

"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

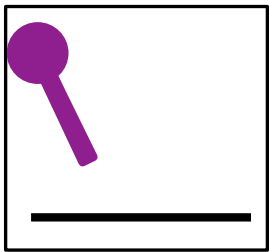
Mickey Mouse

Storyboard

film in outline form

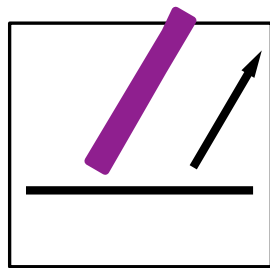
dissolves
audio effects
camera angle
action in each scene

hopper happily
bouncing along

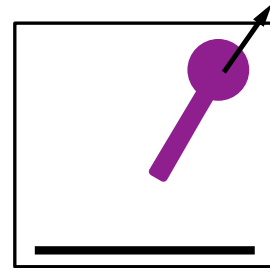


light-hearted
tune

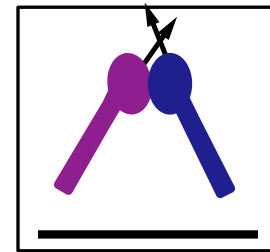
extra high bounce



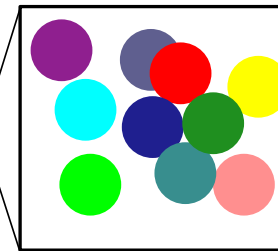
slap of impact
grunt of effort



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?