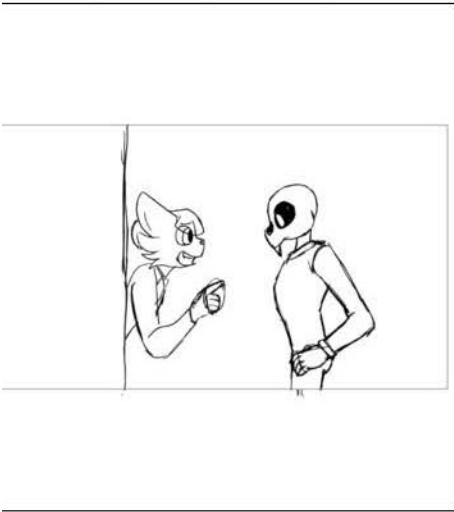
cene	Duration	Panel	Duration
2	07:21	5	02:03

Scene	Duration	Panel	Duration
3	21:10	1	01:22
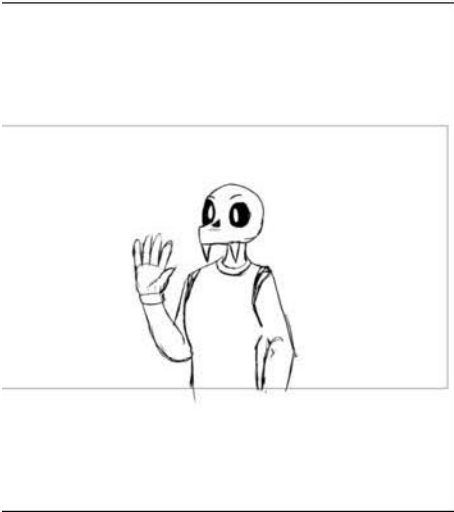
Scene	Duration	Panel	Duration
3	21:10	2	02:03
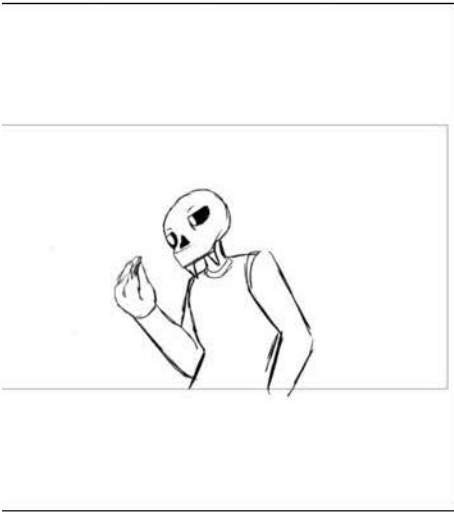
Scene	Duration	Panel	Duration
3	21:10	3	01:05
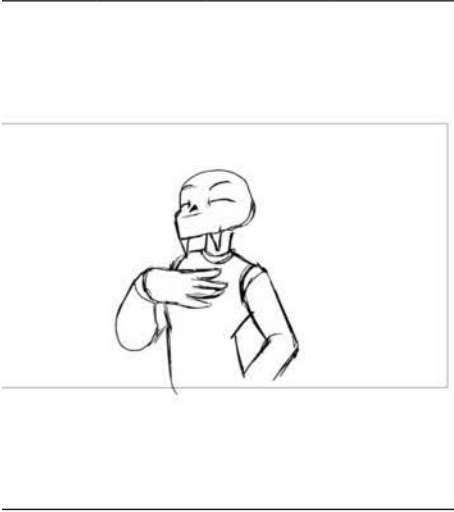
cene	Duration	Panel	Duration
3	21:10	4	02:01
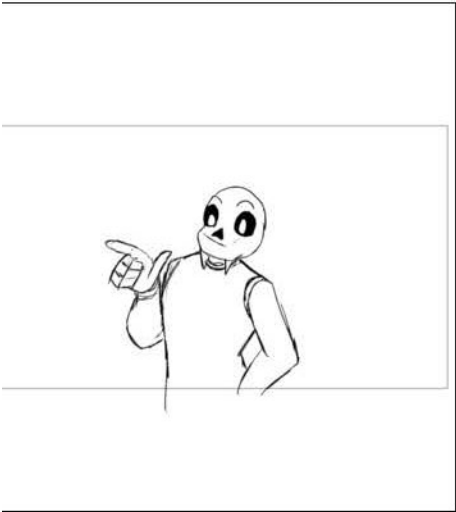
cene	Duration	Panel	Duration
3	21:10	5	01:00

cene	Duration	Panel	Duration
3	21:10	6	02:06

ene	Duration	Panel	Duration
3	21:10	7	01:00
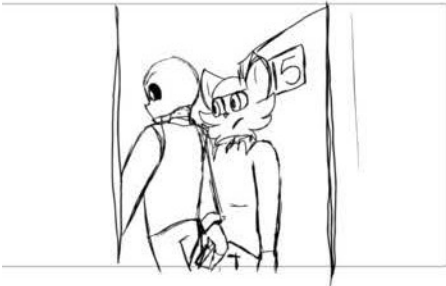
ene	Duration	Panel	Duration
3	21:10	8	02:06

ene	Duration	Panel	Duration
3	21:10	9	01:00

ene	Duration	Panel	Duration
3	21:10	10	01:00

ene	Duration	Panel	Duration
3	21:10	11	01:00

ene	Duration	Panel	Duration
3	21:10	12	01:00

:ene	Duration	Panel	Duration
3	21:10	13	01:22

:ene	Duration	Panel	Duration
3	21:10	14	01:17

:ene	Duration	Panel	Duration
4	33:03	1	01:10
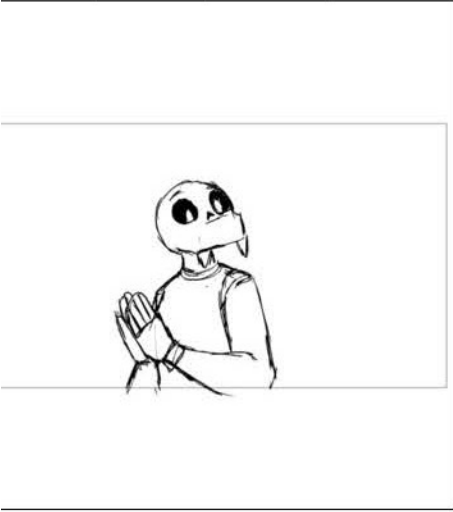
ene	Duration	Panel	Duration
4	33:03	2	01:15

ene	Duration	Panel	Duration
4	33:03	3	01:15

ene	Duration	Panel	Duration
4	33:03	4	02:06

ene	Duration	Panel	Duration
4	33:03	5	02:03
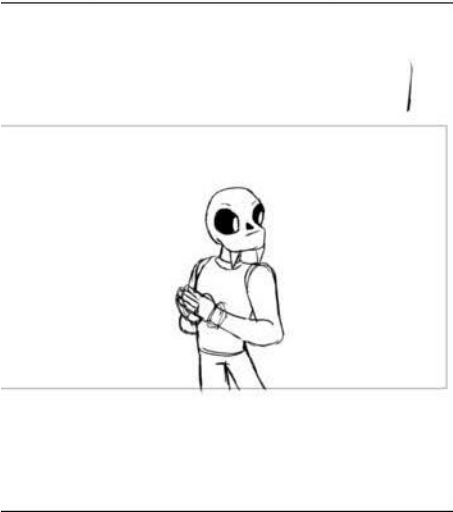
ene	Duration	Panel	Duration
4	33:03	6	02:01
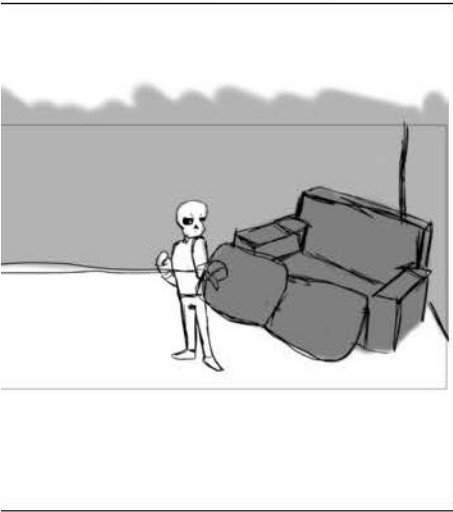
ene	Duration	Panel	Duration
4	33:03	7	01:17
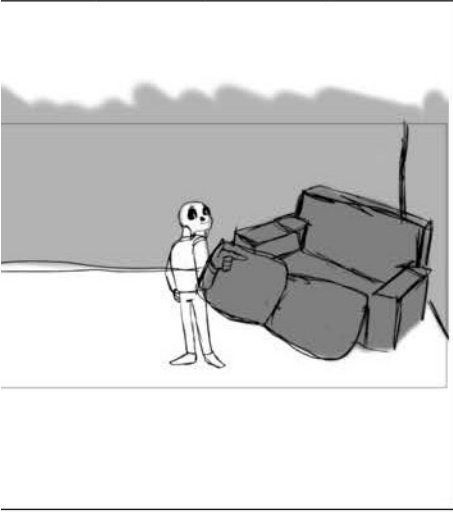
ene	Duration	Panel	Duration
4	33:03	8	02:01

ene	Duration	Panel	Duration
4	33:03	9	02:23

ene	Duration	Panel	Duration
4	33:03	10	01:12
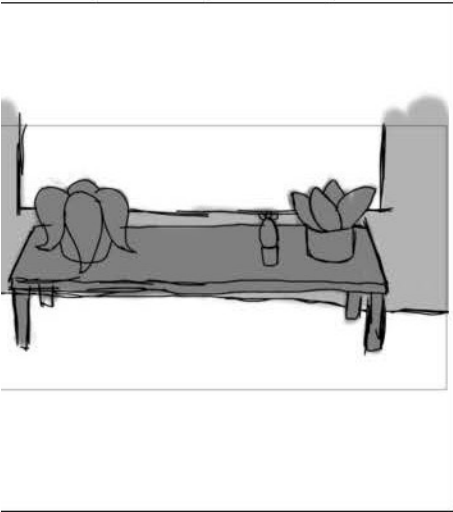
ene	Duration	Panel	Duration
4	33:03	11	00:23
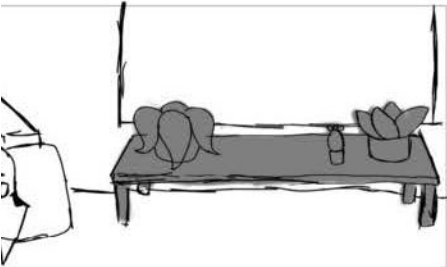
ene	Duration	Panel	Duration
4	33:03	12	01:17

ene	Duration	Panel	Duration
4	33:03	13	00:23

cene	Duration	Panel	Duration
4	33:03	14	02:06

cene	Duration	Panel	Duration
4	33:03	15	02:21

cene	Duration	Panel	Duration
4	33:03	16	02:18

ene	Duration	Panel	Duration
4	33:03	17	02:08

ene	Duration	Panel	Duration
5	10:15	1	02:06

ene	Duration	Panel	Duration
5	10:15	2	02:01
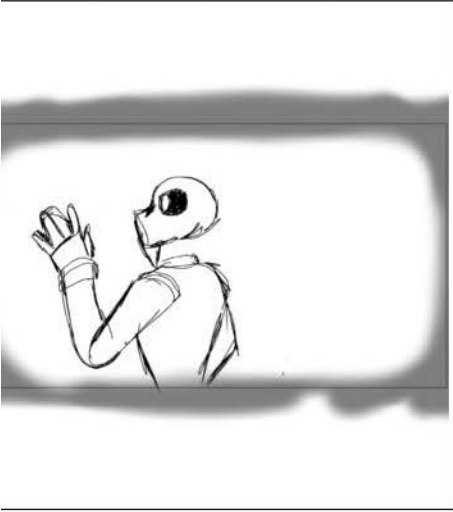
cene	Duration	Panel	Duration
5	10:15	3	01:03

cene	Duration	Panel	Duration
5	10:15	4	02:18

cene	Duration	Panel	Duration
5	10:15	5	02:11

ene	Duration	Panel	Duration
6	27:22	1	02:08
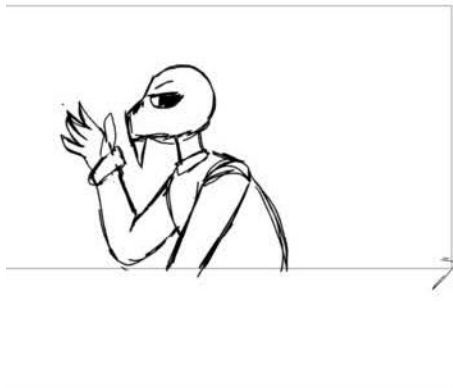
ene	Duration	Panel	Duration
6	27:22	2	03:09

ene	Duration	Panel	Duration
6	27:22	3	02:03

ene	Duration	Panel	Duration
6	27:22	4	01:17

ene	Duration	Panel	Duration
6	27:22	5	02:19
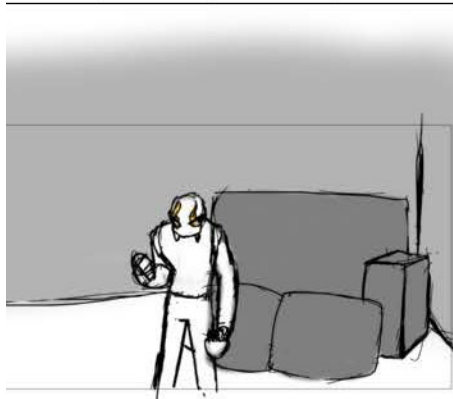
ene	Duration	Panel	Duration
6	27:22	6	01:00
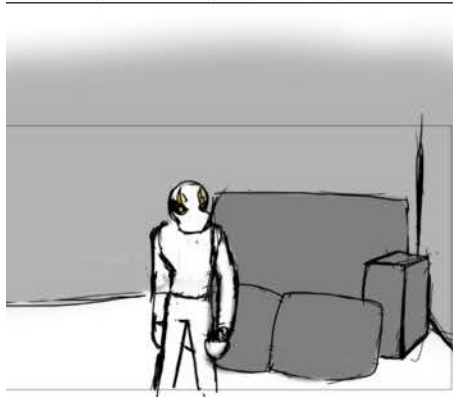
cene	Duration	Panel	Duration
6	27:22	7	02:10

cene	Duration	Panel	Duration
6	27:22	8	01:07

cene	Duration	Panel	Duration
6	27:22	9	01:07

ene	Duration	Panel	Duration
6	27:22	10	02:11
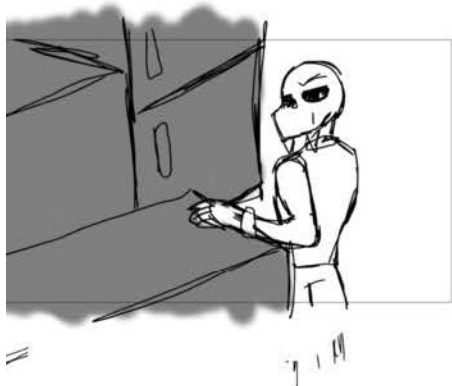
ene	Duration	Panel	Duration
6	27:22	11	01:11
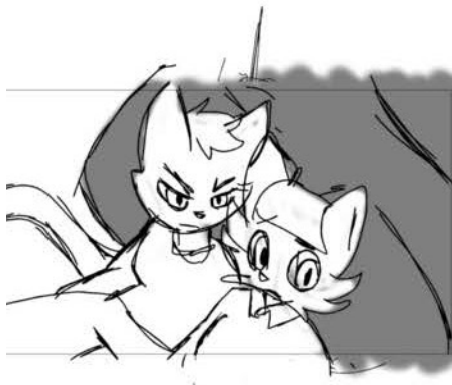
ene	Duration	Panel	Duration
6	27:22	12	01:22

:ene	Duration	Panel	Duration
6	27:22	13	02:06

:ene	Duration	Panel	Duration
6	27:22	14	01:12

Seaboard Storyboard

:ene	Duration	Panel	Duration
1	04:20	1	00:14
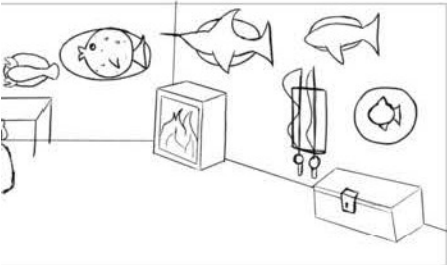
:ene	Duration	Panel	Duration
1	04:20	2	00:22
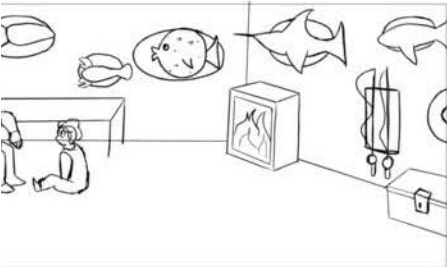
:ene	Duration	Panel	Duration
1	04:20	3	01:10
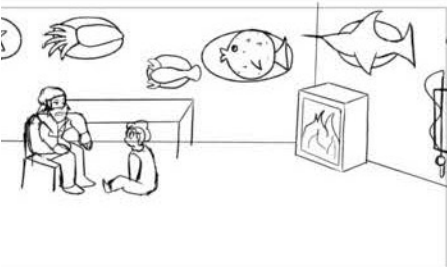
cene	Duration	Panel	Duration
1	04:20	4	00:22
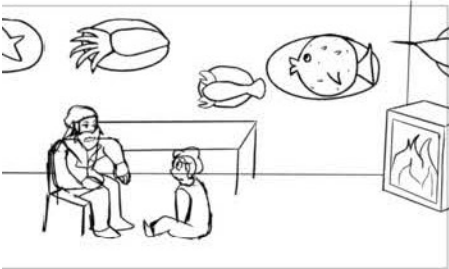
cene	Duration	Panel	Duration
1	04:20	5	01:00
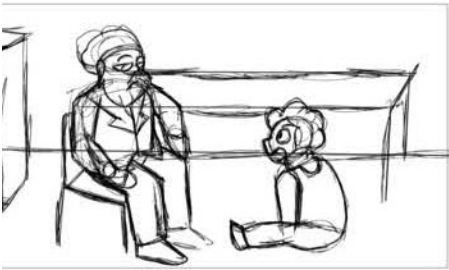
cene	Duration	Panel	Duration
2	03:10	1	00:14

cene	Duration	Panel	Duration
2	03:10	2	00:14

cene	Duration	Panel	Duration
2	03:10	3	00:22

cene	Duration	Panel	Duration
2	03:10	4	01:08
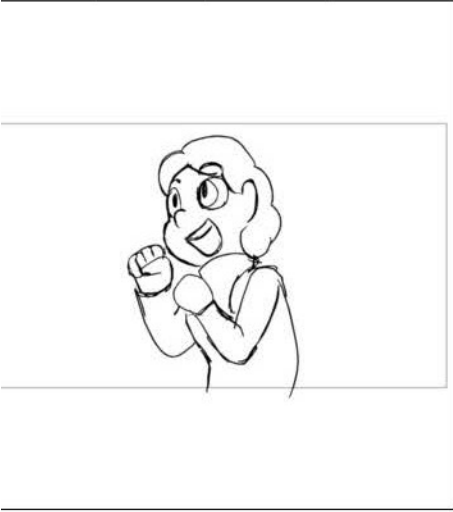
cene	Duration	Panel	Duration
2_A	19:00	1	00:18

cene	Duration	Panel	Duration
2_A	19:00	2	01:14

cene	Duration	Panel	Duration
2_A	19:00	3	02:08

ene	Duration	Panel	Duration
2_A	19:00	4	01:09
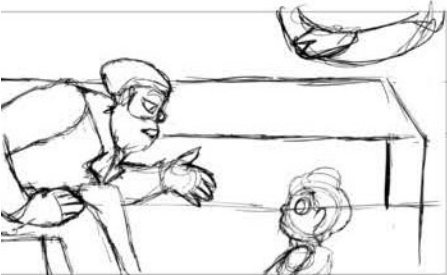
ene	Duration	Panel	Duration
2_A	19:00	5	02:07
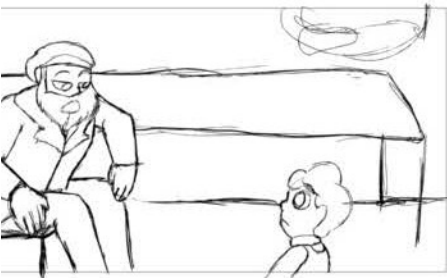
ene	Duration	Panel	Duration
2_A	19:00	6	00:16
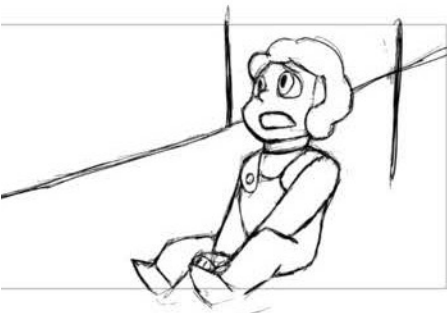
cene	Duration	Panel	Duration
2_A	19:00	7	01:10

cene	Duration	Panel	Duration
2_A	19:00	8	01:18
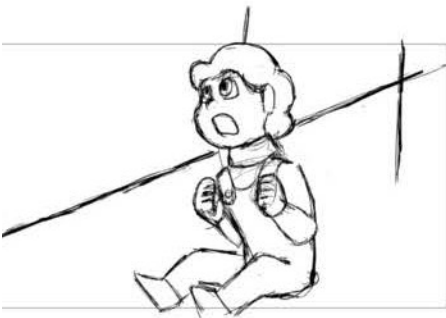
cene	Duration	Panel	Duration
2_A	19:00	9	01:08
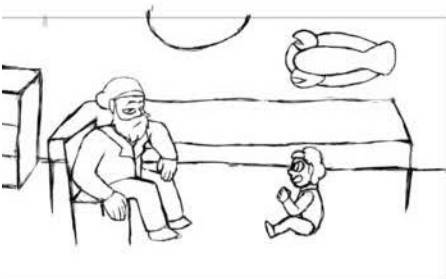
ene	Duration	Panel	Duration
2_A	19:00	10	02:00
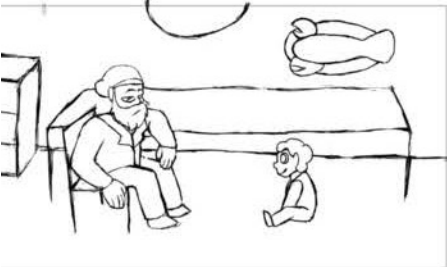
ene	Duration	Panel	Duration
2_A	19:00	11	01:00

ene	Duration	Panel	Duration
2_A	19:00	12	01:04

ene	Duration	Panel	Duration
2_A	19:00	13	01:08

ene	Duration	Panel	Duration
3	01:01:16	1	01:14
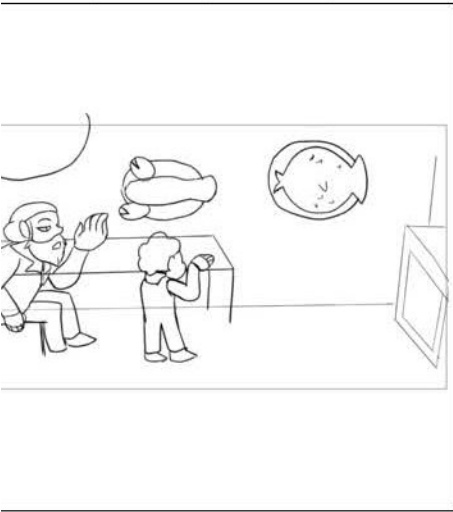
ene	Duration	Panel	Duration
3	01:01:16	2	00:22
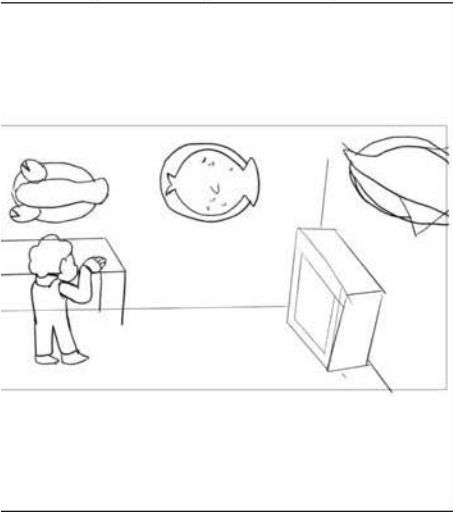
cene	Duration	Panel	Duration
3	01:01:16	3	01:00

cene	Duration	Panel	Duration
3	01:01:16	4	00:22

cene	Duration	Panel	Duration
3	01:01:16	5	01:16
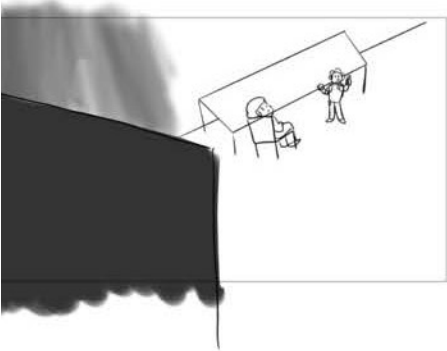
cene	Duration	Panel	Duration
3	01:01:16	6	01:15
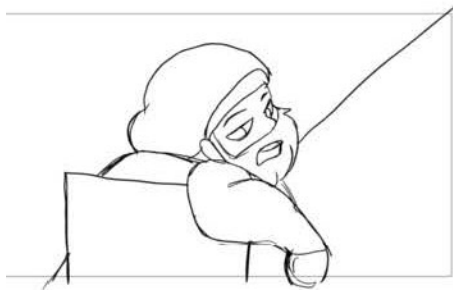
cene	Duration	Panel	Duration
3	01:01:16	7	01:16

cene	Duration	Panel	Duration
3	01:01:16	8	02:07

ene	Duration	Panel	Duration
3	01:01:16	9	03:04

ene	Duration	Panel	Duration
3	01:01:16	10	02:12

ene	Duration	Panel	Duration
3	01:01:16	11	01:04

ene	Duration	Panel	Duration
3	01:01:16	12	01:04

ene	Duration	Panel	Duration
3	01:01:16	13	00:18

ene	Duration	Panel	Duration
3	01:01:16	14	00:16

ene	Duration	Panel	Duration
3	01:01:16	15	00:14
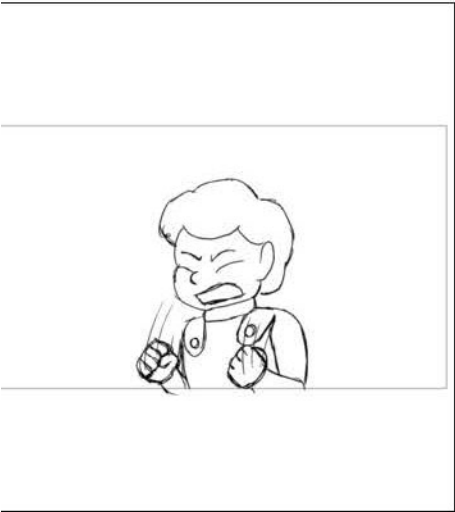
ene	Duration	Panel	Duration
3	01:01:16	16	00:14
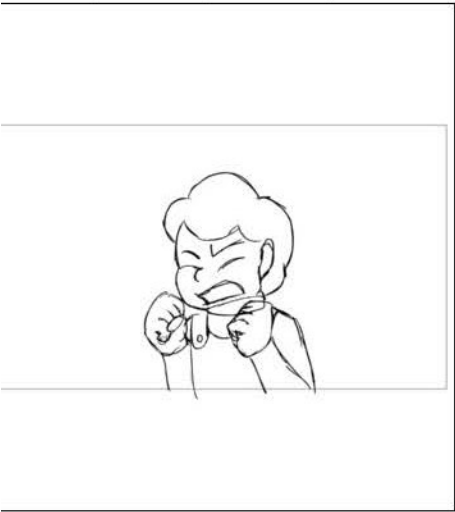
ene	Duration	Panel	Duration
3	01:01:16	17	00:10
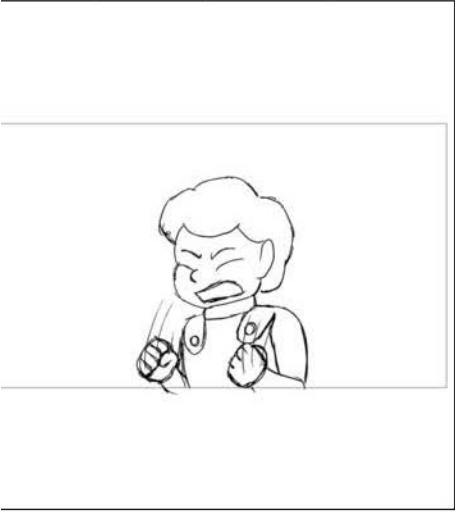
ene	Duration	Panel	Duration
3	01:01:16	18	00:10

ene	Duration	Panel	Duration
3	01:01:16	19	00:18

ene	Duration	Panel	Duration
3	01:01:16	20	01:02

ene	Duration	Panel	Duration
3	01:01:16	21	02:01

ene	Duration	Panel	Duration
3	01:01:16	22	00:17

ene	Duration	Panel	Duration
3	01:01:16	23	00:22

ene	Duration	Panel	Duration
3	01:01:16	24	00:10

ene	Duration	Panel	Duration
3	01:01:16	25	00:10

ene	Duration	Panel	Duration
3	01:01:16	26	00:08
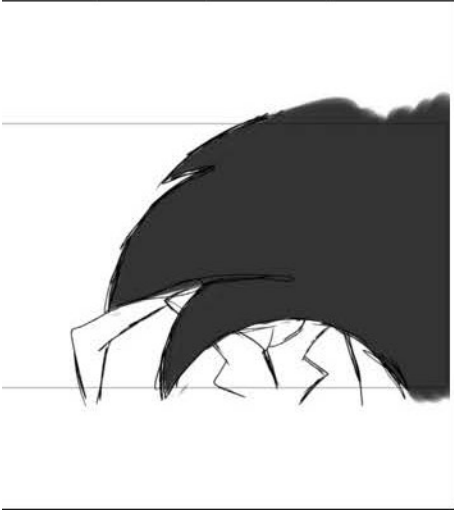
cene	Duration	Panel	Duration
3	01:01:16	27	00:12

cene	Duration	Panel	Duration
3	01:01:16	28	00:20

cene	Duration	Panel	Duration
3	01:01:16	29	00:18

cene	Duration	Panel	Duration
3	01:01:16	30	00:20
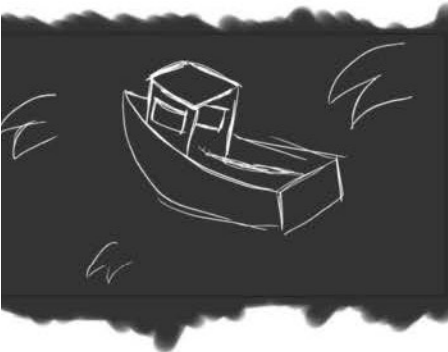
cene	Duration	Panel	Duration
3	01:01:16	31	00:14

cene	Duration	Panel	Duration
3	01:01:16	32	00:14
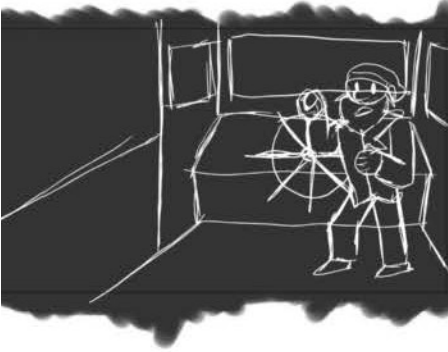
cene	Duration	Panel	Duration
3	01:01:16	33	00:16
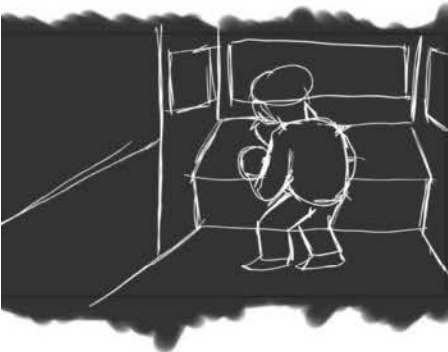
cene	Duration	Panel	Duration
3	01:01:16	34	01:02
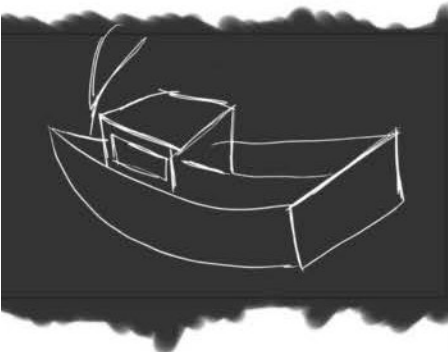
cene	Duration	Panel	Duration
3	01:01:16	35	01:04

115
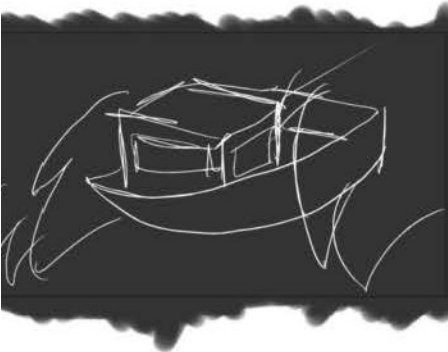
ene	Duration	Panel	Duration
3	01:01:16	36	01:08
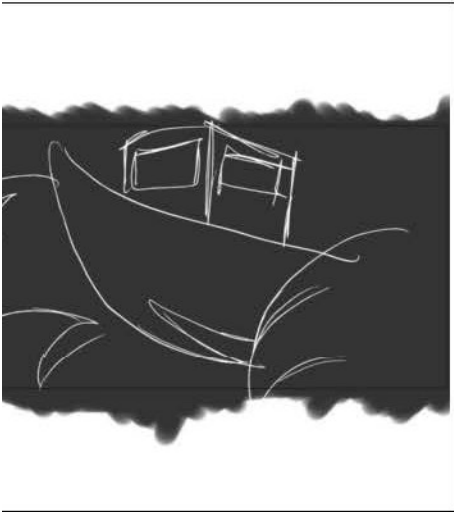
ene	Duration	Panel	Duration
3	01:01:16	37	01:12
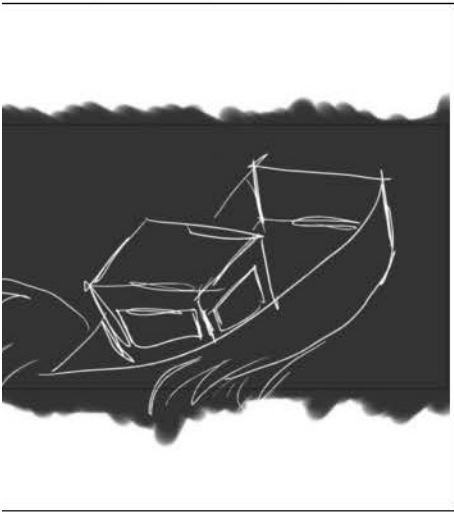
ene	Duration	Panel	Duration
3	01:01:16	38	01:04
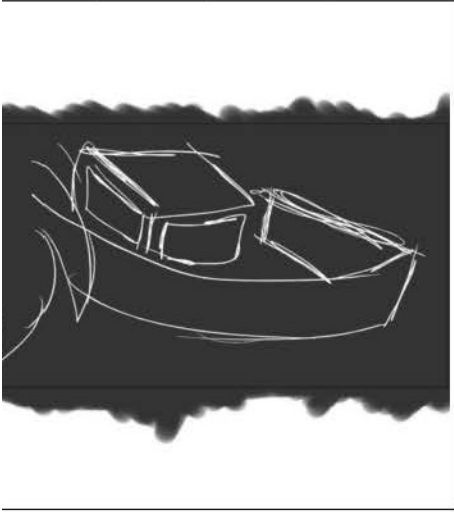
cene	Duration	Panel	Duration
3	01:01:16	39	01:00
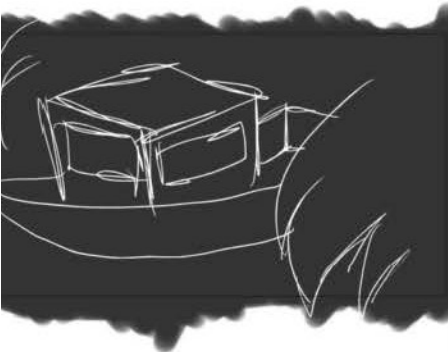
cene	Duration	Panel	Duration
3	01:01:16	40	00:22

cene	Duration	Panel	Duration
3	01:01:16	41	00:22

117

cene	Duration	Panel	Duration
3	01:01:16	42	01:00

cene	Duration	Panel	Duration
3	01:01:16	43	01:10

cene	Duration	Panel	Duration
3	01:01:16	44	00:20

ene	Duration	Panel	Duration
3	01:01:16	45	00:10

ene	Duration	Panel	Duration
3	01:01:16	46	00:20

ene	Duration	Panel	Duration
3	01:01:16	47	00:12

119

Scene	Duration	Panel	Duration
3	01:01:16	48	01:02

Scene	Duration	Panel	Duration
3	01:01:16	49	00:12

Scene	Duration	Panel	Duration
3	01:01:16	50	01:02
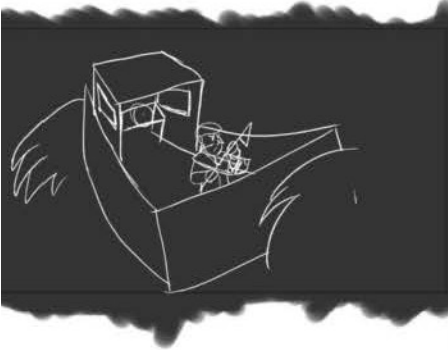
cene	Duration	Panel	Duration
3	01:01:16	51	01:08

cene	Duration	Panel	Duration
3	01:01:16	52	01:04

cene	Duration	Panel	Duration
3	01:01:16	53	01:00
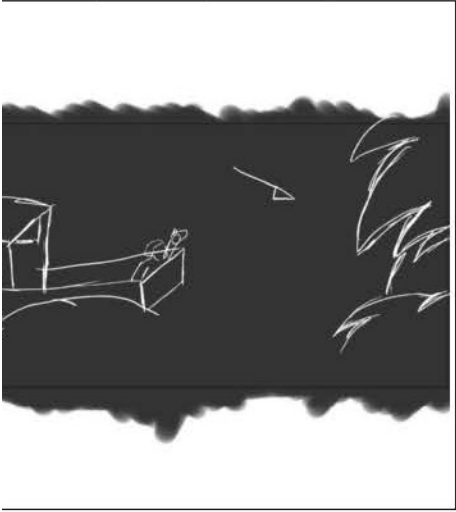
ene	Duration	Panel	Duration
3	01:01:16	54	00:12

ene	Duration	Panel	Duration
3	01:01:16	55	00:18

ene	Duration	Panel	Duration
3	01:01:16	56	00:18
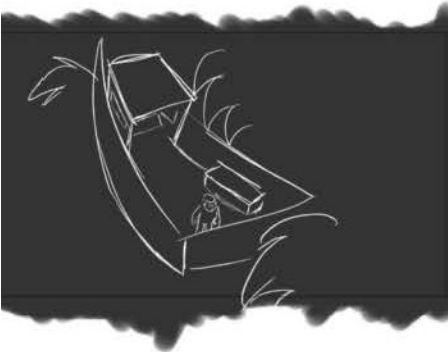
cene	Duration	Panel	Duration
3	01:01:16	57	00:20

cene	Duration	Panel	Duration
3	01:01:16	58	00:18

cene	Duration	Panel	Duration
3	01:01:16	59	00:20

cene	Duration	Panel	Duration
3	01:01:16	60	00:14

cene	Duration	Panel	Duration
3	01:01:16	61	00:12
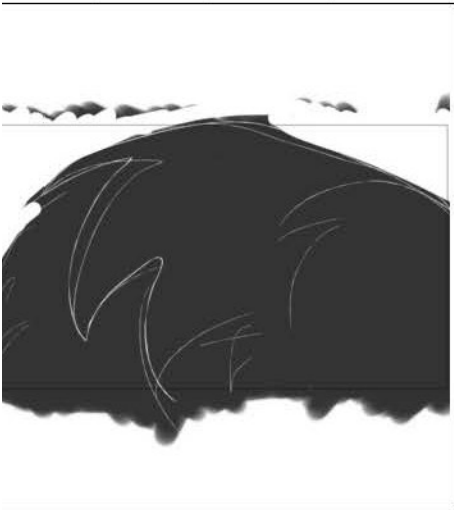
cene	Duration	Panel	Duration
3	01:01:16	62	00:16

cene	Duration	Panel	Duration
3	01:01:16	63	00:18
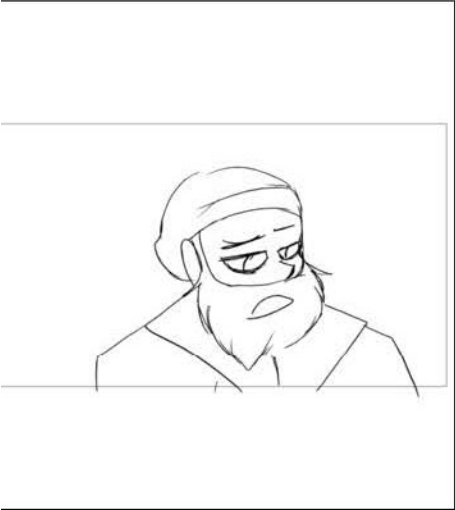
cene	Duration	Panel	Duration
4	19:22	1	01:00

cene	Duration	Panel	Duration
4	19:22	2	00:18
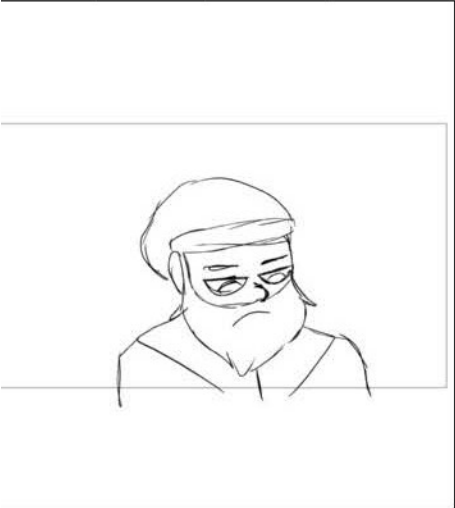
ene	Duration	Panel	Duration
4	19:22	3	01:08

ene	Duration	Panel	Duration
4	19:22	4	00:18
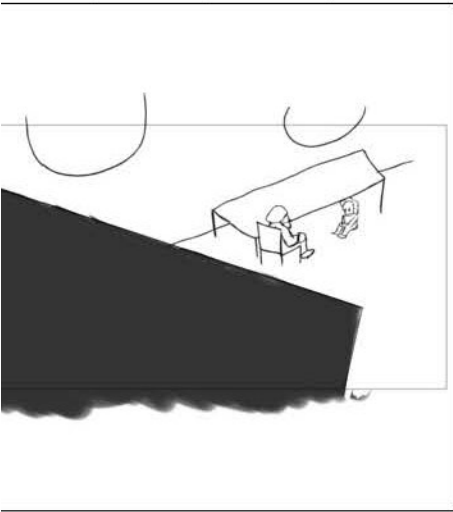
ene	Duration	Panel	Duration
4	19:22	5	01:02
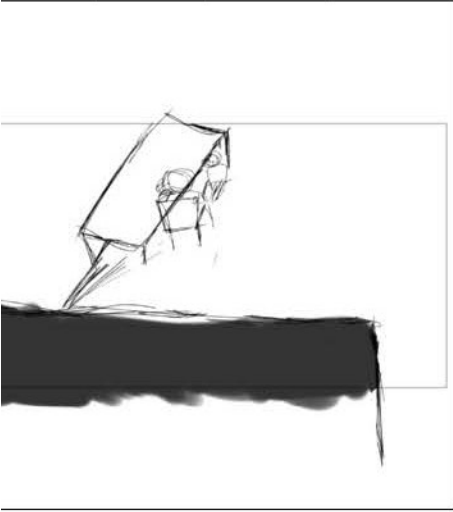
cene	Duration	Panel	Duration
4	19:22	6	01:04
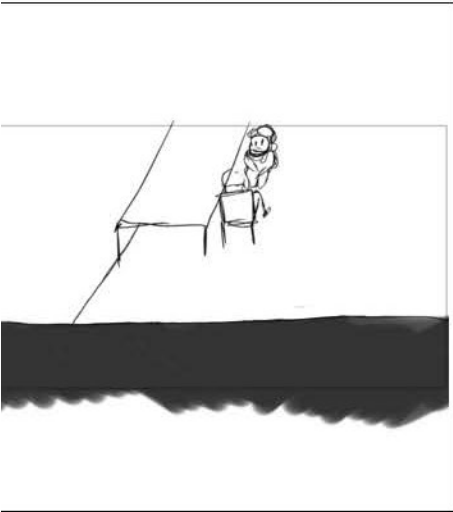
ene	Duration	Panel	Duration
4	19:22	7	01:06
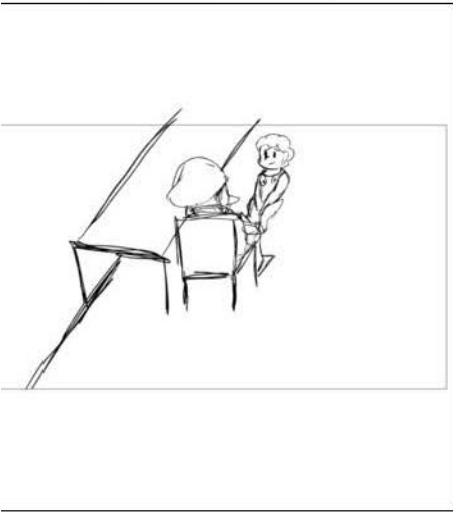
ene	Duration	Panel	Duration
4	19:22	8	01:06
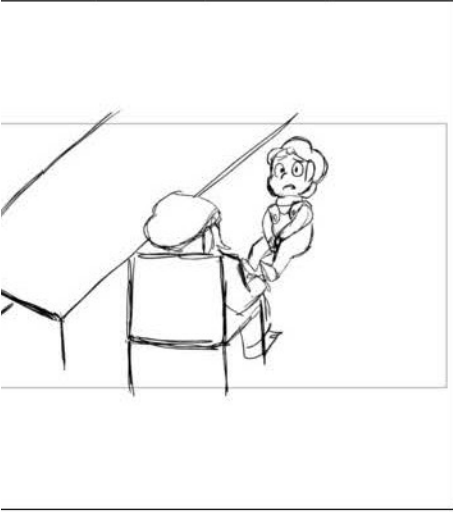
ene	Duration	Panel	Duration
4	19:22	9	01:06

ene	Duration	Panel	Duration
4	19:22	10	00:23
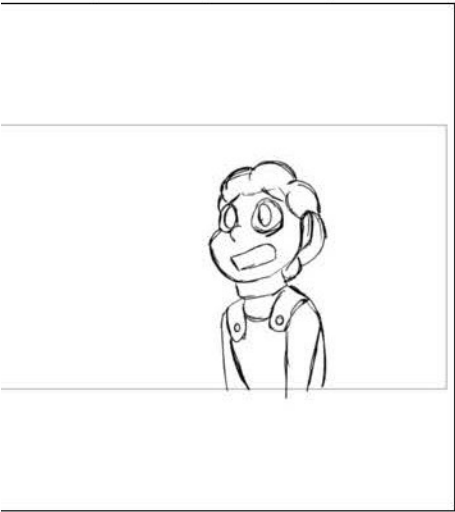
ene	Duration	Panel	Duration
4	19:22	11	01:07
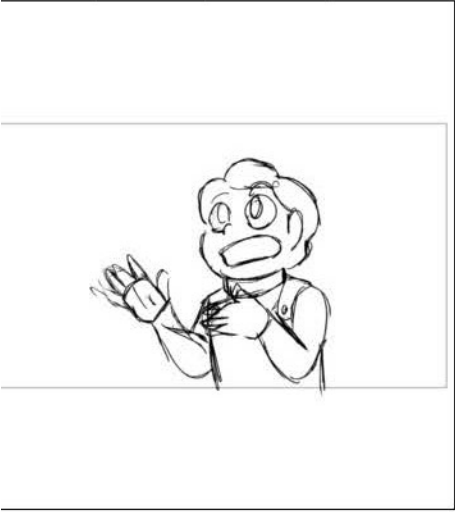
ene	Duration	Panel	Duration
4	19:22	12	01:02

ene	Duration	Panel	Duration
4	19:22	13	01:10
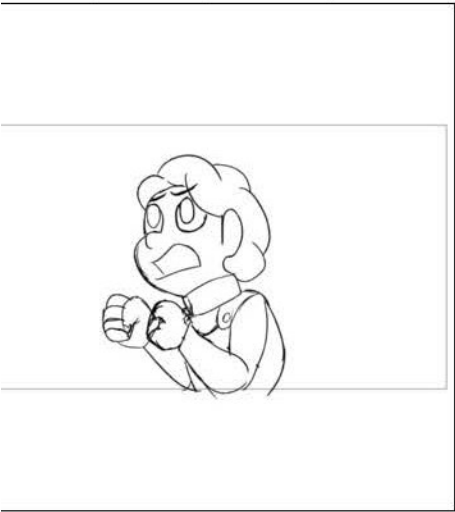
ene	Duration	Panel	Duration
4	19:22	14	00:20

ene	Duration	Panel	Duration
4	19:22	15	01:06

ene	Duration	Panel	Duration
4	19:22	16	01:02

ene	Duration	Panel	Duration
4	19:22	17	00:22

ene	Duration	Panel	Duration
4	19:22	18	01:06

Gunshot Storyboard

ene	Duration	Panel	Duration
1	10:00	1	10:00

Trigger Warning

Gun shot and Foul Language

ene	Duration	Panel	Duration
2	13:08	1	01:02

ene	Duration	Panel	Duration
2	13:08	2	01:02
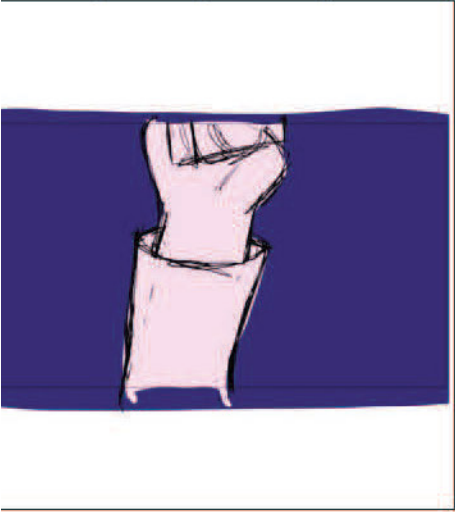
ene	Duration	Panel	Duration
2	13:08	3	00:20

ene	Duration	Panel	Duration
2	13:08	4	00:16

ene	Duration	Panel	Duration
2	13:08	5	01:10

ene	Duration	Panel	Duration
2	13:08	6	01:08

ene	Duration	Panel	Duration
2	13:08	7	02:06
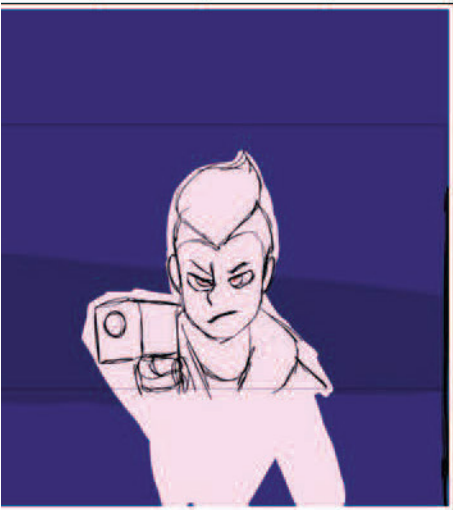
ene	Duration	Panel	Duration
2	13:08	8	03:02
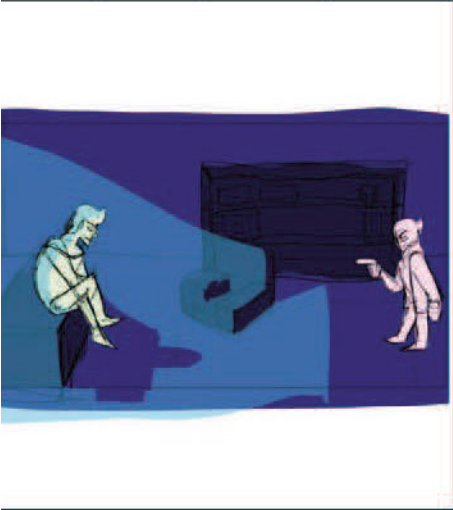
Scene	Duration	Panel	Duration
2	13:08	9	01:14

Scene	Duration	Panel	Duration
3	04:04	1	00:18

Scene	Duration	Panel	Duration
3	04:04	2	00:12

ene	Duration	Panel	Duration
3	04:04	3	00:20
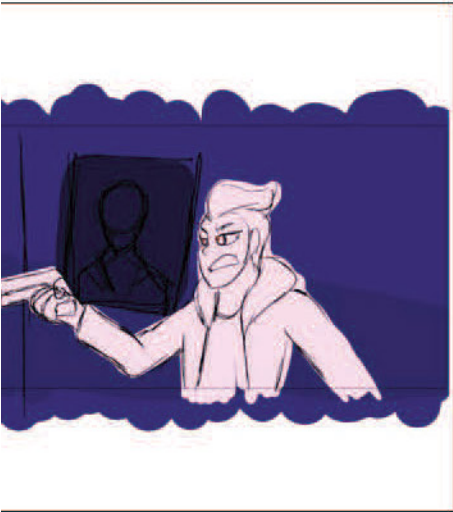
ene	Duration	Panel	Duration
3	04:04	4	02:02

ene	Duration	Panel	Duration
4	07:18	1	01:00

ene	Duration	Panel	Duration
4	07:18	2	CC:1C
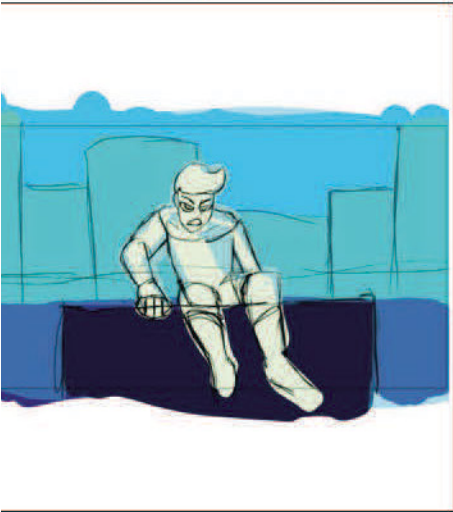
ene	Duration	Panel	Duration
4	07:18	3	CC:14

ene	Duration	Panel	Duration
4	07:18	4	CC:18

ene	Duration	Panel	Duration
4	07:18	5	02:04

ene	Duration	Panel	Duration
4	07:18	6	01:16
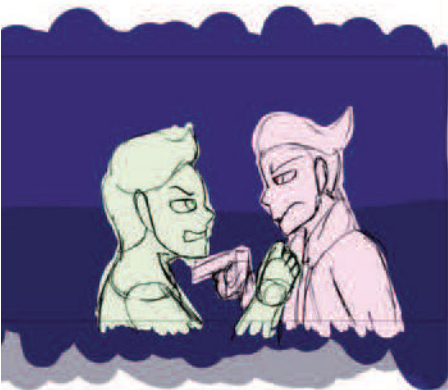
ene	Duration	Panel	Duration
4	07:18	7	01:04
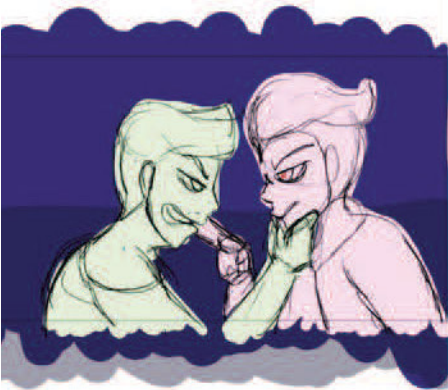
ene	Duration	Panel	Duration
5	08:12	1	00:10

ene	Duration	Panel	Duration
5	08:12	2	00:18
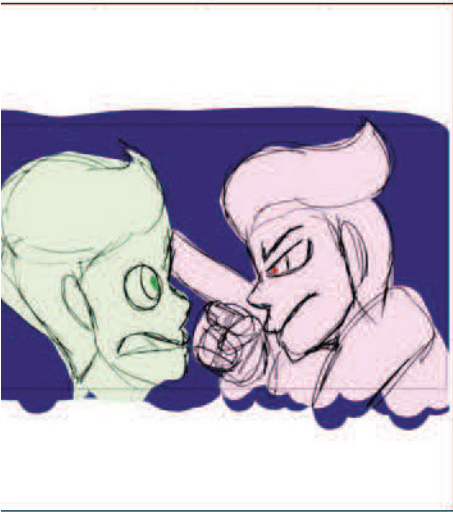
ene	Duration	Panel	Duration
5	08:12	3	00:20
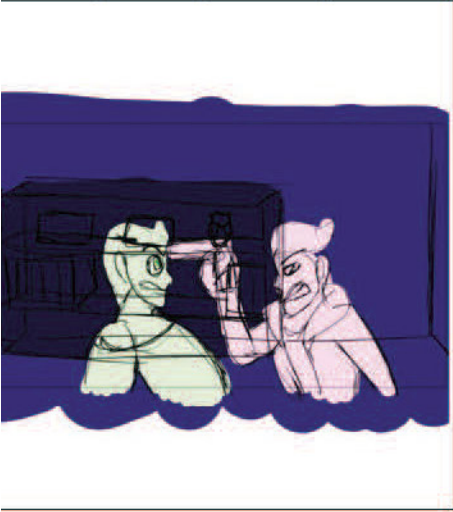
ene	Duration	Panel	Duration
5	08:12	4	02:06

ene	Duration	Panel	Duration
5	08:12	5	02:12

ene	Duration	Panel	Duration
5	08:12	6	01:06

ene	Duration	Panel	Duration
5	08:12	7	00:12

ene	Duration	Panel	Duration
6	09:00	1	01:22
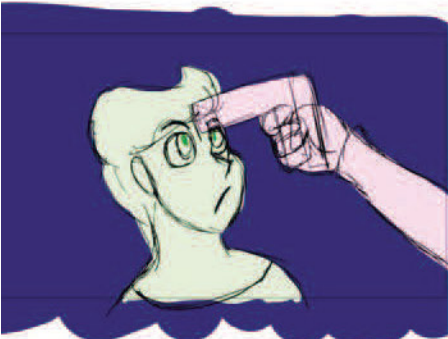
ene	Duration	Panel	Duration
6	09:00	2	01:10

ene	Duration	Panel	Duration
6	09:00	3	00:12

ene	Duration	Panel	Duration
6	09:00	4	00:18

ene	Duration	Panel	Duration
6	09:00	5	01:04

ene	Duration	Panel	Duration
6	09:00	6	00:12

ene	Duration	Panel	Duration
6	09:00	7	02:18
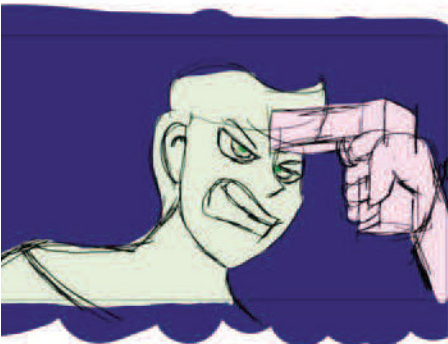
ene	Duration	Panel	Duration
7	06:12	1	00:18

ene	Duration	Panel	Duration
7	06:12	2	00:18

ene	Duration	Panel	Duration
7	06:12	3	00:20

ene	Duration	Panel	Duration
7	06:12	4	00:22

ene	Duration	Panel	Duration
7	06:12	5	01:18

ene	Duration	Panel	Duration
7	06:12	6	01:12
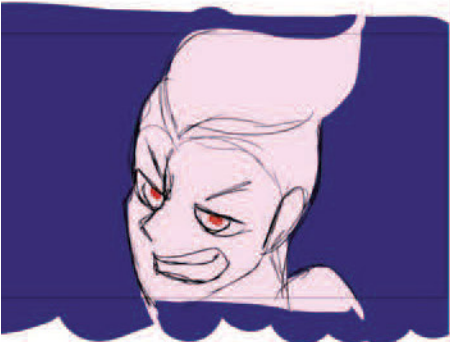
ene	Duration	Panel	Duration
8	05:08	1	01:06
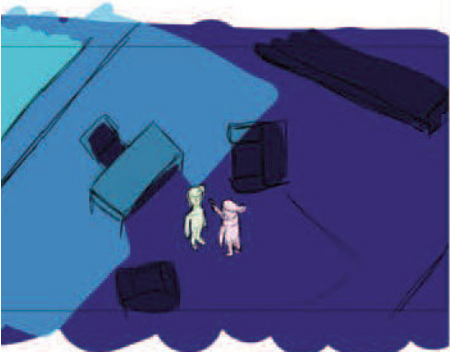
ene	Duration	Panel	Duration
8	05:08	2	01:16
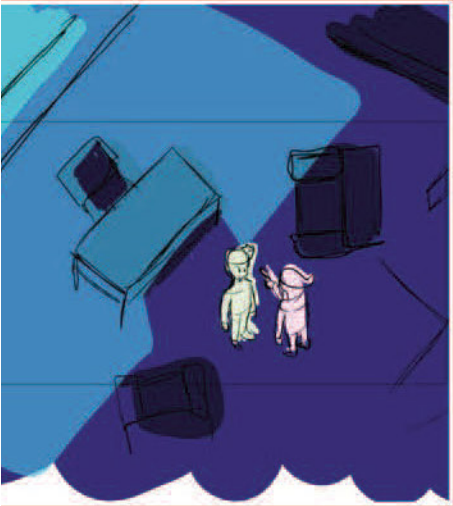
ene	Duration	Panel	Duration
8	05:08	3	01:08
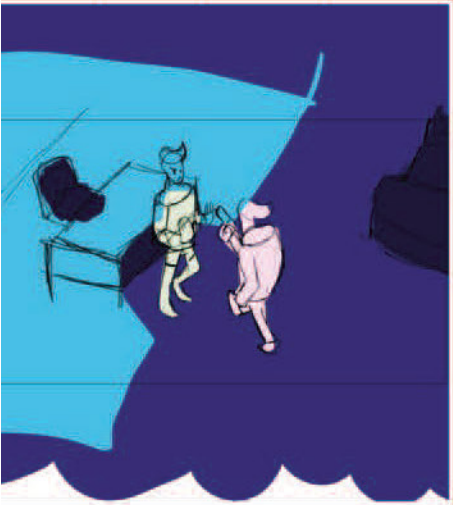
ene	Duration	Panel	Duration
8	05:08	4	01:02
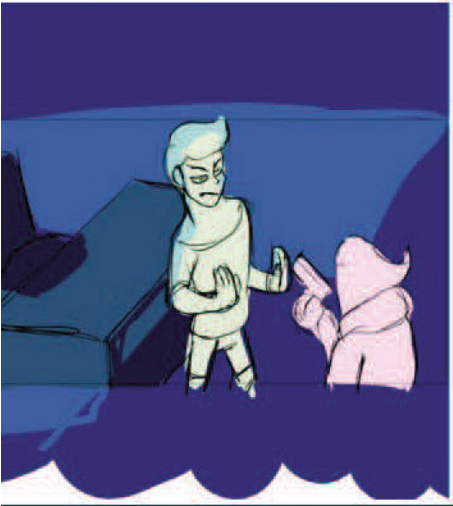
ene	Duration	Panel	Duration
9	09:08	1	01:00
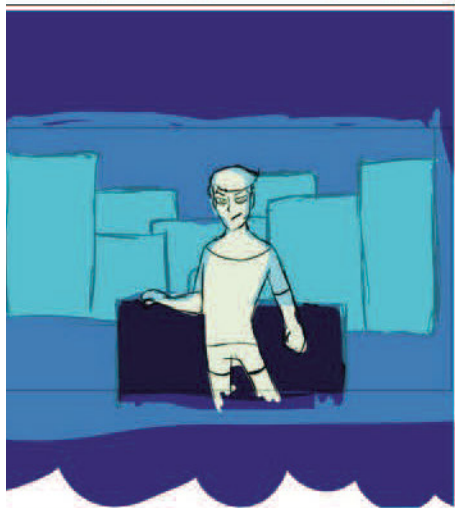
ene	Duration	Panel	Duration
9	09:08	2	00:10
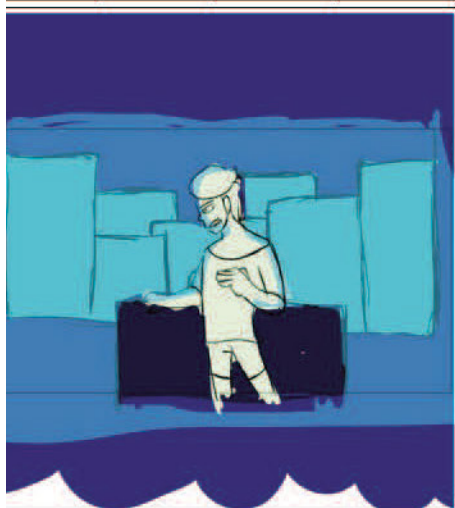
ene	Duration	Panel	Duration
9	09:08	3	00:18
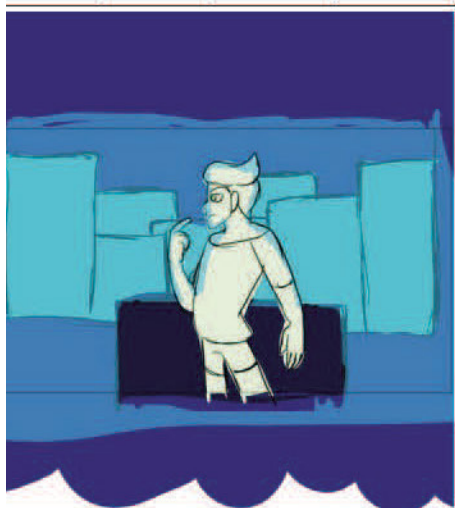
ene	Duration	Panel	Duration
9	09:08	4	00:14
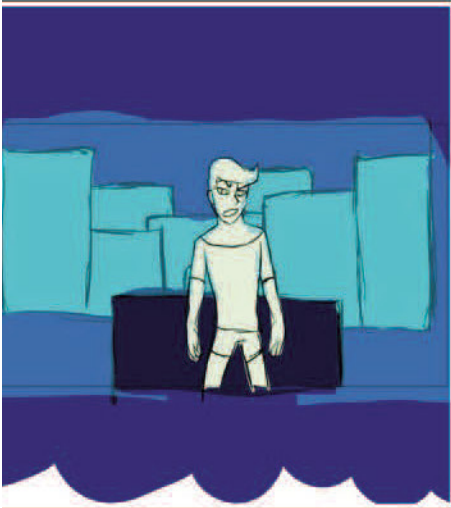
ene	Duration	Panel	Duration
9	09:08	5	01:00
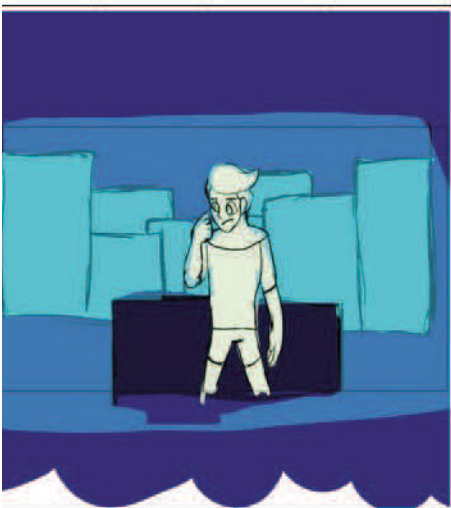
ene	Duration	Panel	Duration
9	09:08	6	01:02
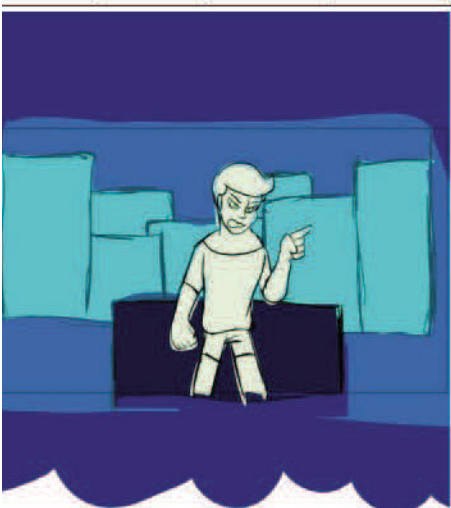
ene	Duration	Panel	Duration
9	09:08	7	01:02
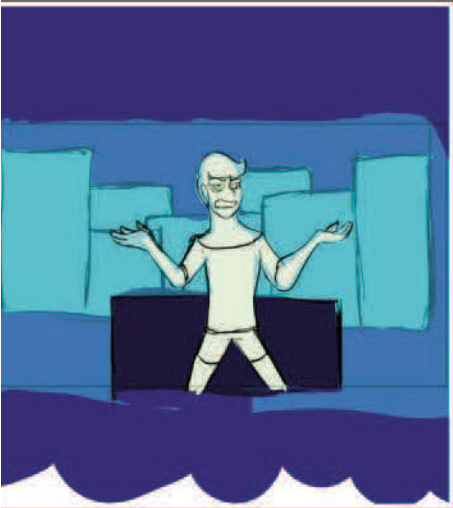
ene	Duration	Panel	Duration
9	09:08	8	00:16
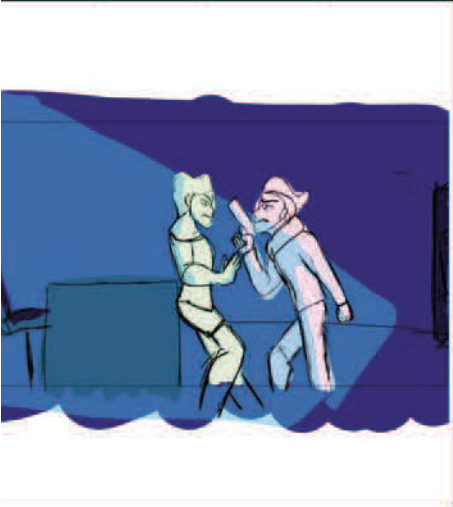
ene	Duration	Panel	Duration
9	09:08	9	01:02

ene	Duration	Panel	Duration
9	09:08	10	01:16

Final Storyboards Links

Morning-
https://vimeo.com/643330143

Sleepover-
https://vimeo.com/643358930

Call of Cthulhu-
https://vimeo.com/695966911

Gunshot-
https://vimeo.com/699838227

Final Thoughts

This was a way to improve my story telling and storyboard art skills. And that is what I did. I learned so much that I can safely say that I have improved in my skills as an artist from this . I've some mistakes and some messes along the way but I can forgive those because of what I learned from them. The biggest thing that I think is now that I have finished this project is that I can't decide if I did to much work or just enough. For other students that wish to do this is to figure out how much will it take for you to learn a skill. I knew at the beginning it would take me at least 2 to truly get how to storyboard, get used to the software, and just get a handle of my thesis as a whole. I think if you plan to do anything like this make sure you know how you work and what it takes you to learn something. Doing 4 storyboards was almost perfect but the stress near the end to finish things was heavy and I wished I limited myself to 3 so I could spend more time with each one. It's a balancing act that you have to find out for you and your project how you need to work.

Now that I finished my thesis, I have a future ahead of me. I haven't truly put my mind set in stone of where I want to go next. The animation industry is hard to get into right after college. I think spending time to improve my skill and make personal projects will benefit me in the long run so I going to be spending the summer doing that. I also love comics and think that using the story telling skills that I learned from these last semesters will come in handy. It's a scary time where I don't know where to go and not sure where I want to take my career. All I know is I want to tell stories and where ever that takes me is where I will go. I've taken so much information and skills that I may have never learned about if I didn't come here. And now that this time is over, It's exciting but also makes me very nerves. I know I'm ready though.

Thank you!