"Find the entertainment in the situation, and in your characters, don’t get bogged down in the story itself."
Walt Disney

"In my opinion, the characters should always be the chief concern. If they are interesting and fully developed, the plot often comes quite easily."
Edward Dmytryk
Story Styles

beginning/middle/end (drama)

Locomotion -- PDI
Grinning Evil Death -- Media Lab, MIT

string of gags

Roadrunner

4–5 sequences built around situation

Mickey Mouse
Storyboard

film in outline form

dissolves
audio effects
camera angle
action in each scene

hopper happily bouncing along
light-hearted tune

slap of impact grunt of effort

extra high bounce

mid-air collision
metallic crash for impact
dissolve to scene of many hoppers
Story Guidelines
Frank Thomas and Ollie Johnson

Make sure that the story is interesting

Avoid scenes that only provide continuity explain

Be sure that the characters have time to come to life (and to grow)

Can the story be done in caricature?

Tell your story through the broad cartoon characters rather than the straight ones
Is this a good storyboard?

Does the shot sequence maintain continuity not confuse the audience contain variations in pacing

Is the information clearly presented?

Are the characters clearly portrayed?

Is the story clear?

Do you have the necessary techniques to complete the story?

Can you do it within the time limits?

Can you do it for the specified budget?