Some Quick STORYBOARDING Tips

By Nic Parris

I made the book, but now I want to just list off some helpful tips when it comes to starting a storyboard.

First read the script, I know I know, seems obvious, but make sure you don't miss details. If the show is storyboard driven you'll be writing the script making sure it hits keypoints of the outline.

If I want to add extra jokes or scenes, I'll usually write them out on the script first. Think about it, writing something is faster than drawing it.

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INT. GROCERY STORE – DAY
COOL GUY BEN enters the grocery store to find snacks
for a football game he is going to watch with friends
later.
                         COOL GUY BEN
     Aw man, what do I feel like eating today?

COOL GUY BEN then proceeds down the produce aisle.
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MAKE THEM THE COOLEST SNACKS

– COOL GUY MAKES EYE CONTACT W/ A CUSTOMER & STRIKES A COOL POSE.

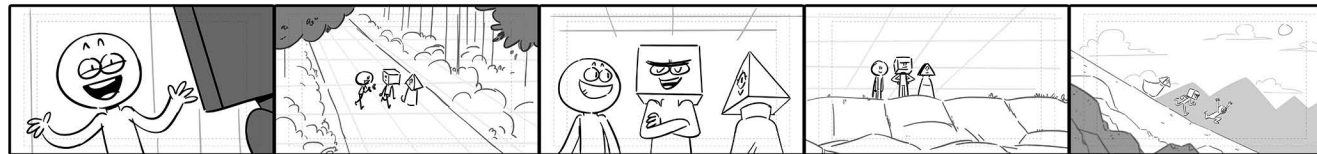*COOL GUY SHOULD HAVE A "COOL WALK"*

When thumbnailing your storyboard you're focusing on key points of the story and making sure your scenes and shot choices will flow together.

The only time I do more intricate thumbnails is when I do action sequences. Heads up, action sequences take more drawings/ panels!

Make sure to vary your shot choices for scenes. If every scene is the same perspective or angle it can make the storyboard boring and flat. The easiest way to attain this is by making sure the horizon line isn't in the same place.
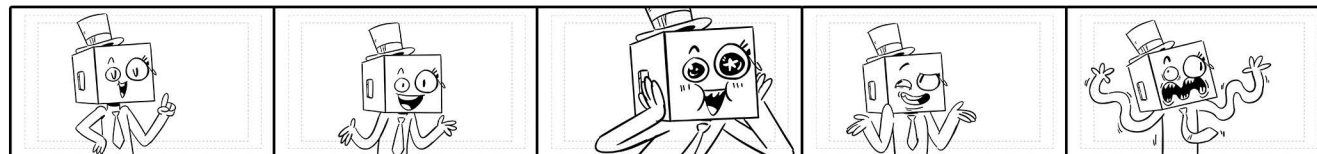

Make sure your cuts from scene to scene are motivated. Whether it's dialogue, cut on action, or etc.

Depending on the show you may have to be economical with your shot choices. (That means there is a budget for how many BGs the production will want to have designed. More different shots/angles means a new BG has to be created for it.)

If you're working digitally make sure to not only draw fast but smart as well. For example, you can reuse the head of the character once you've drawn it. Then all you have to do is focus on drawing the body. Or if you only need to change the expression or a limb position you can do that as well.

I find sometimes artists first getting into storyboarding feel they have to redraw everything. Don't worry! It's not cheating!