



Visual storytelling



Hi from Ray and Sue



Tell us why you are here...



Visual Storytelling, Storyboard and Scripting and the Shape of Stories

What would attract me to your story and characters?

RAY

I give you my time - What will you give me?

- Entertain - Leave me wanting more
- Has it touched my heart
- Do I feel a need to respond - "People need to see this"
- Will this be a memorable story for me
- Am I being rewarded for my time investment



What would attract me to your story and characters?

Figuring out the main arc of your character in terms of three key criteria which are:

1. Wants
2. Needs
3. Obstacles

Wants are the desires of your character. They are often superficial and they aren't necessarily what the character actually needs.

Needs on the other hand are essential to character growth and expressing the key theme of the text. Needs are always known to the audience and sometimes to ancillary characters but they are not yet known to the protagonist as they will discover what they need through the trials and obstacles presented throughout the course of the narrative.

Obstacles can be internal or external conflicts/barriers that test a character forcing them to learn (or fail to learn if your text is a tragedy) how to grow as a person and realise their needs.





<https://www.youtube.com/watch?v=4meeZifCVro> Lovefield

Mr and Mrs Gok

<https://vimeo.com/176253524>



**"Never write a line of dialogue when you can create a
visual expression."
Robert McKee**

Without any dialogue think of two ways to communicate:

Consider: Colour, Characterisation, Setting, Camera Angles, Camera Movement, Camera Framing, Sound, Props



Without any dialogue think of two ways to communicate:

- A character is lonely



Without any dialogue think of two ways to communicate:



- A character is lonely
 - Birds eye view of person no one is there
 - The character sitting by themselves with other people sitting together
- Different colour clothes
- *The MC dark with the rest of the crowd colorful*
 - MC standing in the middle of a crowd that walks by
 - In a public party or area while the lonely person stands still with no one doing anything

**Without any dialogue think of
two ways to communicate:**

After arriving home there's no-one
home to greet them.



**Without any dialogue think of
two ways to communicate:**

A character feels different to
everybody else, like an outsider.



Without any dialogue think of **two ways to communicate:**

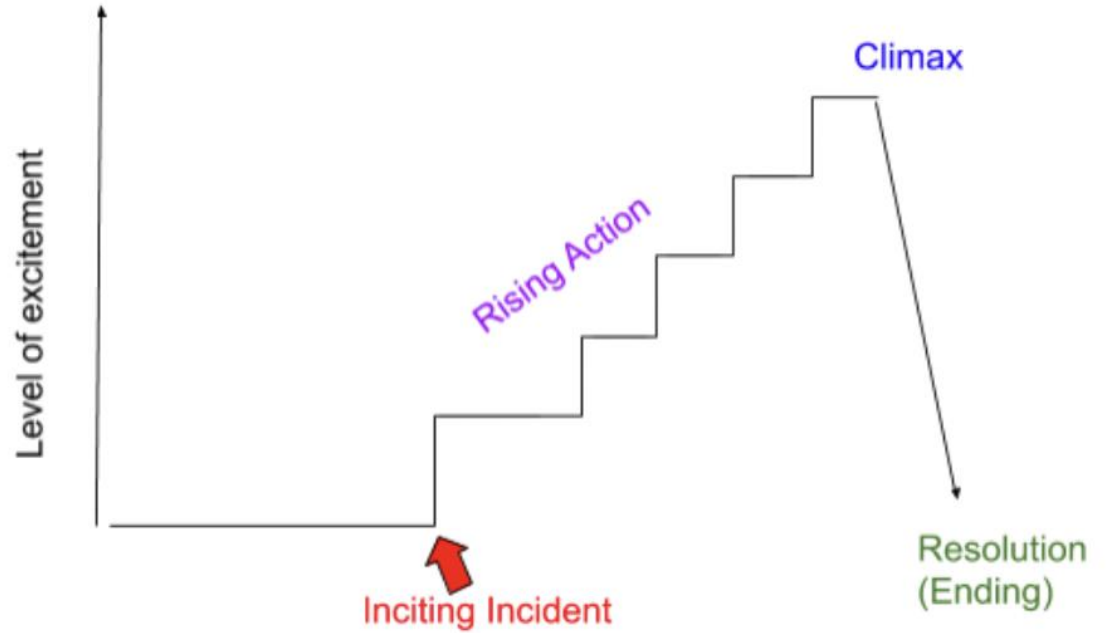
A character arrives home upset after having been bullied at school.

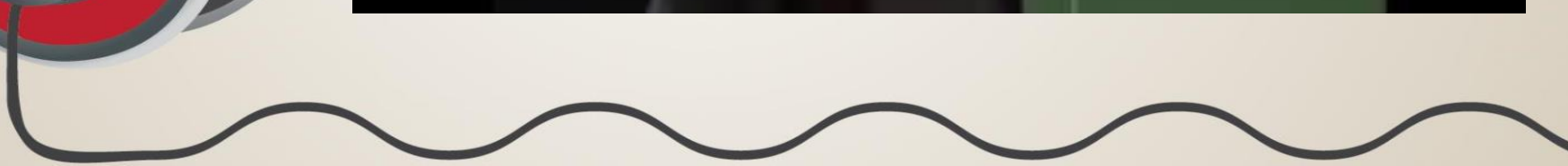




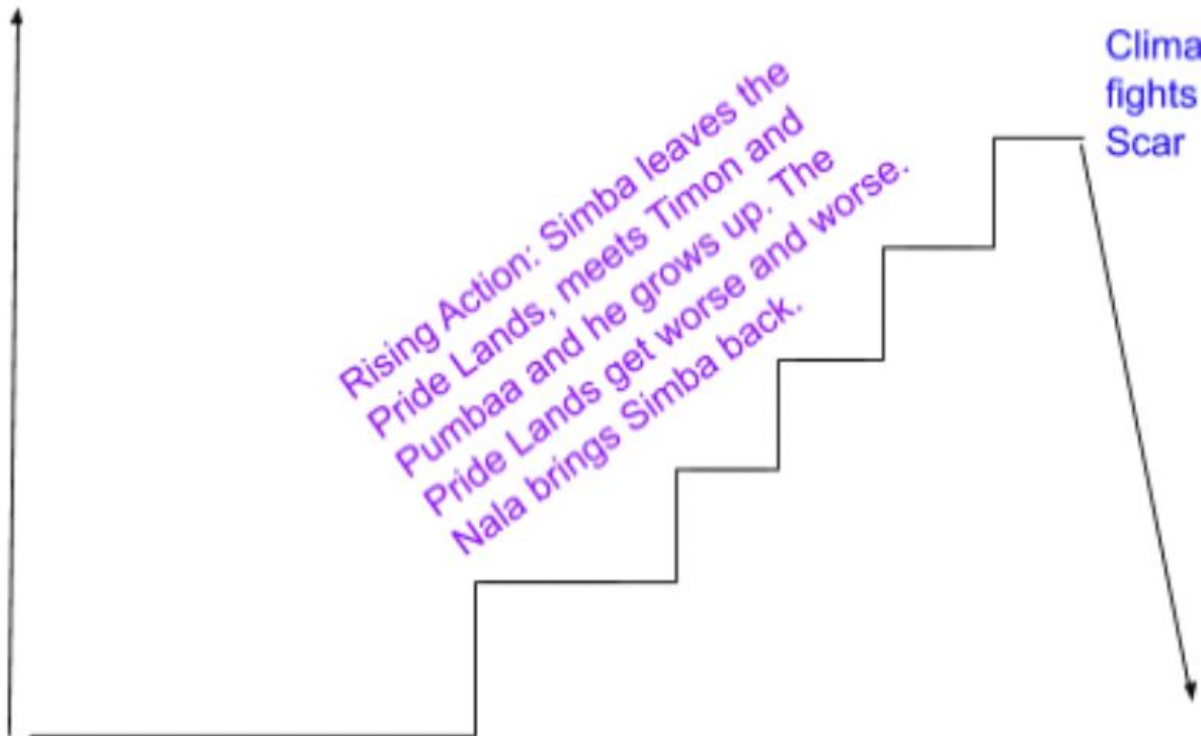
THE SHAPE OF STORIES

This is the basic structure for a story:





Level of excitement



Rising Action: Simba leaves the Pride Lands, meets Timon and Pumbaa and he grows up. The Pride Lands get worse and worse. Nala brings Simba back.

Climax: Simba fights and defeats Scar

At the beginning: Mufasa is king and the Pride Lands are peaceful and happy. His son Simba will be king next.

Inciting Incident: Scar kills Mufasa and takes over

Resolution: Simba is king and life is happy and peaceful again

Other Resources

[No Film School](#)

[Every Frame a Painting](#) (look at [the one on Drive](#) for some more advanced advice on balance in the frame - beyond the rule of thirds!)

[Flooby Nooby - The Incredibles](#)



Storyboard:

A [storyboard](#) is the visual interpretation in pictures of a script or story. The purpose of a storyboard is to provide the crew who are making the project with sequential images relating to the script that describe action, location and camera movement. This enables the everyone fully understand the director's vision of the script.

This important working document allows discussion and planning over various aspects of the story such as: technical preparation; mood; timing; location; set design; stunts; special effects (SFX) and visual effects (VFX).



Script:

[Best free Script writing 2023](#)

Example Celtx

