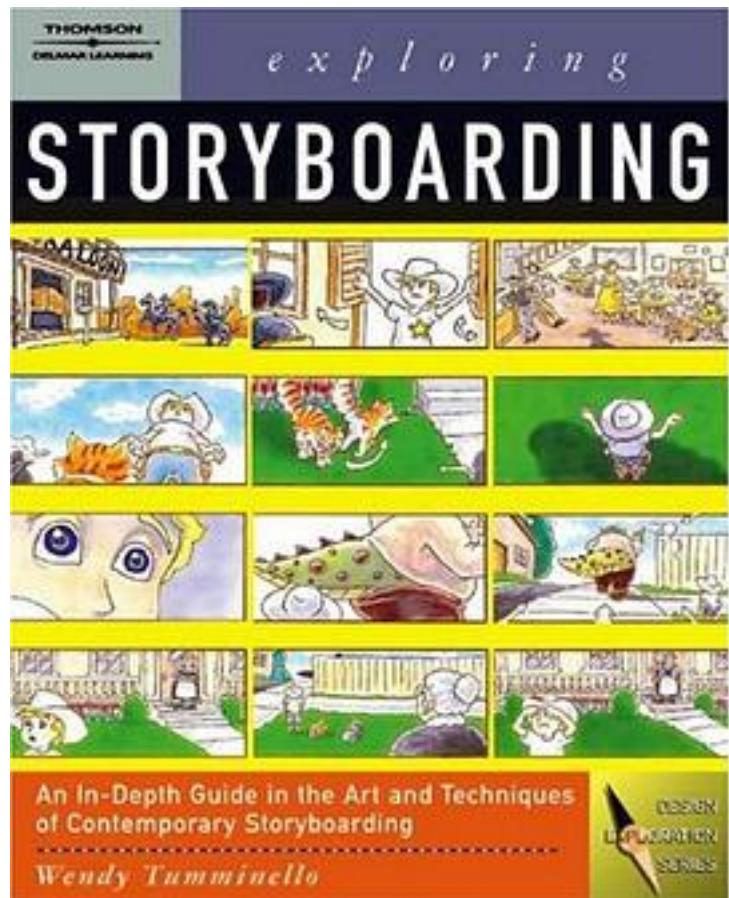


Exploring Storyboarding (Design Exploration Series)



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著者:Wendy Tumminello

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An effective combination of creative exercises, real-life examples, and simple illustrations are integrated in this "how-to" book, teaching readers to develop their

storyboarding skills for a variety of media types, including film, television, animation, and interactive media. Each aspect of the storyboarding process is carefully examined including creating visually specific shot lists and overhead diagrams, and drawing simple sketches that express a clear understanding of staging, editing, and composition. Coverage is rounded out with a comprehensive overview of camera techniques that helps readers visualize a scene before the process of storyboarding begins.

作者介绍:

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评论

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书评

一般写作的剧本，第二场的长度应该是第一场长度的2倍。
电影剧本中的一页换算成时间，应该是与屏幕的一分钟相等。标准电影剧本：
每个新的场景都要有小标题（场景标题）——地点、时间（简明扼要）

描述最好不要用对话，传达的应当是一群影像。把情节表现出来，不是“说”...

总得来说适合游戏设计参考的分镜入门书，第11章还专门围绕一款3D游戏做了案例分析，包括一些交互设计里的分镜思路，基础的覆盖很全面。

优点就是主流、全面、基础，科普了分镜是什么、为什么诞生、主流的用法、如何配合拍摄（运镜、布光和构图技巧等）、做分镜需要什么底子跟最...

想了解电影分镜头的设计，这部书可谓通俗易懂。适合初学者，通过简明的语言、大量的插图以及准确的例子让读者可以很快了解分镜头是怎么回事。对希望了解电影镜头的运用，拍摄手法，灯光，剪辑的读者也都能从中得到收获

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