

STORYBOARD | 6 PANELS

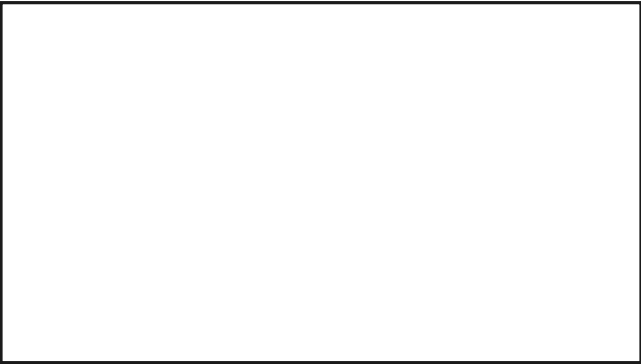
16:9 frames. Sketch the shot, then note action, dialogue and camera.

PROJECT: _____

SCENE / PAGE: _____

SHOT 1

SIZE ____ ANGLE ____ MOVE ____



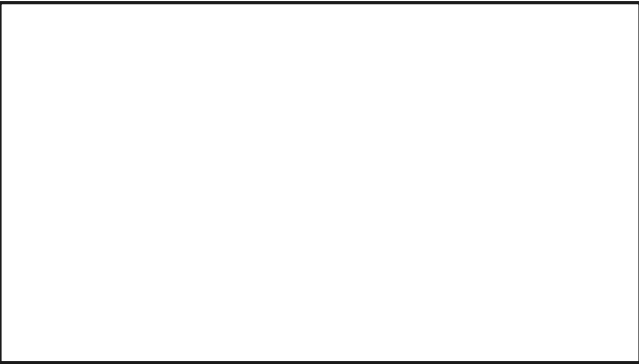
Action: _____

Dialogue / sound: _____

Notes: _____

SHOT 2

SIZE ____ ANGLE ____ MOVE ____



Action: _____

Dialogue / sound: _____

Notes: _____

SHOT 3

SIZE ____ ANGLE ____ MOVE ____



Action: _____

Dialogue / sound: _____

Notes: _____

SHOT 4

SIZE ____ ANGLE ____ MOVE ____



Action: _____

Dialogue / sound: _____

Notes: _____

SHOT 5

SIZE ____ ANGLE ____ MOVE ____



Action: _____

Dialogue / sound: _____

Notes: _____

SHOT 6

SIZE ____ ANGLE ____ MOVE ____



Action: _____

Dialogue / sound: _____

Notes: _____

STORYBOARD | 4 PANELS

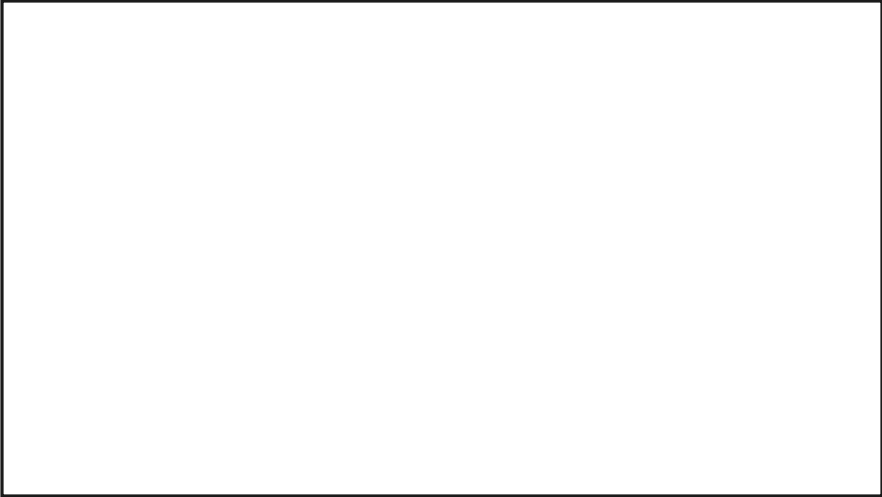
Larger frames for key scenes or complex camera moves.

PROJECT: _____

SCENE / PAGE: _____

SHOT 1

SIZE ____ ANGLE ____ MOVE ____

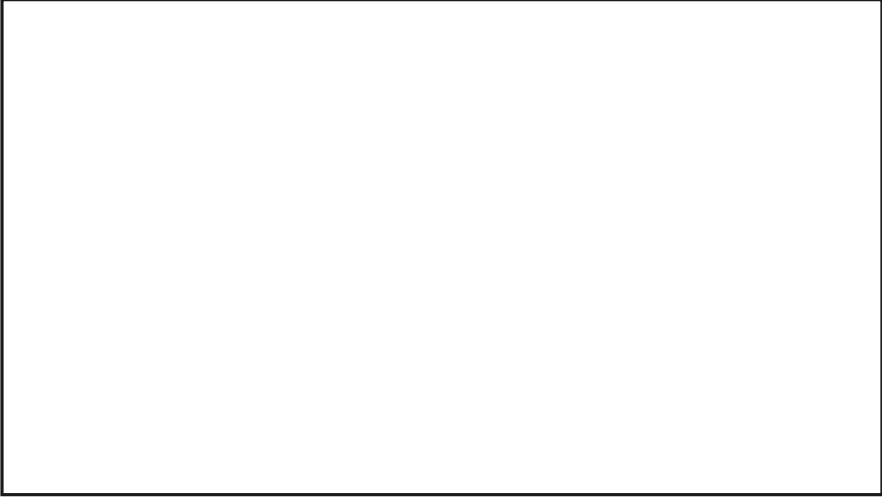


Action: _____

Dialogue / sound: _____

SHOT 3

SIZE ____ ANGLE ____ MOVE ____

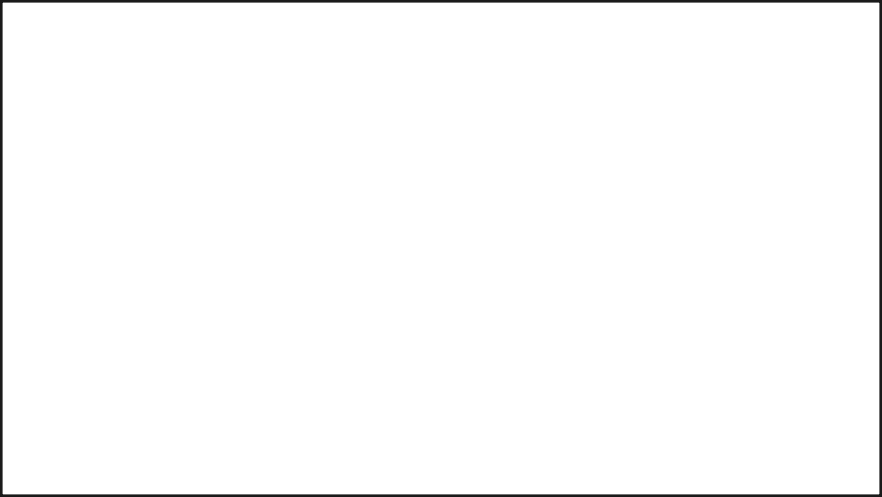


Action: _____

Dialogue / sound: _____

SHOT 2

SIZE ____ ANGLE ____ MOVE ____

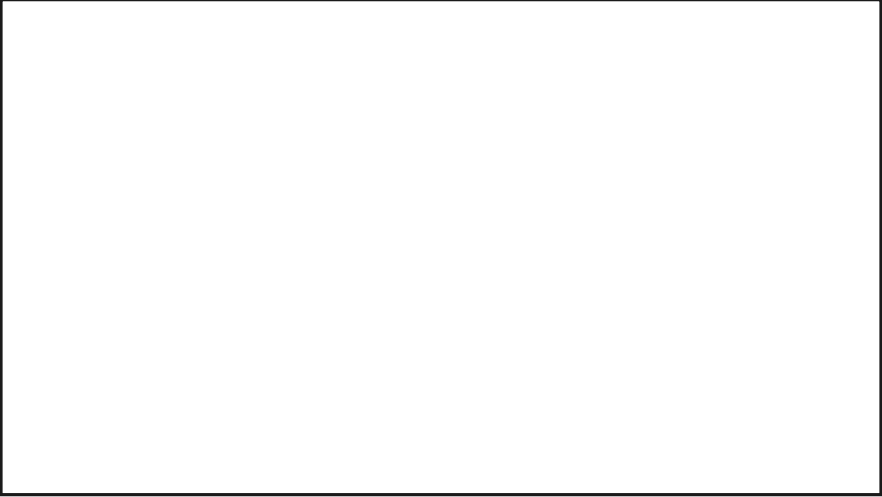


Action: _____

Dialogue / sound: _____

SHOT 4

SIZE ____ ANGLE ____ MOVE ____



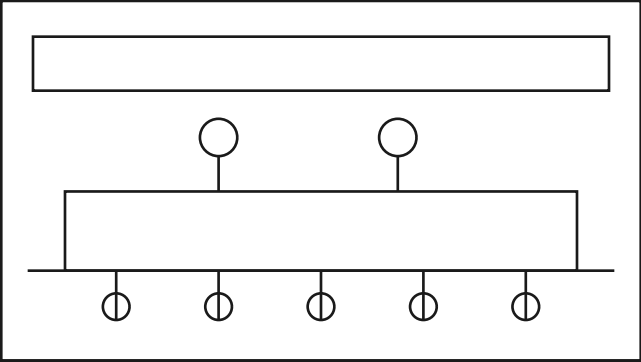
Action: _____

Dialogue / sound: _____

EXAMPLE | NIGHT SHIFT

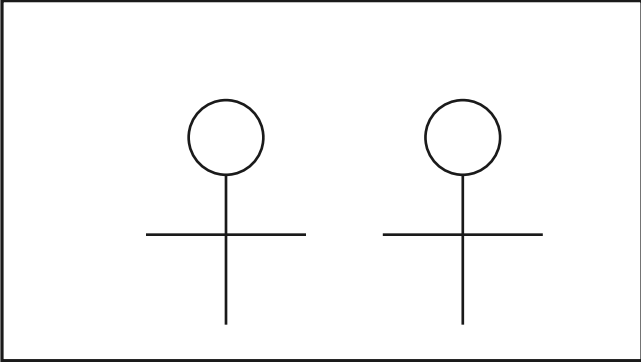
Scene 12, INT. DINER. A filled-in sample: the drawings can be rough, the notes do the work.

SHOT 1 WS | Eye level | Dolly in slowly



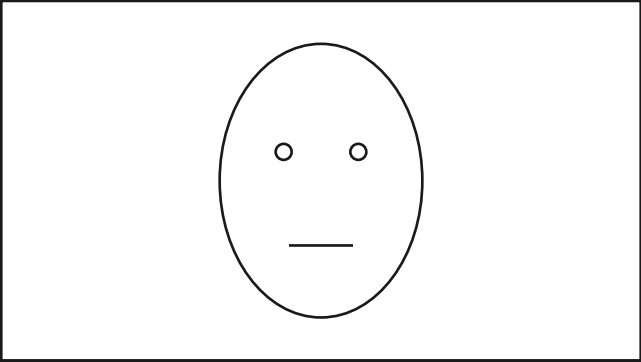
Action: Dana and Marcus at the counter, neon sign buzzing overhead.
Sound: Diner hum, low jukebox.

SHOT 2 MS | Eye level | Static



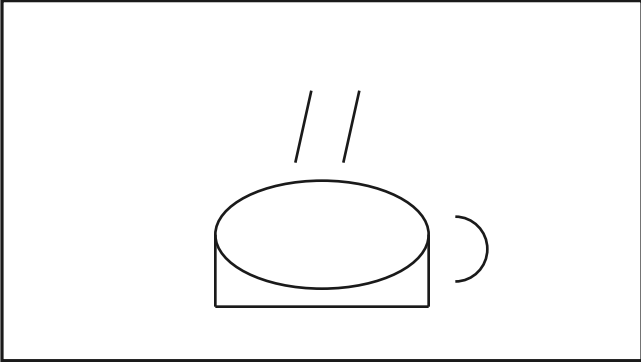
Action: Two-shot. Dana turns the coffee cup, avoids his eyes.
Sound: MARCUS: "You said you'd be gone by now."

SHOT 3 CU | Slight low angle | Static



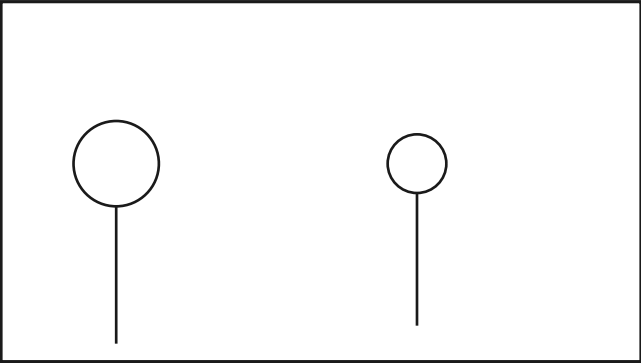
Action: Dana's face. A beat of silence before she answers.
Sound: Neon buzz up, music out.

SHOT 4 ECU | Overhead | Static



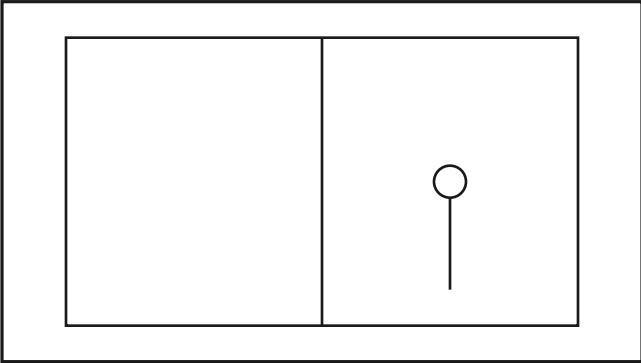
Action: Steam off the coffee. Her thumb taps the rim.
Sound: Cup tap, clock ticking.

SHOT 5 OTS | Over Marcus | Handheld



Action: Marcus leans in. Camera drifts with his breath.
Sound: MARCUS: "Stay."

SHOT 6 WS | Through door | Static



Action: Dana leaves. The door swings shut on the sign light.
Sound: Bell on the door.