

Storyboard Programming

Like building a house or baking a cake, ya' gotta' have a plan. This is especially true in creating a show using the Two Plus Dissolver.

Since the idea of the show was undoubtedly yours, you can see the show in your mind. You have seen the slides. You have heard the audio track. It's the storyboard programming sheets that tie it all together. It shows you what keys to press to get the image on the screen.

The sample storyboard sheet is a guide. You may copy it and use it as is, or you may change it to work best for you. It must however, contain the basic information shown.

In the area under the VISUAL heading, put in whatever information that will indicate what image is on the screen at that cue. Use sketches, stickmen, short word descriptions, anything as long as you know what is supposed to be there.

In the AUDIO column put in the word, music, sound effect or time that the visual shown will appear. In the case of narration, put in several lead-in words or sentences ahead of the synch word. This will give the programmer some anticipation time leading into the synch word. Circle the synch word.

Under the PROGRAM heading notice the three little boxes. These boxes represent the 3 yellow keys on the Two Plus Keyboard. Anytime you want a change in the lamp status of both projectors, doodle in the box at the left. Anytime you want a change in the lamp status of either 1 or 2, doodle in the box of the appropriate projector.

While programming, position your thumb over the left key, your index finger over the middle key, and your middle finger over the right key. During programming you could care less how the keys are labeled or what's happening on the screen. All you know is that at each sync point you are going to press with your thumb, index or middle finger depending on which of the three boxes are doodled in. The only time your fingers will ever leave this position is whenever it is necessary to press a red key, which will not be very often. Your fingers will return to the yellow keys immediately.

To indicate a change in dissolve rate, just doodle in the desired rate. Remember, it is not necessary to enter a dissolve rate if the rate remains the same. Doodle in a dissolve rate only if the rate changes. During actual programming your hand will leave the yellow keys only long enough to press the rate key.

Because effects like FREEZE, FLASH, LOOP, STROBE, etc. are not often used, they are not listed in the PROGRAM column. If and when these effects are used they can be noted in the space just below the projector boxes.

So when it comes time to push the keys while the tape is running, just listen for the circled word, sound effect or whatever, and then press one (just one) yellow key. To make it twice as simple get yourself a helper to watch and listen for the audio sync points for you. You press the yellow key when your helper touches you on the shoulder or says "now".

Once you try the storyboard method, you'll never do it any other way.

CLIENT _____

TITLE _____

CUE NO.	PROGRAM	AUDIO	VISUAL
1	<p>CUT 1/2s 1s 2s 4s 8s 16s</p> <p><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p><input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/></p>	<p>Key sentences or phrases of the <u>audio script</u> relating to the sync points are written or typed here.</p>	<p><i>Fade in TITLE</i></p>
2	<p>CUT 1/2s 1s 2s 4s 8s 16s</p> <p><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p><input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p>	<p>Actual sync points are indicated by circling the <u>word</u>, music beat, or sound effect.</p>	<p><i>Dissolve to CU finger on phone dial</i></p>
3	<p>CUT 1/2s 1s 2s 4s 8s 16s</p> <p><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p><input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p>	<p>To record the signal on tape and see the action on screen, <u>press</u> the yellow key on the keyboard - - -</p>	<p><i>Dissolve to LS telephone poles & lines</i></p>
4	<p>CUT 1/2s 1s 2s 4s 8s 16s</p> <p><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p><input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p>	<p>- - - that corresponds to the filled-in <u>boxes</u> at the left.</p>	<p><i>Dissolve to CU hand lifting receiver</i></p>
5	<p>CUT 1/2s 1s 2s 4s 8s 16s</p> <p><input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/></p>	<p>Dissolve rate <u>keys</u> are pre-set. Nothing happens until a yellow key is pressed.</p>	<p><i>Cut to credit title supered on hand & receiver</i></p>
6	<p>CUT 1/2s 1s 2s 4s 8s 16s</p> <p><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p><input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p>	<p><u>Projectors</u> will function while programming.</p>	<p><i>Fade to black</i></p>

PAGE _____



DATE _____

CLIENT _____

TITLE _____

CUE NO.	PROGRAM	AUDIO	VISUAL
_____	CUT 1/2s 1s 2s 4s 8s 16s <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
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