Is It Going to Look Like That? Using Storyboarding & Previsualization Before Final Rendering

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Class summary

This class covers how to use storyboarding and previsualization tools to help convey ideas before final rendering. We show you some successful and not-so-successful examples.

Key learning objectives

At the end of this class, you will be able to:

- Work with other teams (e.g. Engineers, architects) to first come up with a story.
- Start mocking up quick storyboards or non-rendered previsualization scenes.
- Communicate with other teams the story you are presenting through your storyboards or previsualizations (and be prepared for changes).
- Incorporate all the previous information you received into your final renderings to avoid having to re-render from unexpected changes.

Introduction

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- What is Storyboarding?
- How can it be used in visualization?
- Seriously, how can it be used in visualization?
- How have YOU used it in visualization?

Working with other teams to develop your ‘story’

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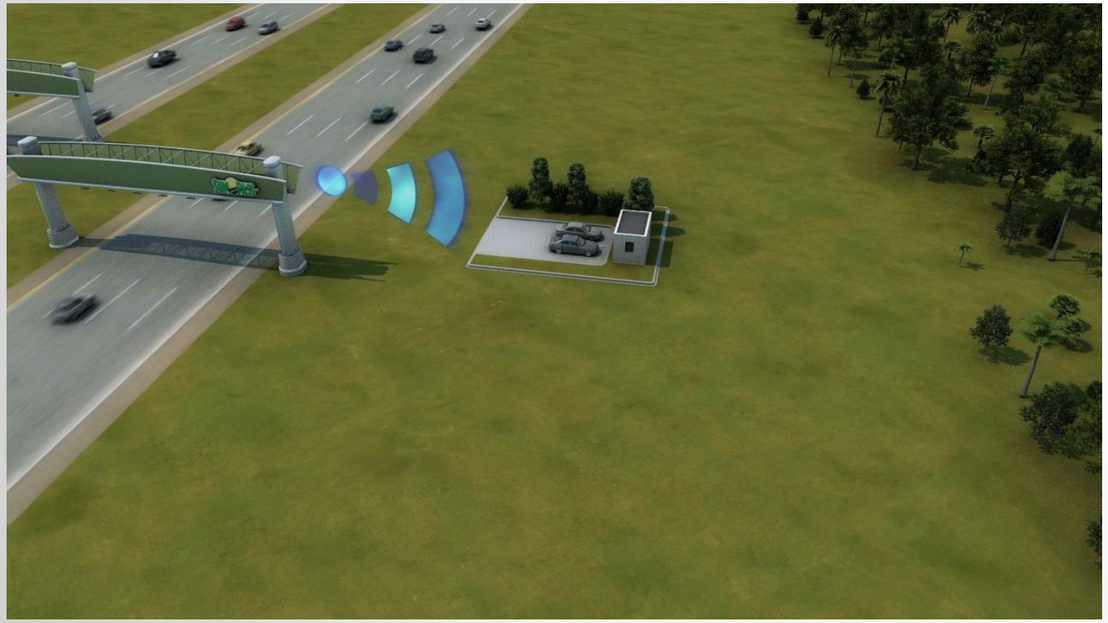
The WHO

- FTE Toll
- City of LA 6th St Bridge



Working with other teams to develop your ‘story’

The WHAT

- FTE was more processed oriented
- City of LA was more visual oriented

Working with other teams to develop your ‘story’

The WHY

- FTE needed consistent, fast, and efficient way to collect tolls
- City of LA needed a new bridge

Working with other teams to develop your ‘story’

The HOW

- FTE we showed HOW it would work
- City of LA we showed HOW it was going to affect surrounding areas

Start mocking up quick storyboards or non-rendered previz scenes

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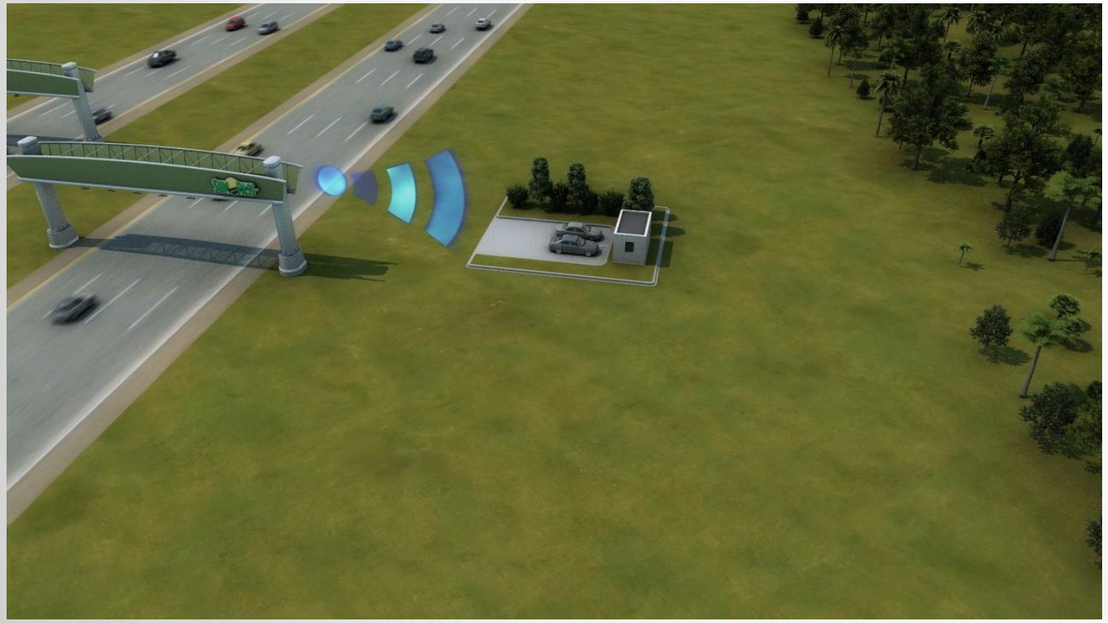
- What to do after you've answered those questions
  - FTE needed more graphical representations
  - City of LA needed high-end visualization

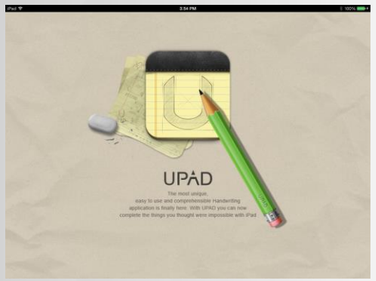


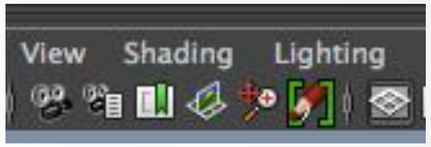
Start mocking up quick storyboards or non-rendered previz scenes

- Gather what you can from engineers or architects
  - FTE had pictures of Toll HQ, Gantry, and typical roads
  - City of LA had bridge photos, some history, surrounding buildings, etc.

Start mocking up quick storyboards or non-rendered previz scenes

- Take stock in available data and create what you can with the tools you have
  - FTE storyboard ideas, bullet point list, but no geo data, specific areas, etc.
  - City of LA we had YouTube videos, bought LA Noire, Google street view, Bing, etc.





Start mocking up quick storyboards or non-rendered previz scenes

- Fill in the blanks and refine if necessary
  - Determine main point of contact
  - Take note of holes and errors in order to explain.

Communicate with other teams the story you are presenting through your storyboards

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- Send on the first draft
  - Only to people that need it. Not everyone.
  - Make sure they know which ‘errors’ to ignore.
- Don’t rest while waiting on feedback
  - Use every part of the buffalo.
  - If there’s nothing project specific research a new workflow, plugin, etc.
- Is it going to look like that?!
  - May have to walk through storyboard with previz.
  - Repeat business means less of that question.
- If possible send some examples of final quality
- Rinse and Repeast as necessary

Incorporate all the previous information

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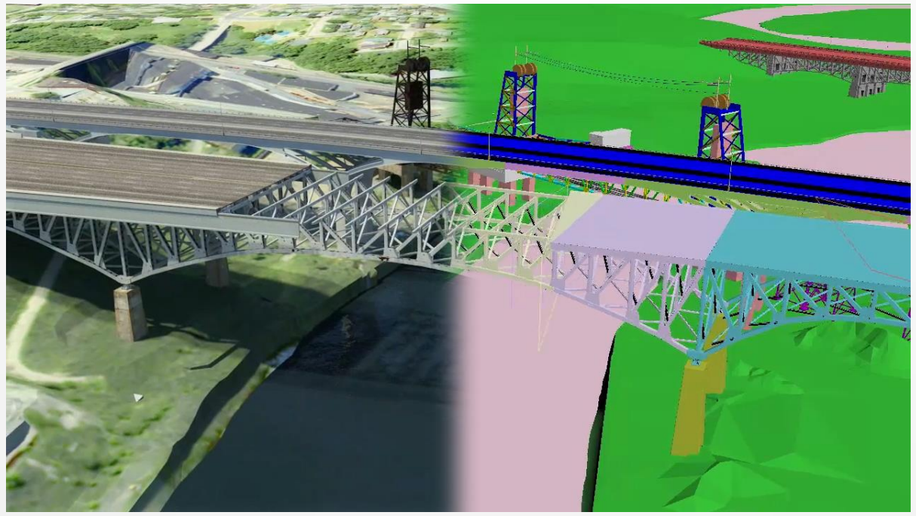
- Manage expectations
  - FTE was overnight renders.
  - 6th St was a couple days.
- What's next?
  - Final compositions should be ready for final footage.
  - Determine final deliverable and make sure it works.



Final Thoughts

Final Thoughts

- Sometimes things don’t work out.
  - FTE needed time cut off.
  - 6th St was drawn out, many position changes, scope changed, etc.
- In the trenches
  - FTE it was an easy change.
  - We had a great model to just drop everything into.
- Storyboards FTW!
  - FTE was easy fix because we had storyboarded it out
  - Even in the chaos of a project, we got a single storyboard to rule them all!

Final Thoughts

- Be prepared!
  - …for it to possibly shrink or grow.
  - …to lose your favorite shot.
  - …to fill in the blanks.
  - …for a bit of initial pushback (particularly early on)
- Stay on target
  - Maintain single story concept from start to finish.
  - Get what you can before abandoning if needed.

Thanks!
And don’t forget to provide class feedback!

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