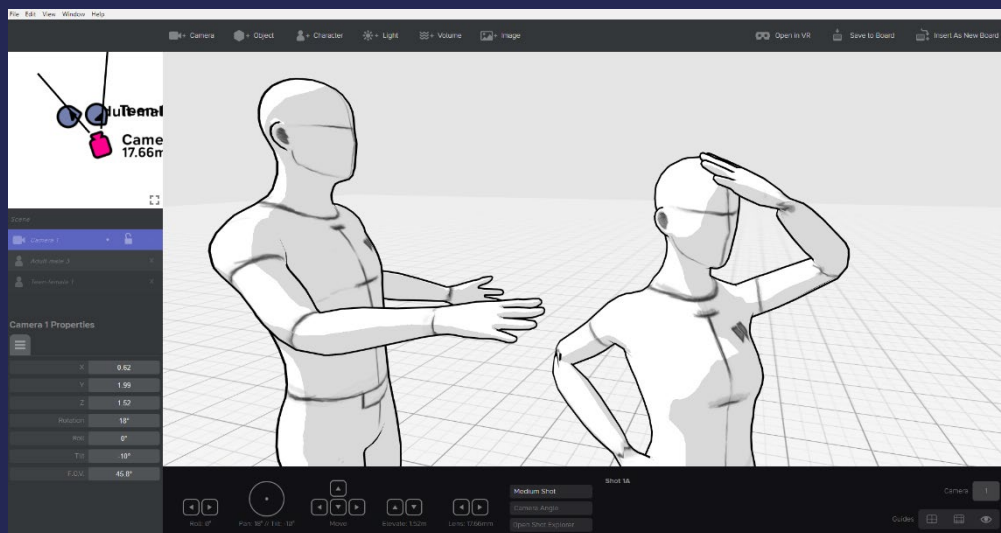
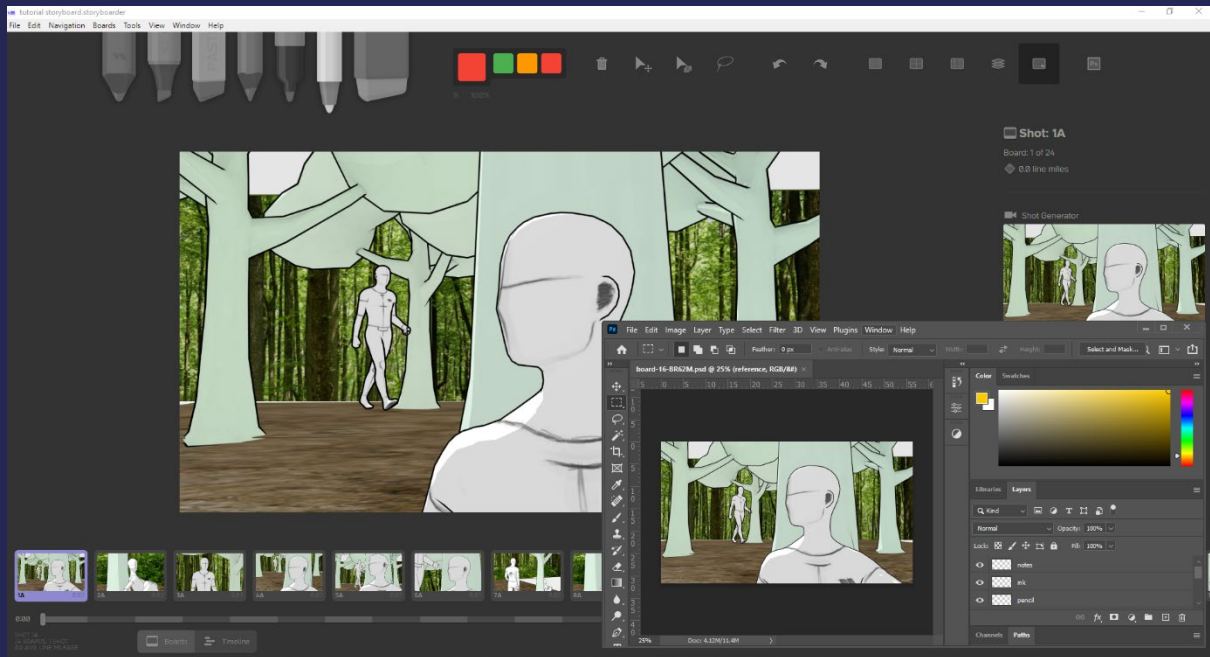


Storyboarder Tutorial



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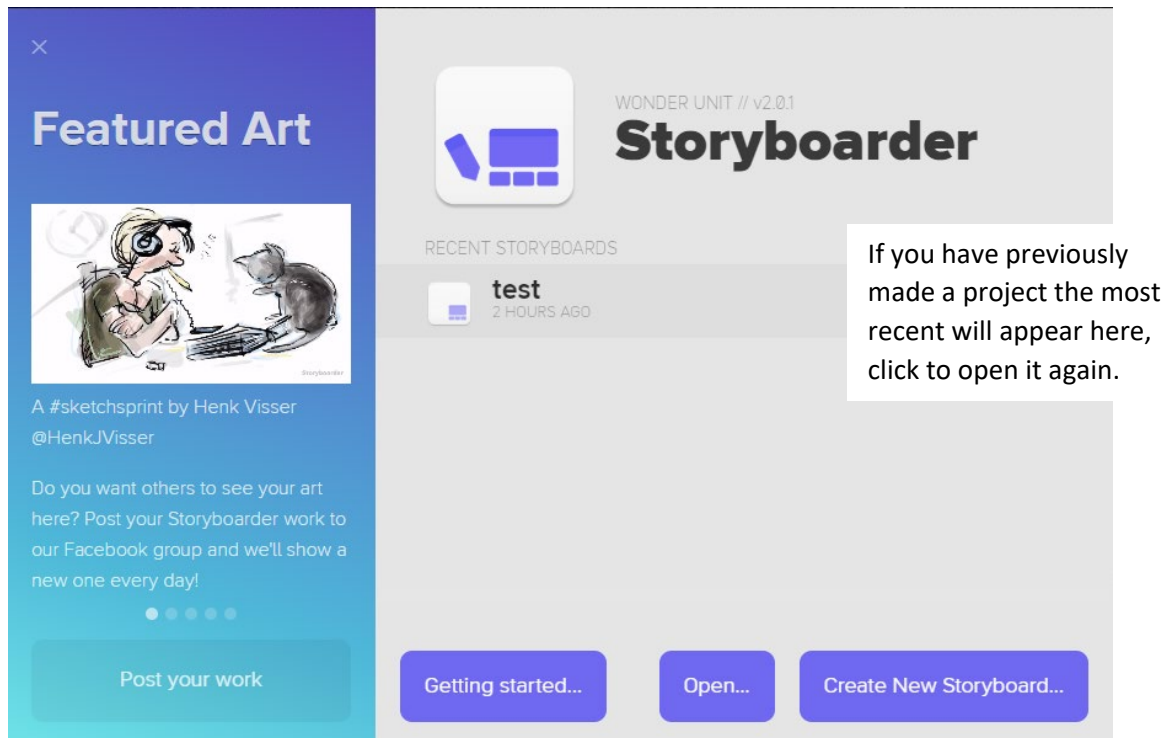
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Storyboarder

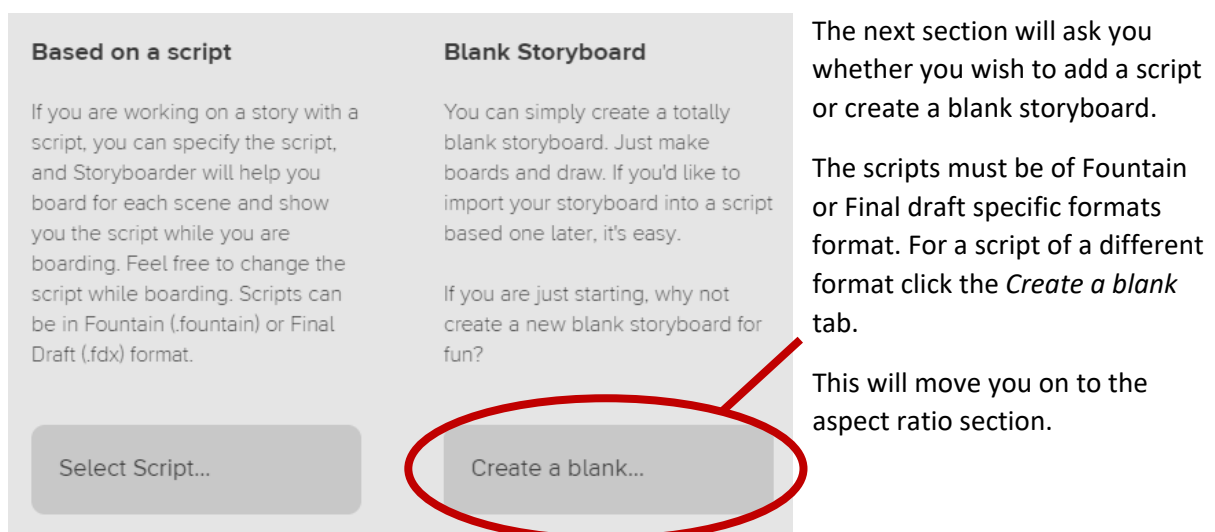
To install Storyboarder, navigate to the Wonder Unit website, <https://wonderunit.com/storyboarder/>, click the Download for Free button, enter your email and follow the instructions in the email.

Setup

Upon first setup you will be greeted with the project creation page.



The *Getting started* tab links to a basic tutorial and “How to...” questions by Wonder Unit themselves. To create a new project, click on the *Create New Storyboard* tab.



The next section will ask you whether you wish to add a script or create a blank storyboard.

The scripts must be of Fountain or Final draft specific formats format. For a script of a different format click the *Create a blank* tab.

This will move you on to the aspect ratio section.

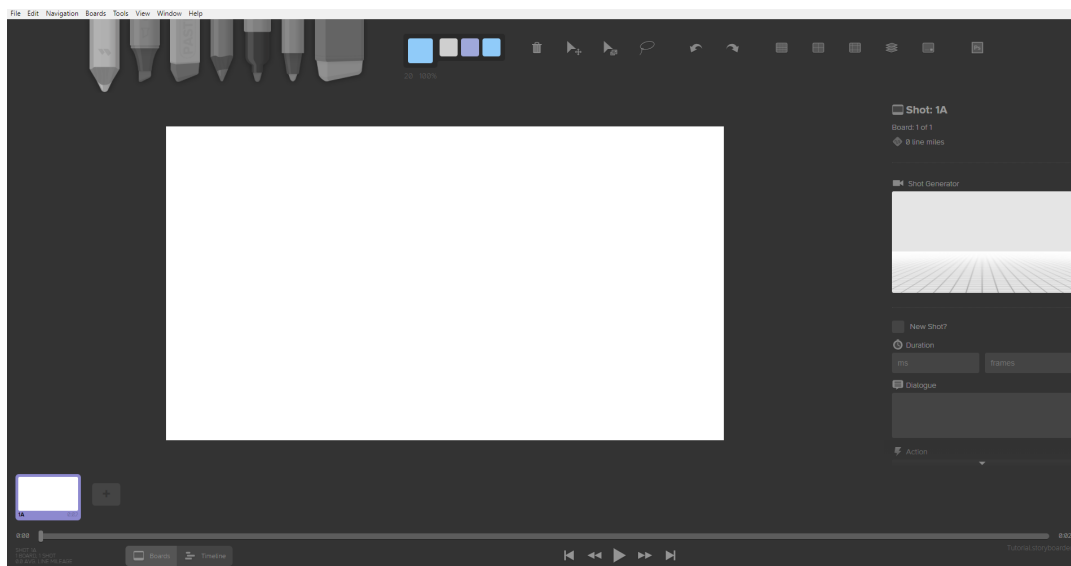


There are several aspect ratios available to you. The aspect ratio you choose will determine the size of the boards in your storyboard; this cannot be changed.

Once chosen, it will then ask where you want to save the project and what name the project has, it should have then created a new folder under that name.

Storyboarder

Once the setup is complete, the story board page will open.



There are four main ways to design a board;

1. You can draw using the pen tools provided.
2. You can link the board to photoshop and the image made in photoshop will be saved to the board.
3. You can import a photo as the board.
4. You can use the Shot Generator tool.

Pen tools

The top section has different pens, and erasers you can use if you wish to draw on the boards directly using your mouse or graphics drawing tablet.



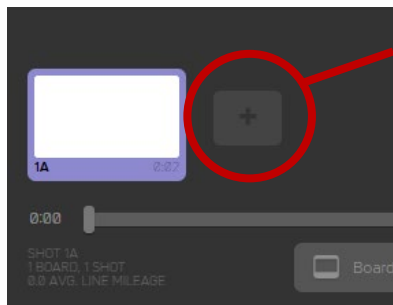
You can customise the size, colour and opacity of these pens here.

Tool section



1. The **Bin tool** (Backspace) will delete all layers on the board you are working on clearing everything you have done on the board. Be aware it doesn't warn you if you press this accidentally. To undo mistakes made in drawing, or if accidentally pressing this tool, use Ctrl or Cmd Z to undo.
2. The **Move tool** (Ctrl/Cmd) allows you to move the image you have created to anywhere on the board.
3. The **Scale tool** (Ctrl/Cmd Alt) allows you to scale the whole image on the board.
4. The **Lasso tool** (L) allows you to highlight a specific section of the board and move it.
5. The **Undo** (Ctrl/Cmd Z) undoes what you just did.
6. The **Redo** (Ctrl/Cmd Shift Z) redoes what you just undid.
7. The **Grid guide** adds an overlay of square grids to your scene.
8. The **Center guide** adds an overlay of a cross to show the center of the screen.
9. The **Rule of Thirds** guide will add an overlay guide splitting the screen into 3 equal sections.
10. The **Onion skin** guide (O) – Adds an overlay from the previous board over the current one as a reference guide layer.
11. **Captions** (C) can be toggled on and off to show anything written in the dialogue section of the shot reference window of the board.
12. The **Edit in Photoshop** (Ctrl/Cmd (Fullstop)) tool links the currently selected board to photoshop for live editing. If you save the image on photoshop it will update on storyboard. Once linked you cannot edit the board in Storyboarder unless unlinked by double clicking on the board.

Adding boards and using the Shot Reference



You can add additional boards using the New Board button at the bottom of the page or by pressing N on the keyboard.

You can have any number of boards in your sequence. Each board can have its own features and dialogue added to it.

Next to each board is the shot reference section.

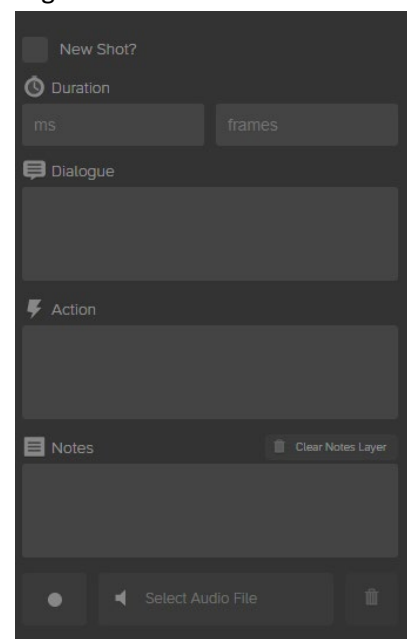
The shot reference section is where you can place all the information about the current scene or shot shown on your board.

Duration: here you can change the duration of a specific shot when played back or exported as a video or gif.

Dialogue: with the caption tool active, anything written in here will be shown on the screen. This will also be shown on export.

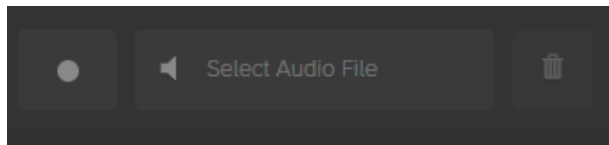
Actions: All the stage directions associated with the shot can be added in this section. These will not be seen in video or gif export but will when exporting as a pdf.

Notes: Notes on the scene



Sound

Also in the shot reference section are audio features.

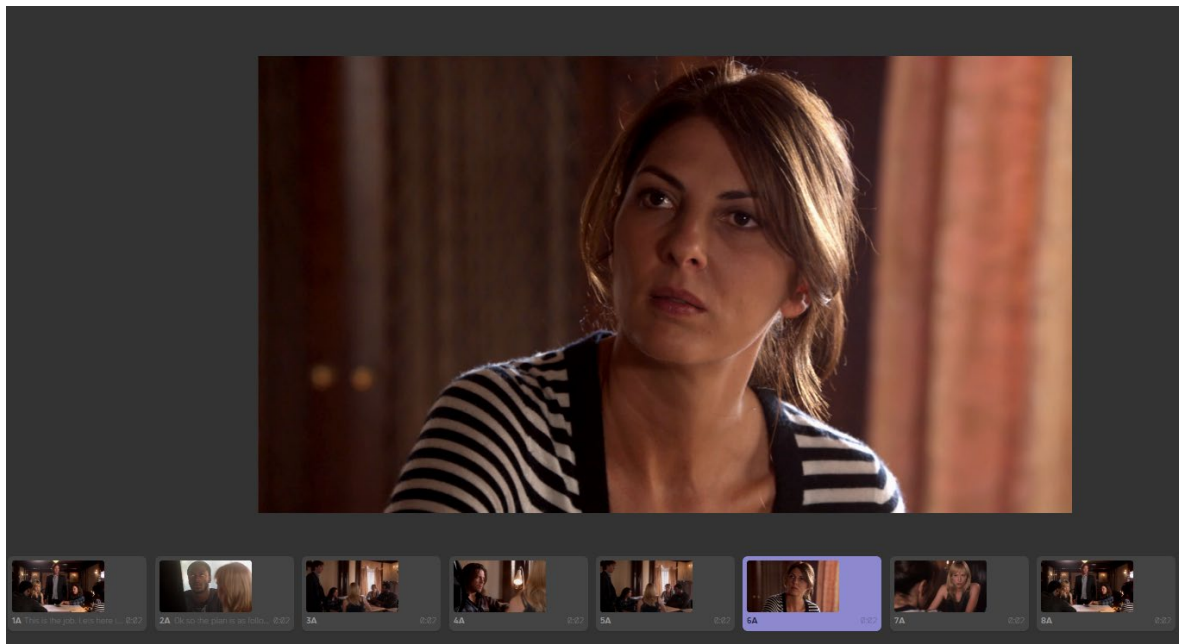


Record button: Allows you to record audio for the shot in question. The audio will run separately to the shots, meaning that if a shot is five seconds long and the audio is eight the last three seconds will run into the next shot or be cut off.

Select Audio File: allows you to add in audio snippets, or background sounds to the shots. The audio will run separately to the shots, meaning that if a shot is five seconds long and the audio is eight the last three seconds will run into the next shot or be cut off.

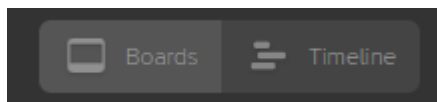
Bin: Clears the audio file

Adding images to the boards



To import an image, click *File*, “*Import Images to New Boards*”, the files must be of JPEG or PNG format.

You can add multiple images in all at once with this feature. If these have imported in the wrong



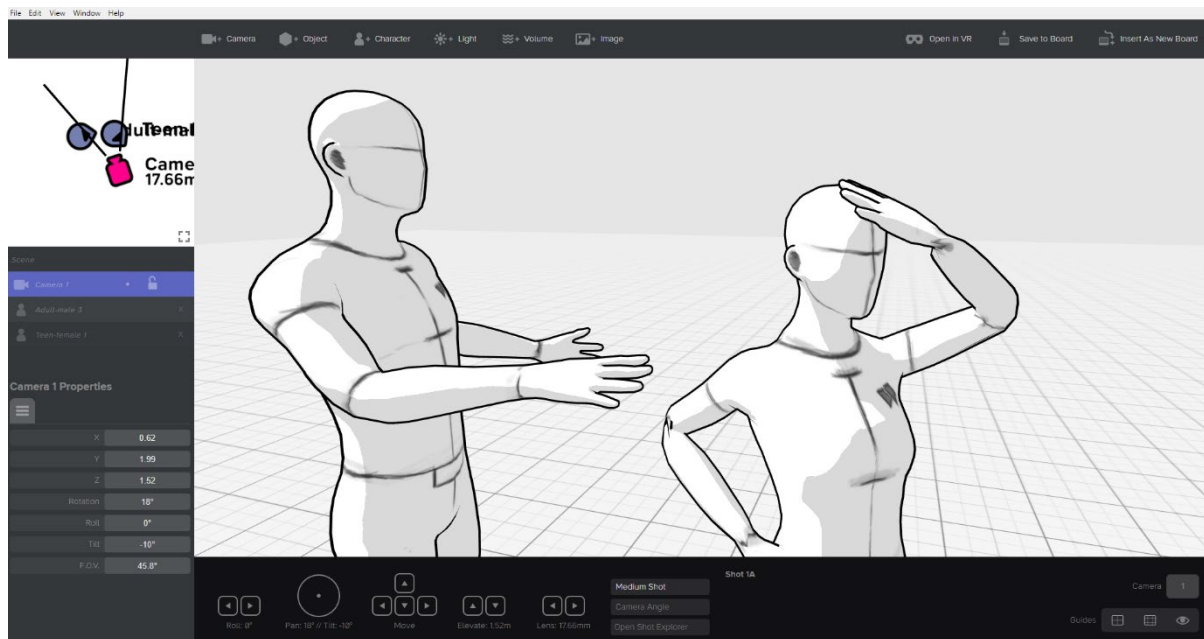
order, they can be rearranged if you toggle into the timeline mode below the main playhead. You can then click and drag the images to any order you wish.

If you need to duplicate a board, highlight the board and click D on the keyboard.

You still have full use of the of the painting tools provided and can still link the board to photoshop for any fine tweaking you require.

The Shot Generator

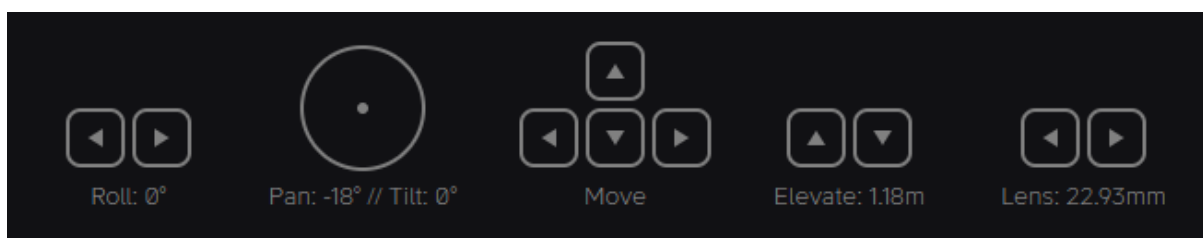
The shot generator is a powerful programme built into Storyboarder that allows you to create shots using 3d models, cameras, images, and more.



Camera controls

- Using the scroll-wheel on the mouse you can change the focal length of the camera, zooming in and out in the scene. You can also snap to a fixed focal length using the square bracket keys ([&])
- W, A, S, D buttons or the arrow buttons move the camera up, down, left or right, respectively.
- Holding the right mouse button and moving up or down tilts the camera.
- Holding the right mouse button and moving left or right pans the camera in a circle around a fixed point.
- Holding the left mouse button, you can spin the camera 360 degrees from its current location.
- Holding down the scroll-wheel and move up and down with the mouse or use the R and F keys elevates the camera.
- If you have multiple cameras in a scene, you can switch between them by pressing 1,2,3 etc.

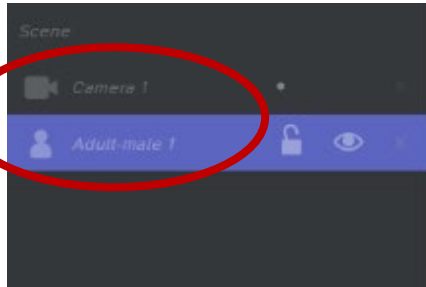
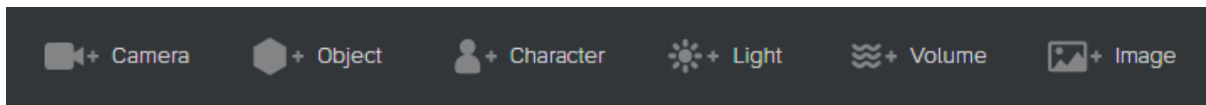
There are also some camera controls along the bottom, the camera does not need to be active to use these controls, if no camera is selected these controls will affect the most recently active camera.



The roll feature is only available via this or the properties section, it tilts the camera at a diagonal left or right, you can quickly do this by pressing Z or X.

Items and object available

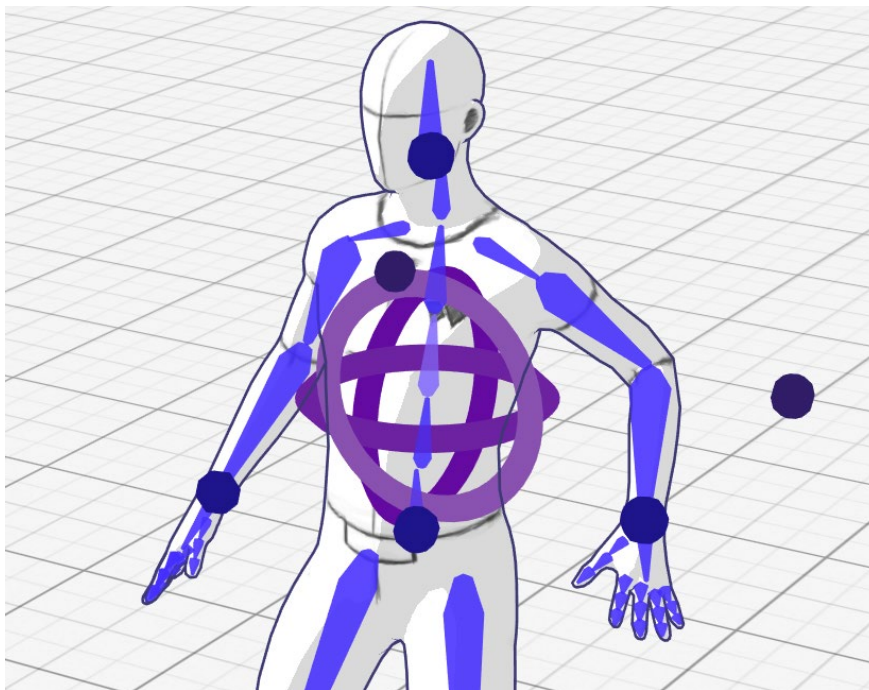
Along the top are all the items and objects you can add to a scene.



Every item added will show up in the layer map on the left-hand side. Clicking on an item will highlight it, or switch to it in the case of the camera, allowing you to change its properties in the property window just below the layers.

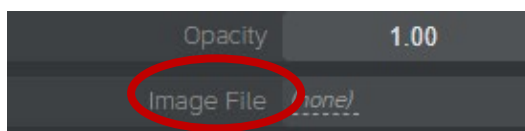
Each item has their own unique properties. Characters, for example, have standard properties, hand properties, pose properties, gender properties, and additional item properties.

Each of these can be used to change how the characters look, the position they are in, their height or weight, their age and more. These can also be manually edited with the mouse by moving the different polygons of the character.



To add items such as chairs, beds, tables, etc to the scene use the add Object item and then edit it with the pre-set models available in the properties section.

Images can be added to the scene. To add an image, go to the properties section on the left and

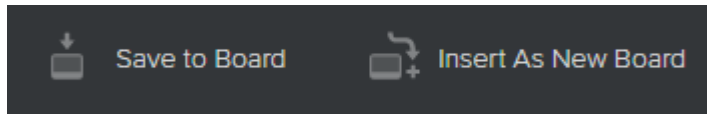


select the *Image file* tab. You can then use the properties window to increase the image size, rotation, location and more. This is what you use to create floors, walls, and backgrounds of a set. With

this feature, you could take a photo of the location for your shoot and use it as a backdrop to the scene you are creating.

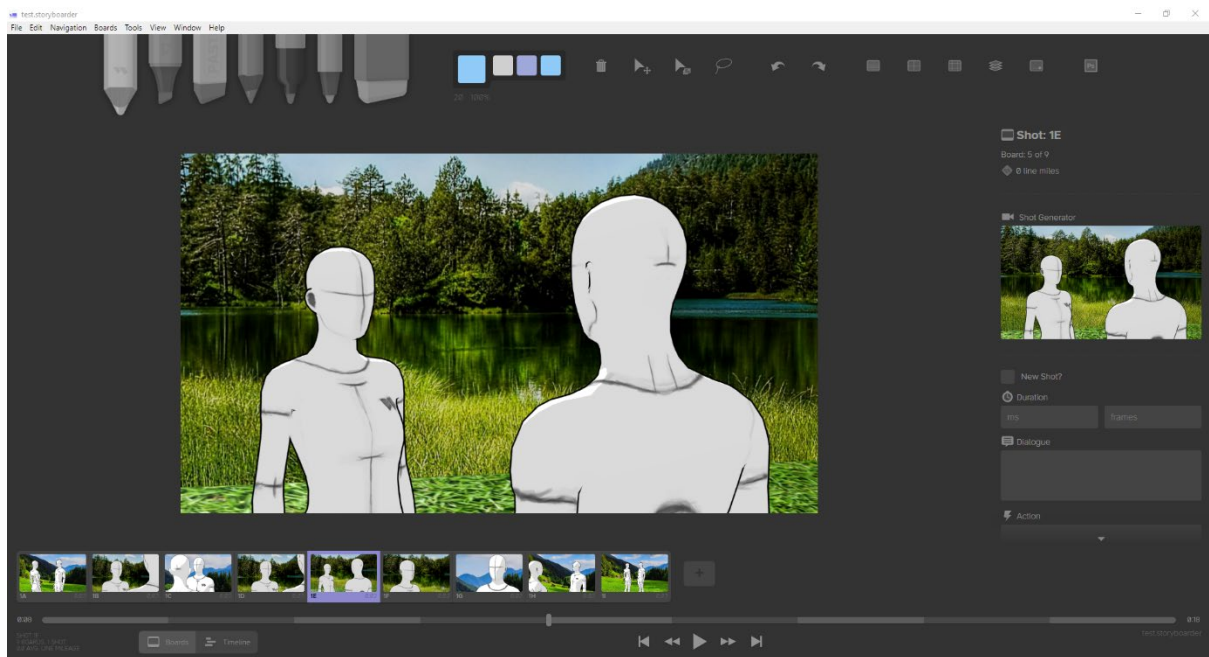
Saving to the board

Once you have the scene as you like it you can import it into the board. In the top right you should see;



Save to Board saves to the current board you initially had selected on the main Storyboarder window.

Insert as New Board will add it in to the board timeline as a new board, meaning you don't have to rebuild everything you have done in the shot. You can just change the camera angle insert as new board and it will remember everything.



Going back to the main Storyboarder programme you will still have full use of the of the painting tools provided and can still link each board to photoshop for any fine tweaking you require.

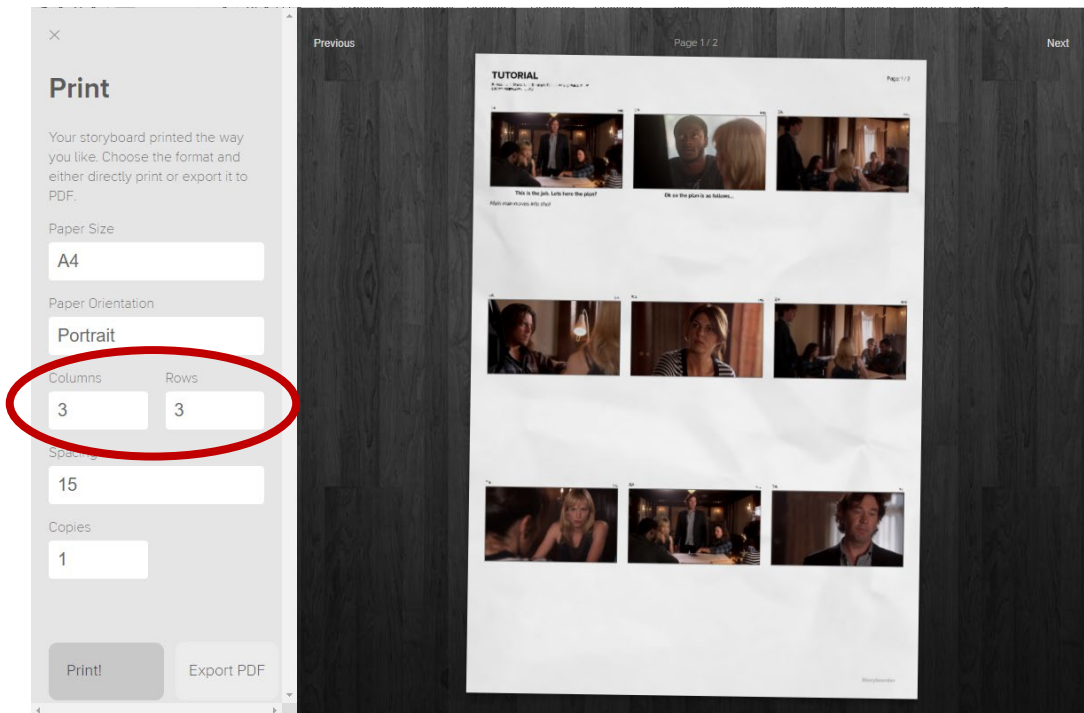
Exporting

There are a few export options available

Under File you will find:

- **Export as animated gif** – This is the main default export setting and you can quick export as a gif by pressing Ctrl/Cmd E on the keyboard. The gif sequence export will include any caption you have active and the duration of each shot.
- **Export Scene for Final Cut Pro X and Premiere** – Exports the timeline as a .xml file creating a sequence including shots, duration, audio used, and the captions used in your scene.
- **Export Scene as Images** – exports the whole timeline as individual images.
- **Export Video** - This will export the sequence as a video, and will include any caption you have active, the duration of each shot, and any audio added to your scenes.
- **Export to Web** – This uploads the sequence onto the Storyboarder server

- **Export project as Zip** – Exports the entire project as a zip folder. This allows you to open it on a new computer it remembers all the shot features and images of each board.
- **Print and export to PDF** – Exports the storyboard as a PDF. This is the other default export setting and you can quick export as PDF with Ctrl/Cmd P.
 - The PDF shows you each shot and includes all captions and stage directions of the shot.
 - Setting the *Columns* and *Rows* to what you require changes the amount of shots per page. Depending on the number of shots on the board will also change the amount of extra space you have to make notes once printed, it will also change the amount of pages you use.



To export a section of a sequence, go to the boards mode and then shift and highlight all the boards you require, when you export it will only export this section.