

# Storytelling for Everyone

## Week Four



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7 October 2024

## Visual Storytelling

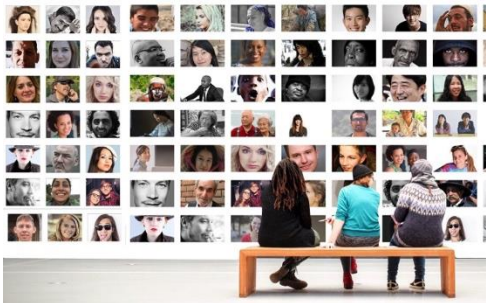
# Storytelling for Everyone: Week Four

Week 1



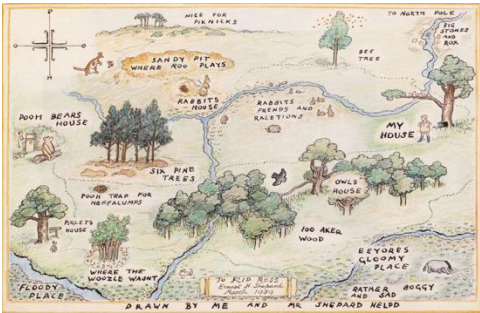
All About Plots

Week 2



All About Character

Week 3



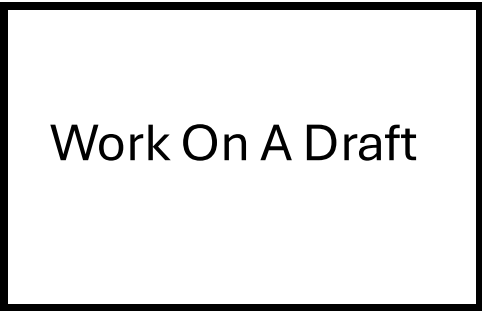
Building Worlds & Environments

Week 4



Visual Storytelling

Week 5



Week 6



Week 7



Week 8



# Visual Storytelling

How to communicate a story(mostly) in pictures



EXT. PARK. WIDE TO BOTH VEHICLES.



INT. FRONT VEHICLE - REGIS SHOWS TIM GOGGLES -  
LEX SITS IN BACKSEAT



LEX'S P.O.V.: THE GOAT TEATHERED IN THE  
T-REX Paddock.



THE SECOND EXPLORER: GRANT OPENS THE DOOR  
AND STICKS A BOTTLE OUT INTO THE ROAD



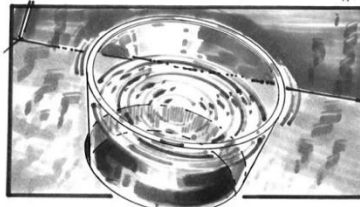
WIDE TO GRANT & GWENDOLYN...



TIM TURNS "LISTEN DID YOU FEEL THAT..." HE STOPS  
LEX'S KICKING LEGS. TIM JUMPS BACK INTO  
THE FRONT SEAT - PUSH IN TO CLOSE SHOT TIM.



WIDE OVER REGIS TO TWO GLASSES ON THE  
DASHBOARD - PUSH IN TOWARD GLASSES...



THE WATER IN THE GLASS  
IS VIBRATING.



REGIS SUDDENLY OPENS HIS EYES.

T-Rex Attack



# The SLOW Exercise:

SLOW MOON + SLOW THOUGHT



July 14, 2008

## Word of the Week: Emanata

### Emanata

Now that we have our characters, there's a lot more we can do with them to show what's going on inside them. Those of you who believe in mental telepathy should not be at all surprised at the things cartoonists have emanating from their characters. For instance:



*Lady discovers her slip is showing.*



*A few more plewds—her shoulder strap broke.*



*An eight-plewded lady. We'll leave her plight to your imagination.*

"Emanata" can come from things as well as people to show what's going on. Here are a few:



*Waftarom  
Shows that the pie smells good*



*Indotherm  
The coffee is hot.*



*Soltrads  
You can almost feel the warmth radiating from the sun.*

**Emanata:** Lines and squiggles that emanate from a cartoon character or object to indicate any of a variety of states of being.

*Emanata* was coined by the American cartoonist Mort Walker (born 1923), creator of the long-running comic strips **Beetle Bailey** and **Hi and Lois**. In his *Lexicon of Comicana*, (1980), Walker introduced a number of invented words, including:

**Plewds:** teardrop shapes emanating from a character's head to express embarrassment or worry.

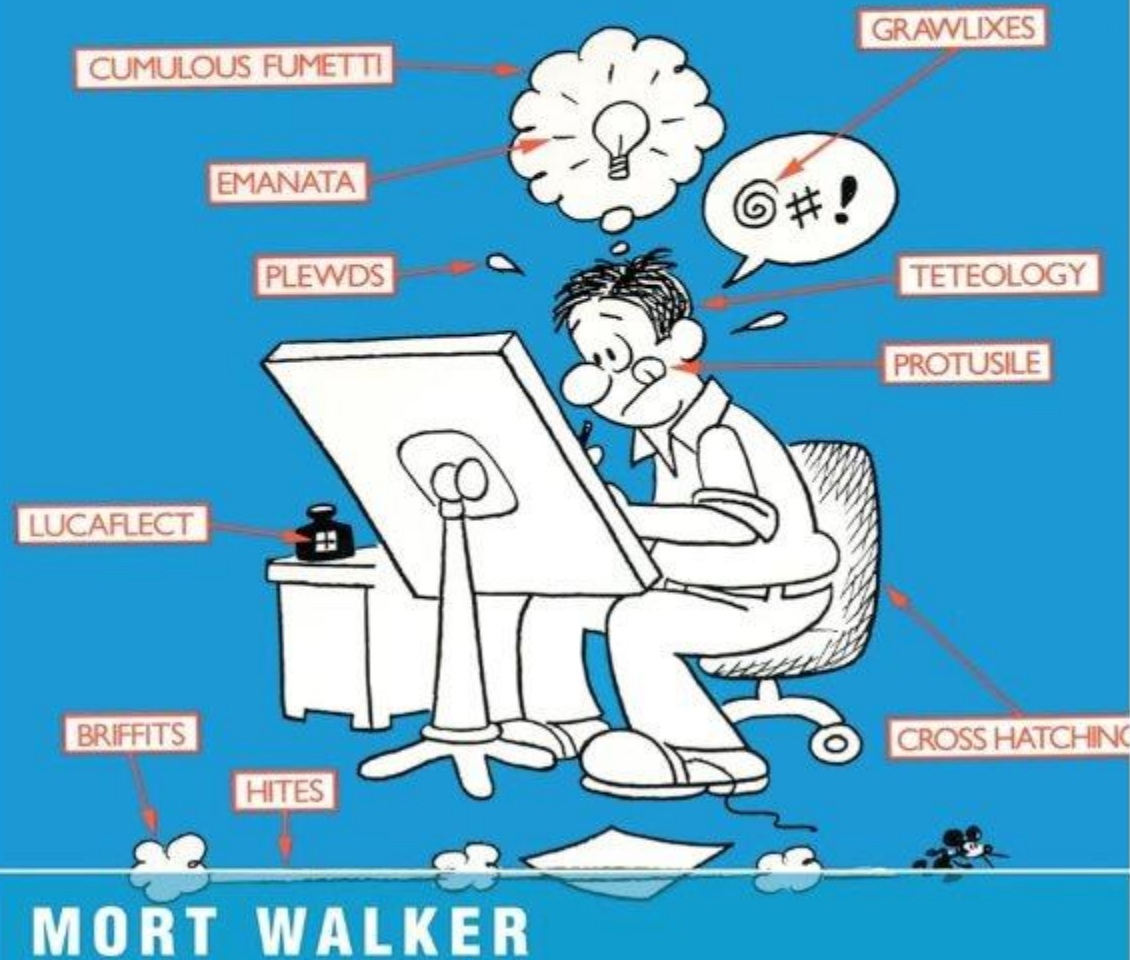
**Blurgit:** a combination of symbols expressing speed and action.

**Neoflects:** short, straight lines around an object to indicate that it's brand-new.

**Jarns, quimps, nittles, and grawlixes:** the squiggles, stars, and other glyphs that substitute for curse words.



# The Lexicon of Comicana



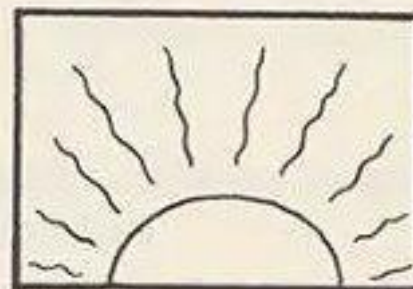
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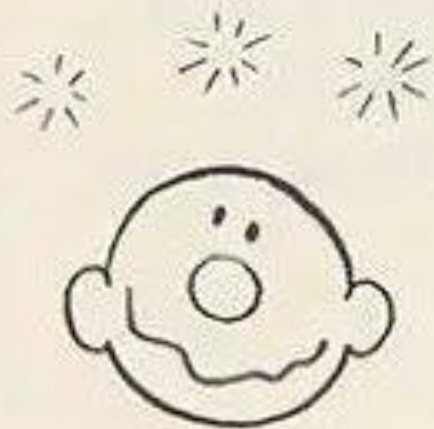


**Lapsebeams**  
Used by cartoonists  
to show that time has  
passed.



**Neoflect**  
Lets us know that something is spanking new.

Other emanata reveal internal conditions.



Man with  
squeans —  
slightly  
drunk.



Man with  
squeans and  
a spurl —  
loaded!

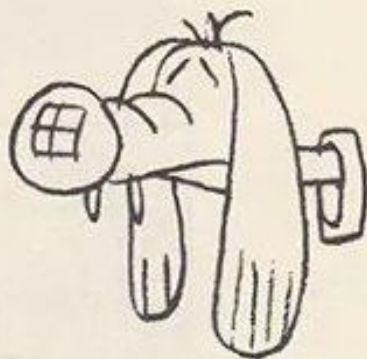


Squeans, spurl,  
crottle eyed,  
surmounted by  
thrush — it's  
"never-again" time!



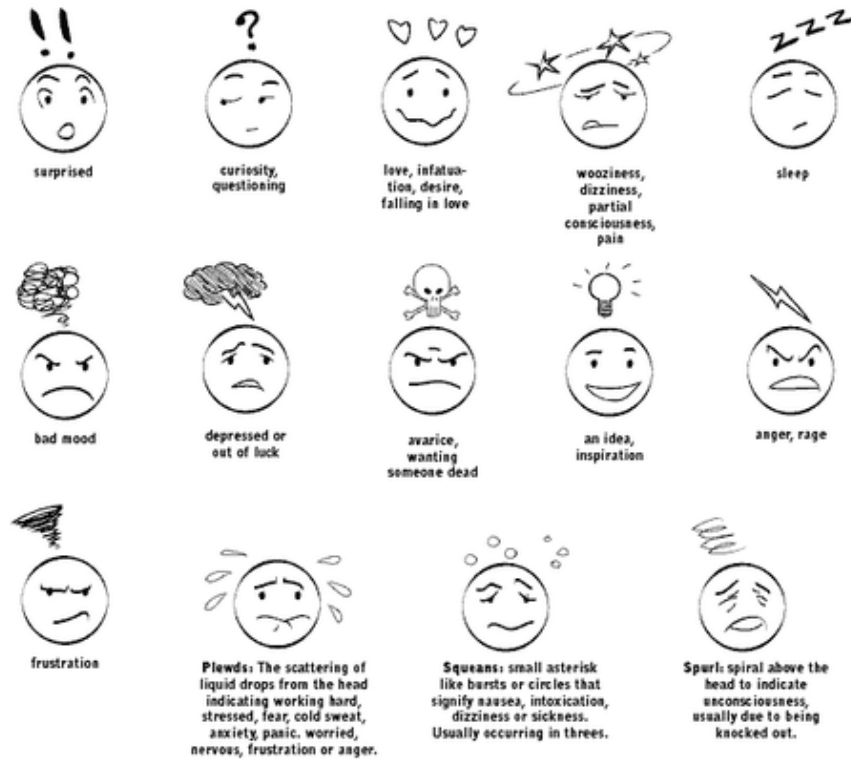
# LUCAFLECT

How can you tell if an area or object is round, wet or shiny? One very common gimmick is to show a window reflected in the object. This is "*Lucaflect*." It doesn't matter if a window is nowhere near. You will probably never be questioned about it. If you are, clam up and give only your name, rank and serial number . . . or go out and rent a window.



## Emotions and expressions of mental state

**Emanata:** 1) Any lines indicating the emergence of a substance, such as steam blowing from a bull's nostrils, which suggest anger and about to charge.  
2) What emerges from the character's head such as musical notes, hearts or stars that in intense situations can form a halo around a head.



### From Eyes



### On Face



**Oculama:** The cartoon science of substitutions for eyes to convey an expression









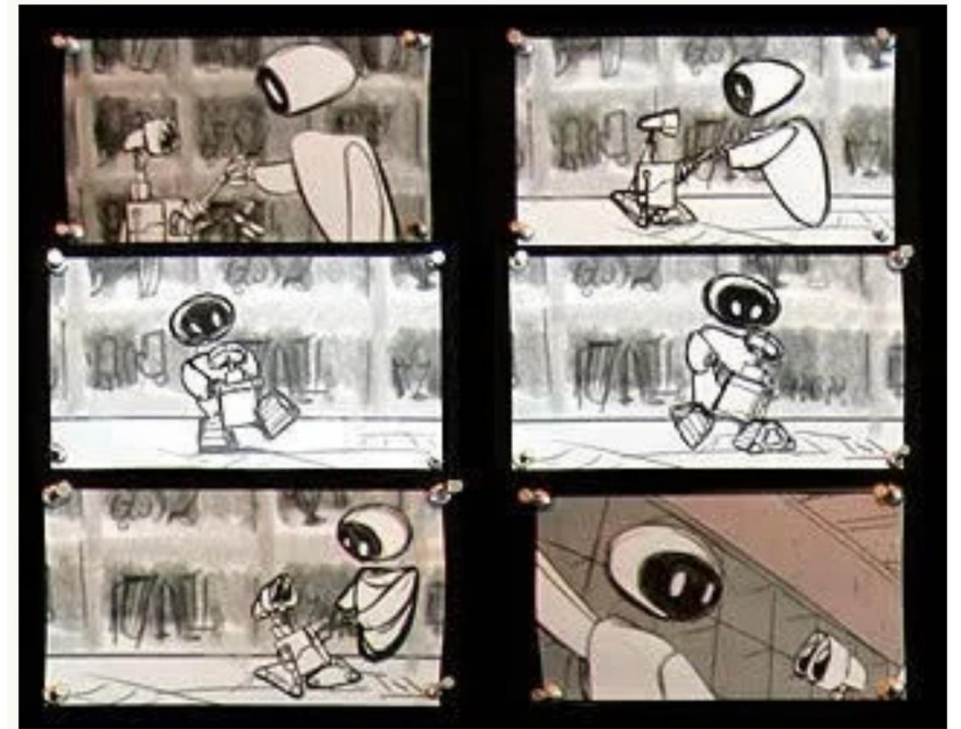
# Visual Storytelling for the Camera



# Storyboarding: grew out of animation tradition



work the story out on paper



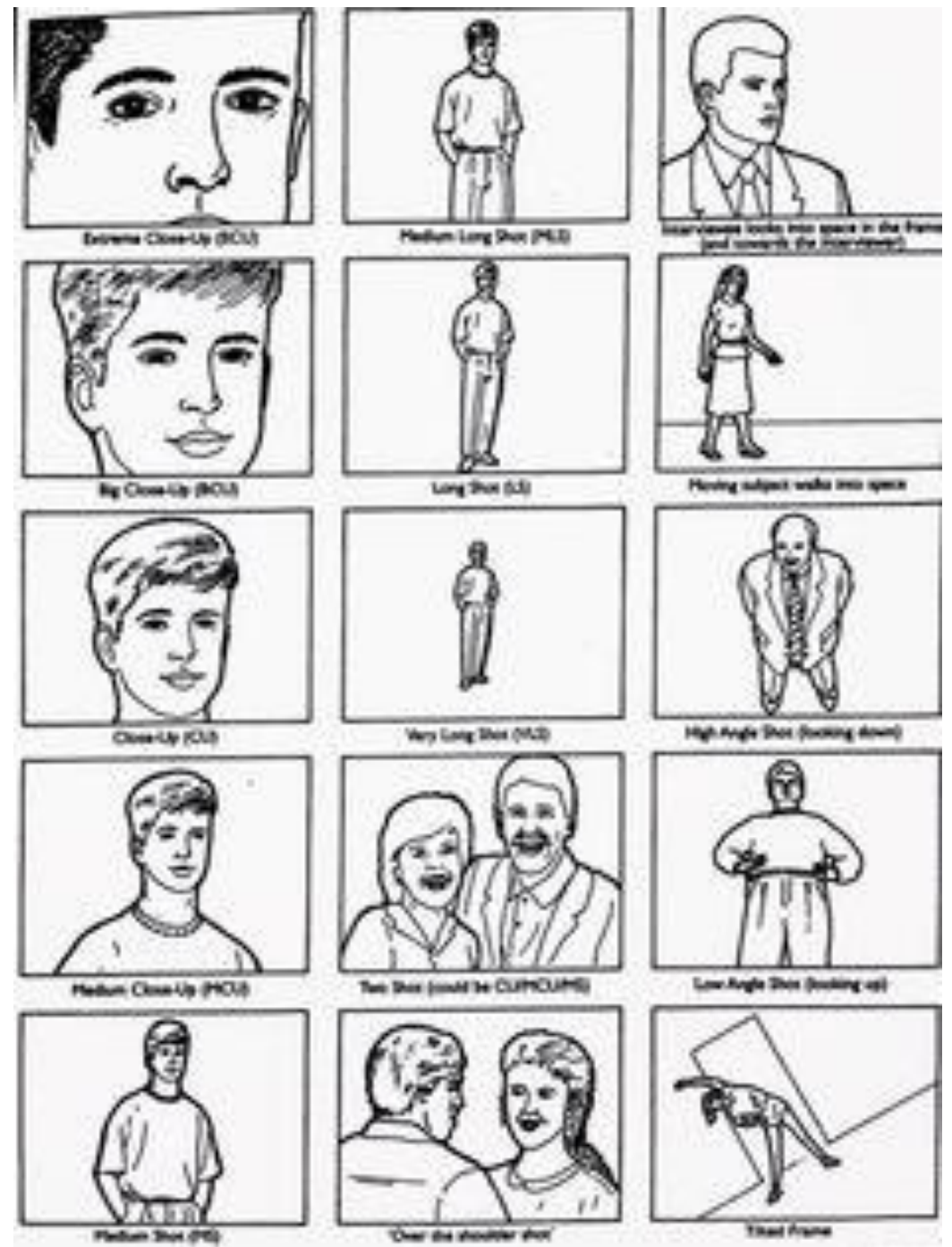


# Storyboards

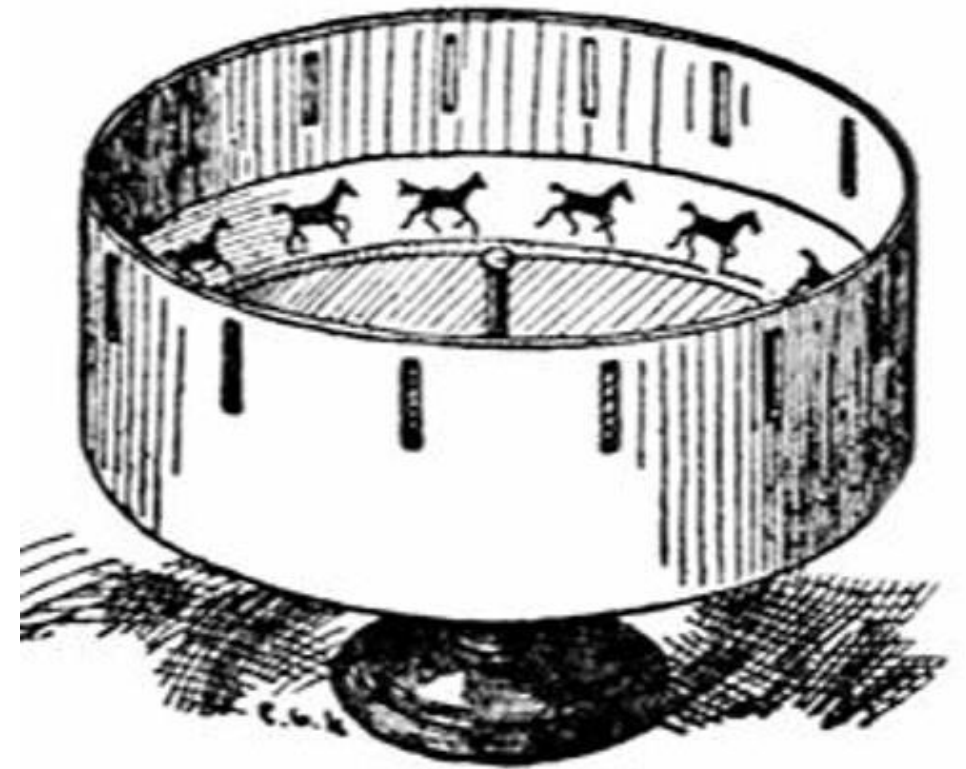


<https://www.youtube.com/watch?v=BSOJiSUI0z8>

# Expressing Action with a Consistent Visual Language



# Working in a frame



**Zoetrope**

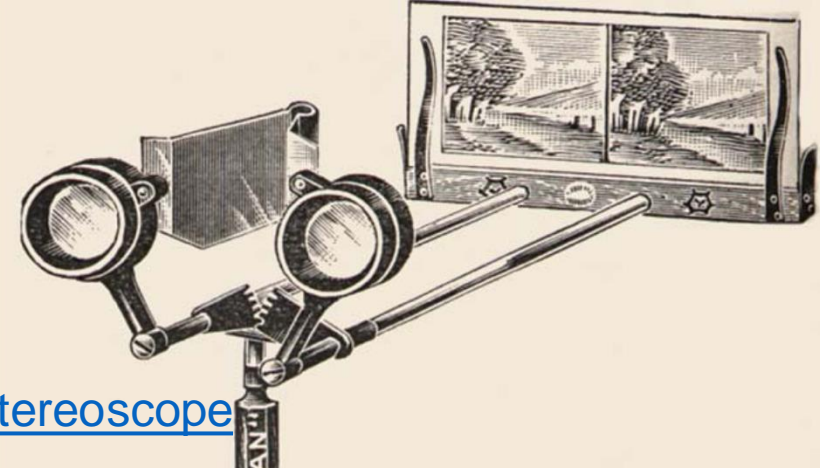


*Zoetrope strip, "Dancers," c. 1860, public domain, via [Wikimedia Commons](#)*

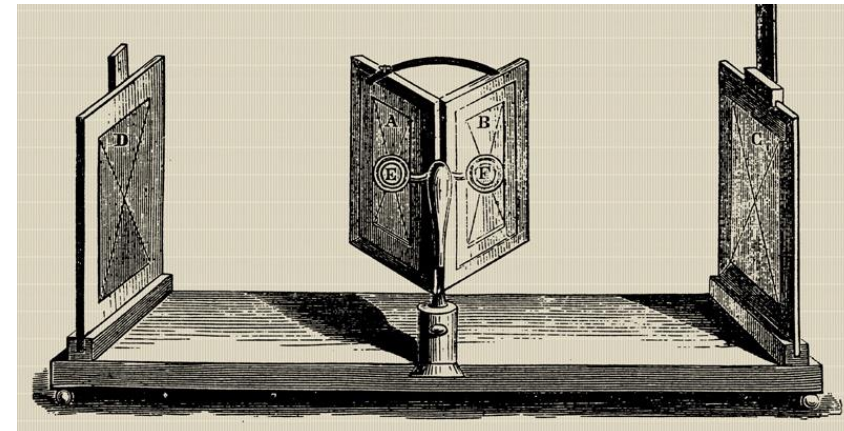




**We see in stereo**



stereoscope



The Kaiserpanorama, 1880





**“Proper camera angles can make the difference between audience appreciation and indifference.”** J.V. Mascelli, A.S.C.



What view do you present?

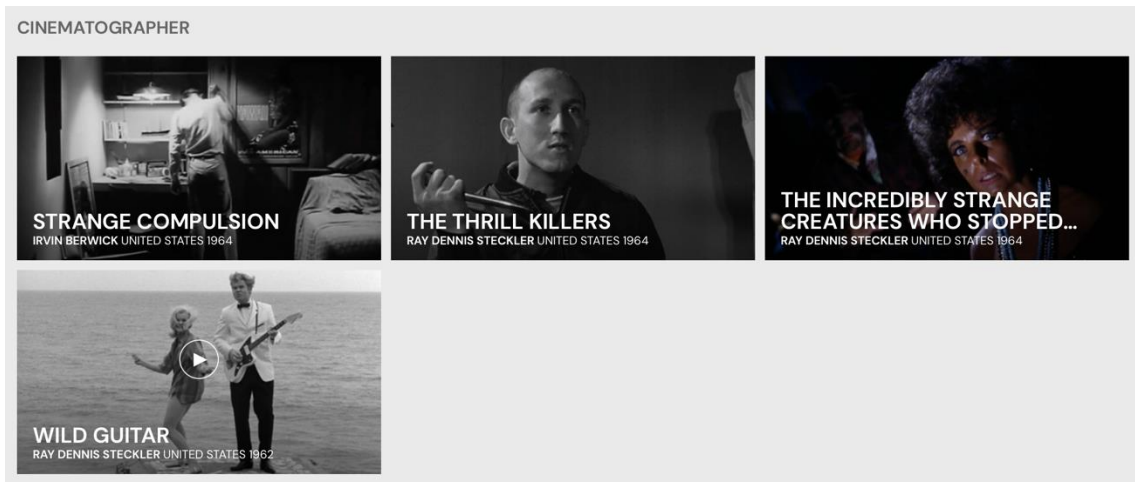


What view do they see?

# The 5 Cs

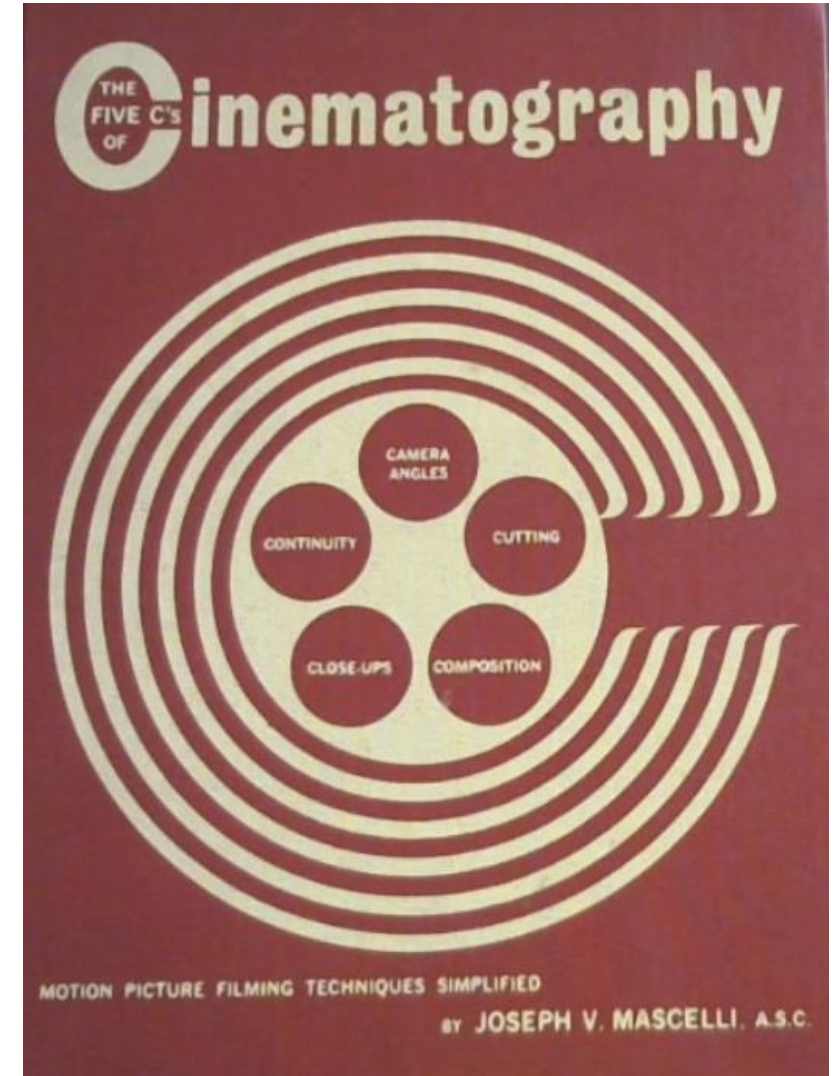
“Learn the right way to film, learn the acceptable methods, learn how audiences become involved in the screen story – and **what viewers have been conditioned to expect** through years of movie going”.

Joseph V. Mascelli, A.S.C



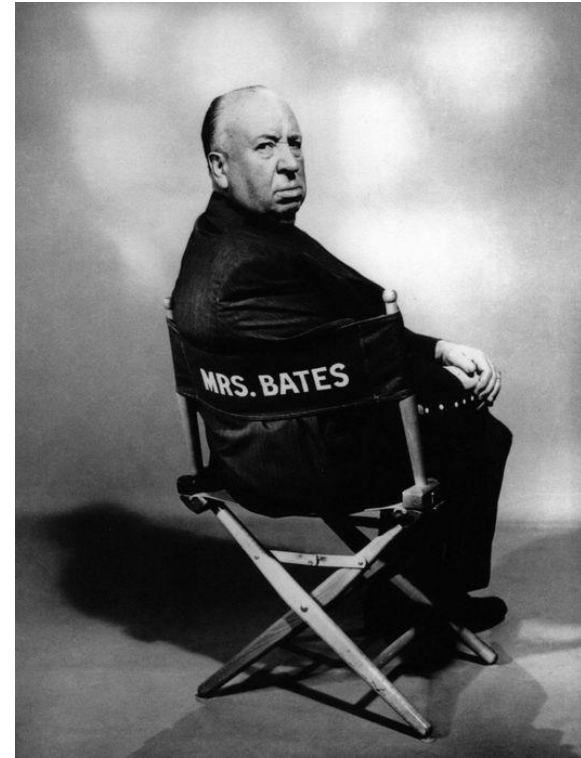
<https://mubi.com/cast/joseph-v-mascelli>

Camera Angles  
Composition  
Close Ups  
Continuity  
Cutting





# Learning Visual Storytelling from the Master



<https://www.youtube.com/watch?v=ab4MWBpz9GU>

# Where is the lens?



## Objective

Side-line viewpoint through the eyes of an unseen observer



## Subjective

Personal viewpoint – as an active participant in the moment



## Point of view

The camera trades places with the person or thing in the frame.

# Objective





# Subjective



# Point of View



Vivian Maier: selfie



Lady In the Lake

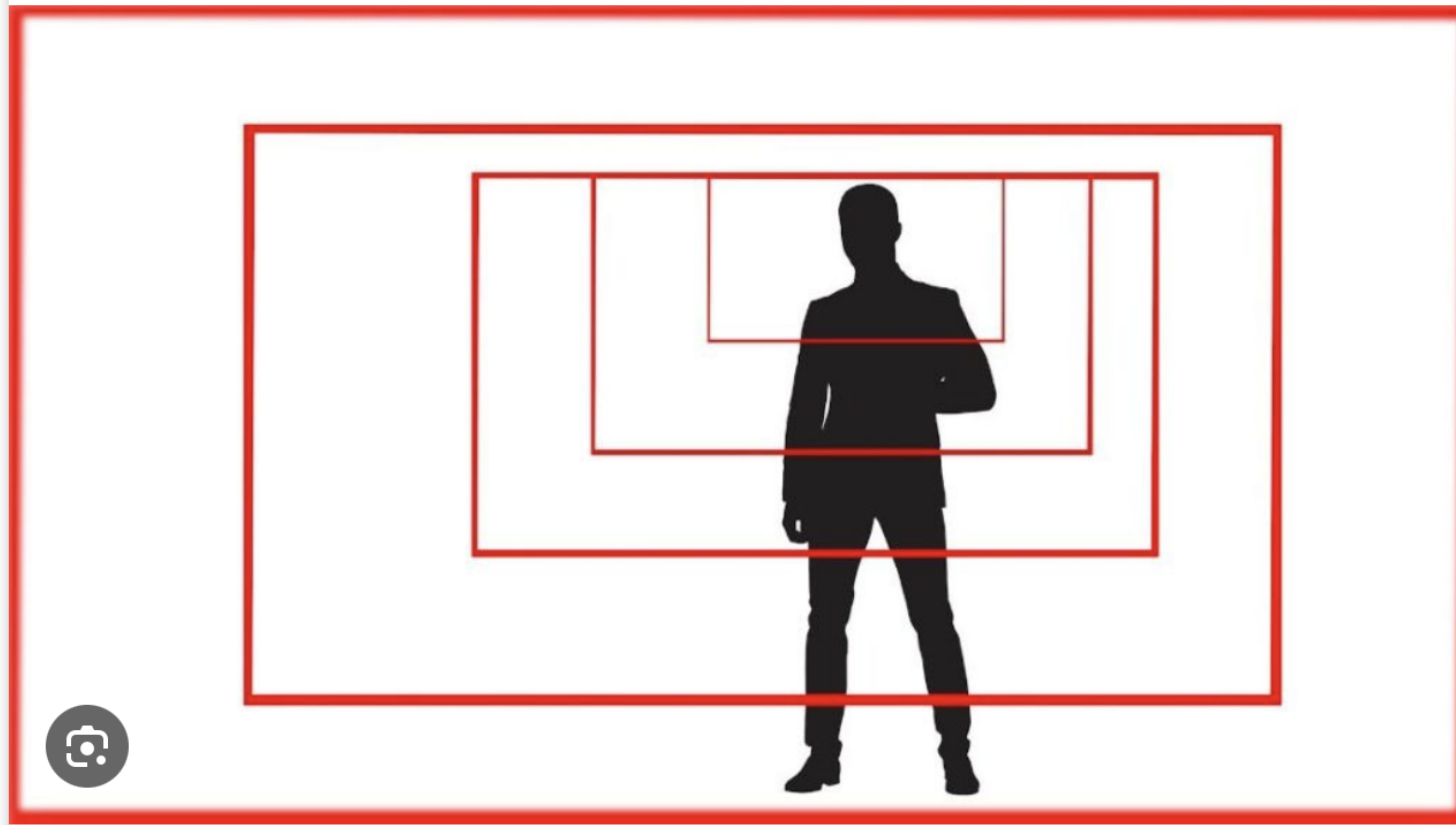
<https://blog.artsper.com/en/a-closer-look/10-facts-know-vivian-maier/>

# Point of View





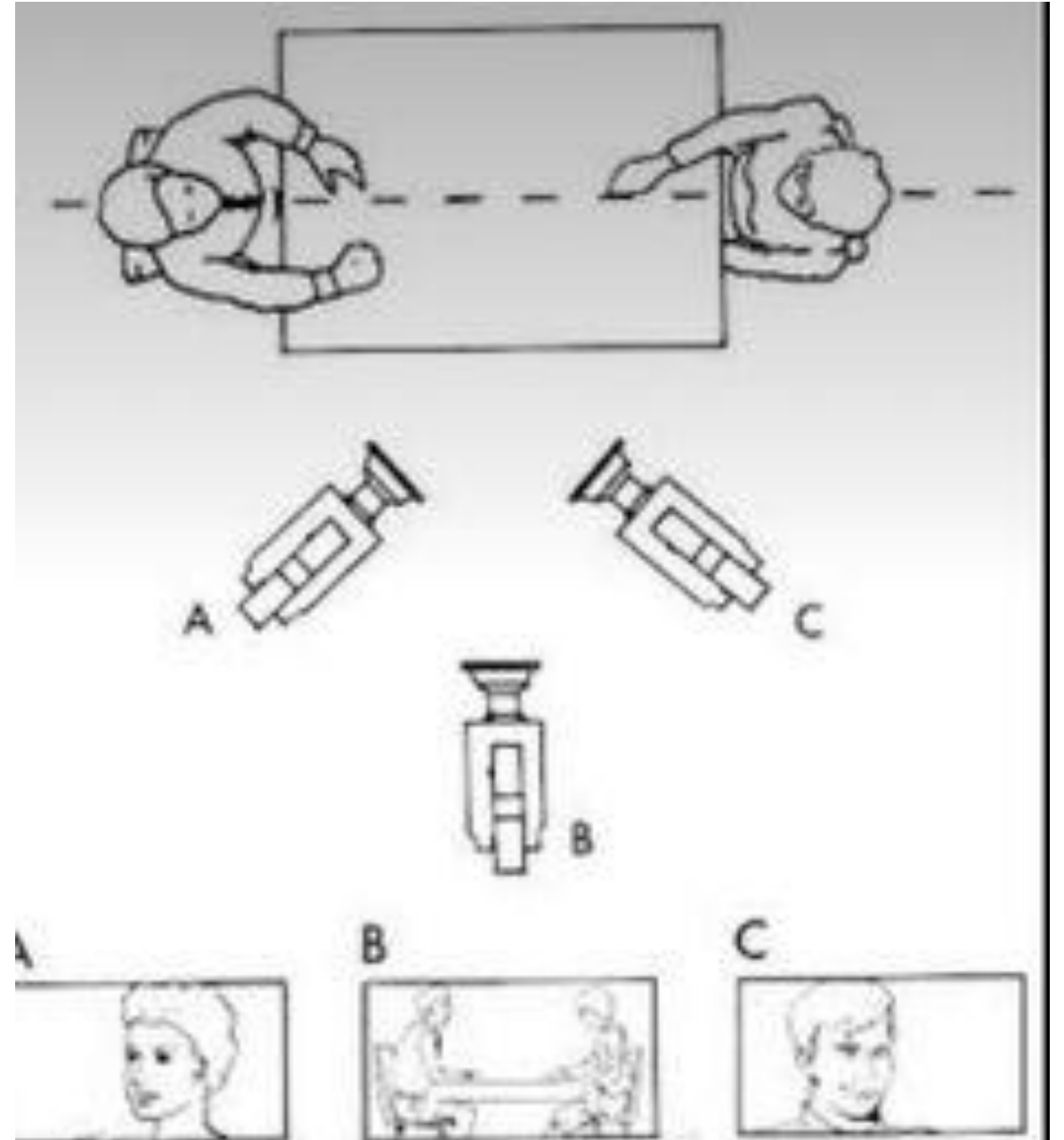
# Framing terms



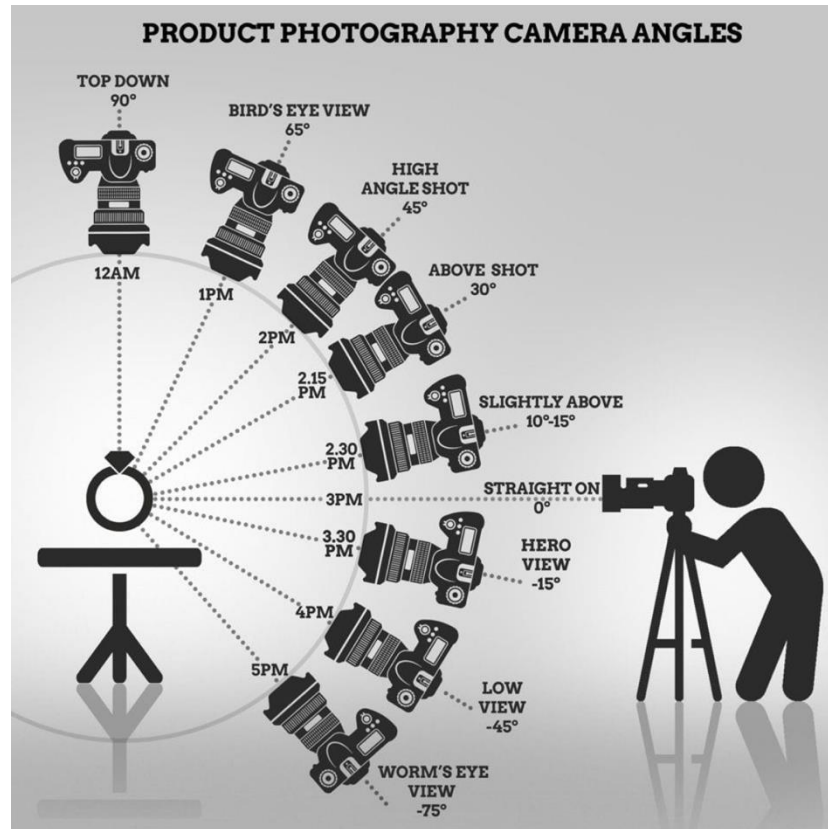
**Master: establishing shot, Full shot, medium shot, head and shoulders, close up, extreme close up**



# Three camera shoot



# Camera angles: in space





# Camera angles: on the subject

## FRONTAL OR "STRAIGHT ON"

Angle which displays the subject facing the camera. Good for conveying facial expressions but tends to feel flat.



## PROFILE

Angle which describes subject if shot from the side. Good for describing subjects' relationship to environment or movement. Also suggests subject is hiding something or has an unknown side.

## 3/4 (THREE QUARTER)

Set up in which camera is angled between Frontal and Profile of subject. Conveys expression without feeling flat. Most commonly used shot to describe conversation.



## EYE RANKING ANGLE

Set up in which camera is positioned to share subject's horizon line, allowing viewers to view things on the "same level" as subject. Allows audience to "feel" what subject is feeling.

# Camera angles: the reverse

## Reverse Shot: Reveal



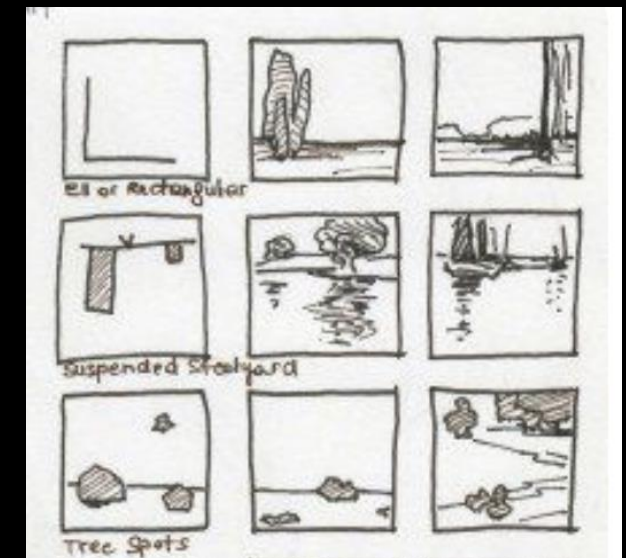
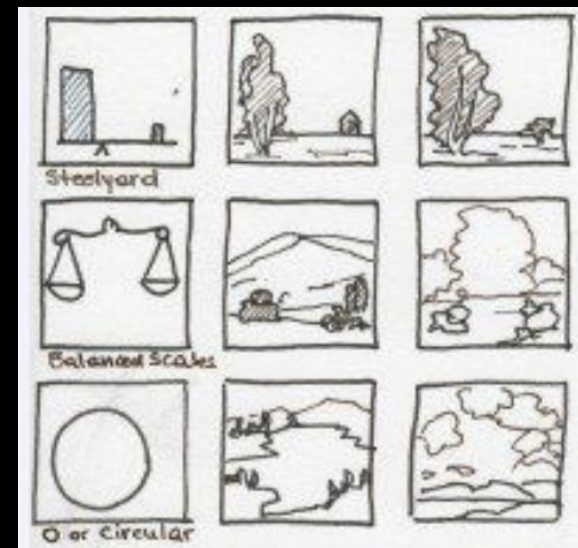
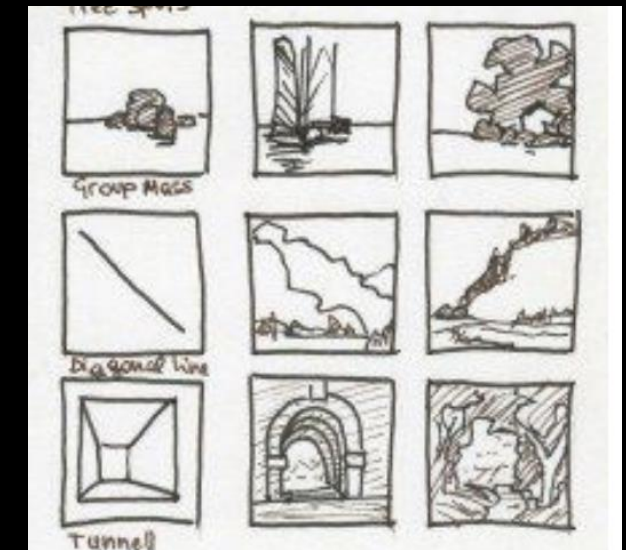
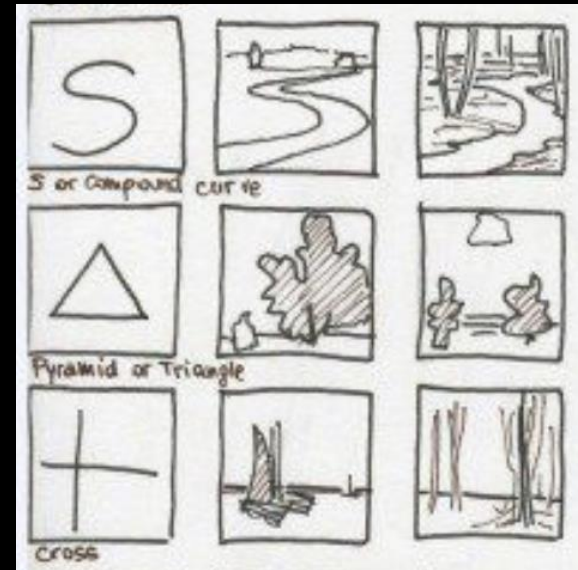
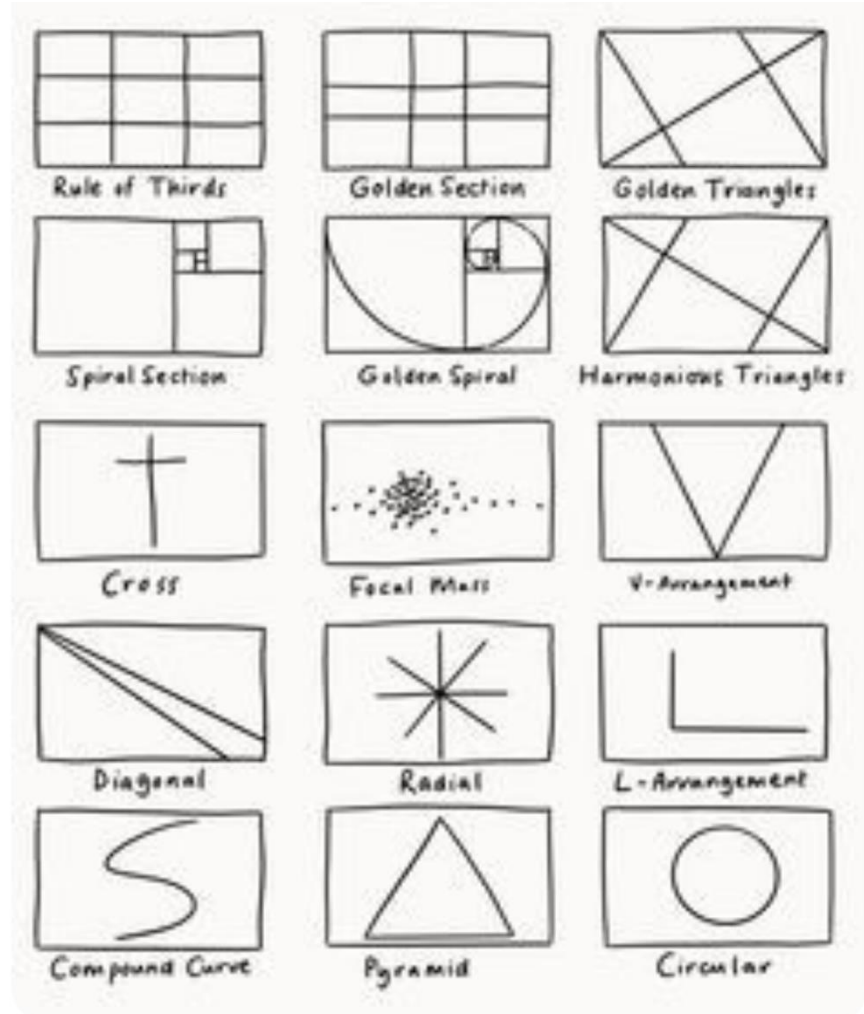
## Reverse Shot: Conversational



**Camera angles:  
the reverse– shot reverse shot**

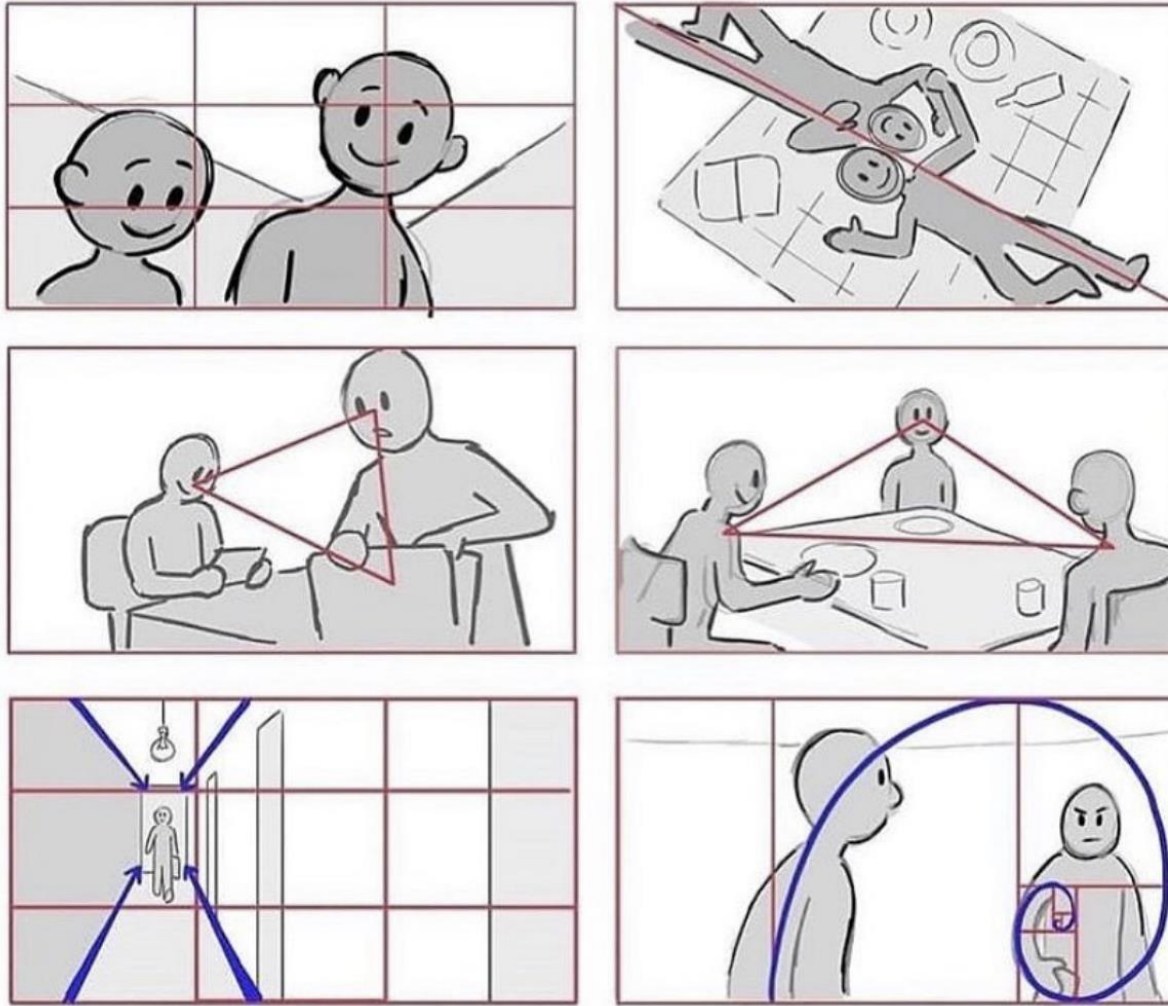


# Composition is composition

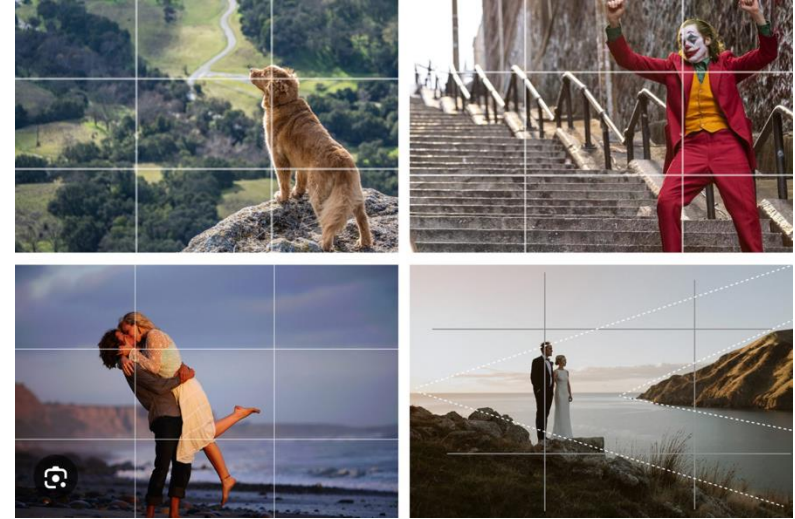




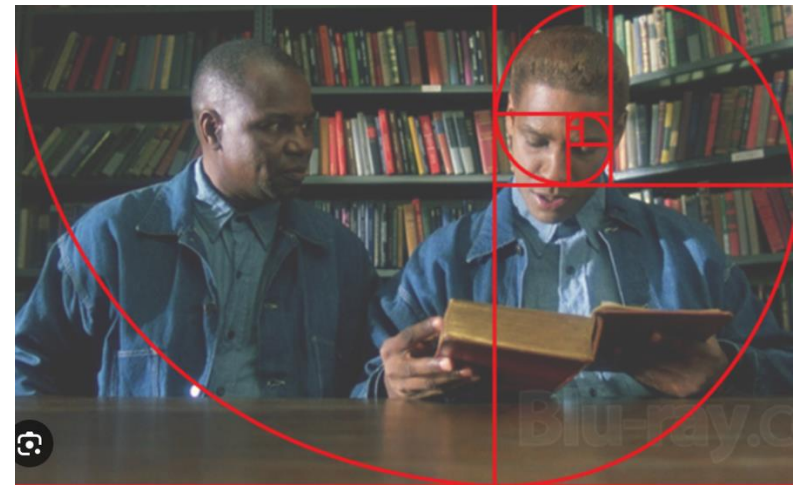
# It is the same in film



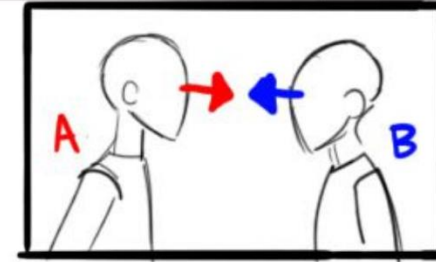
- Rule of Thirds In Action



- Golden Ration in Action

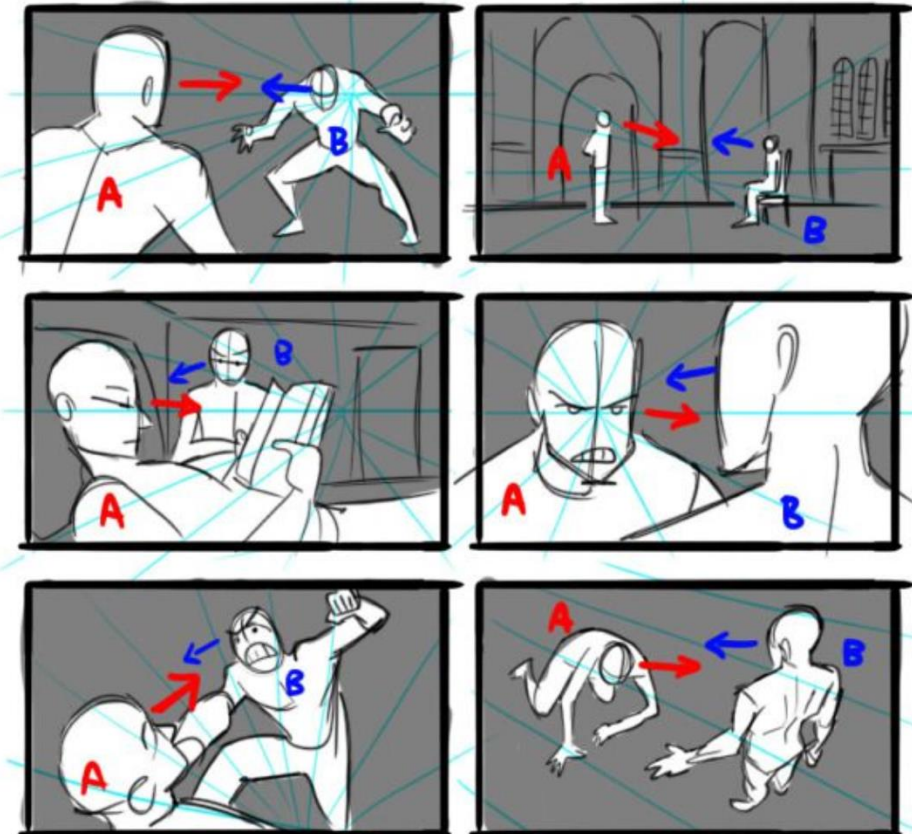


# Composition: movement in the frame

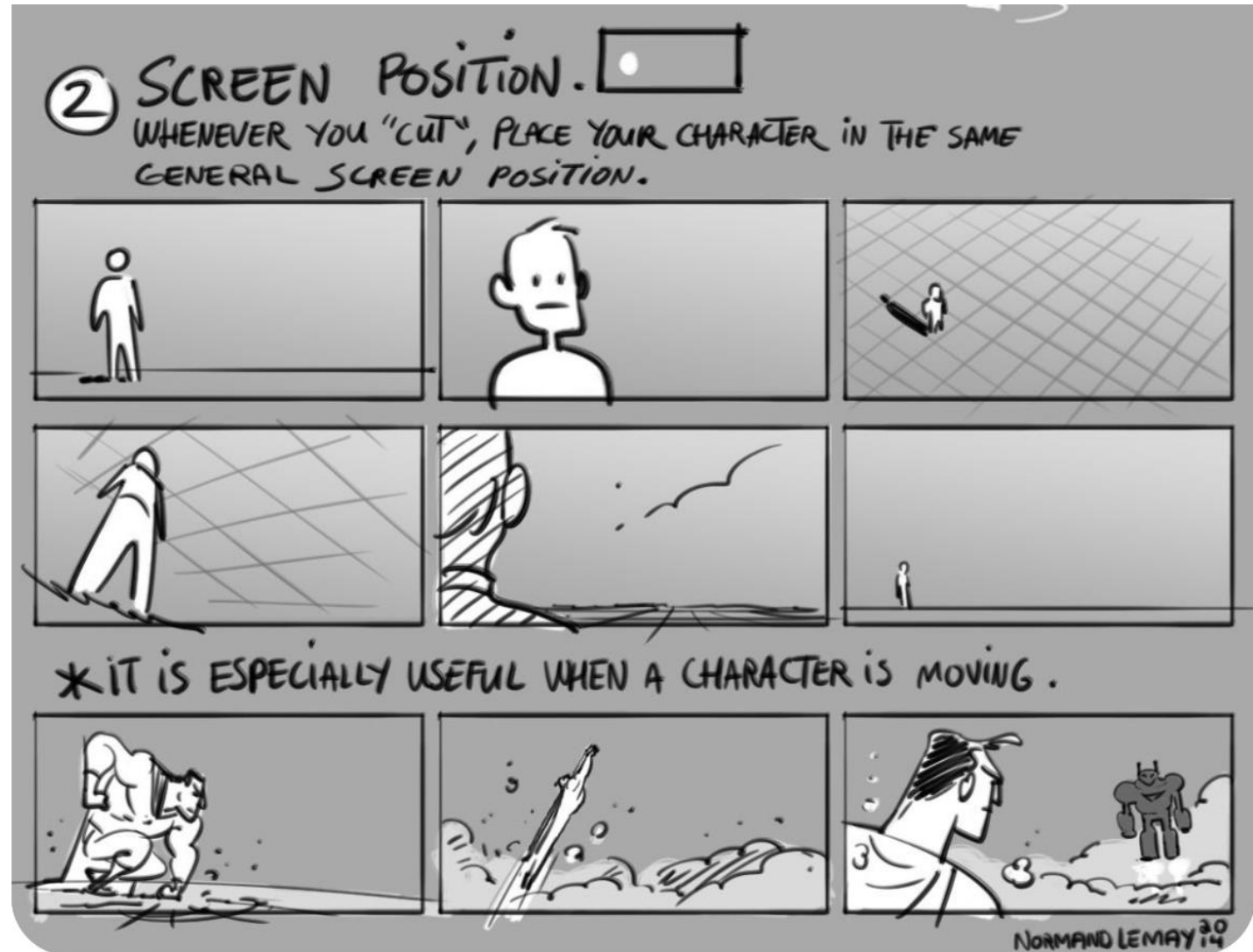


Notice how in the examples below, the camera is positioned in numerous types of angles, but the screen direction is staying consistent - Character A is ALWAYS on screen left looking screen right, and character B is always on screen right looking left.

① SCREEN DIRECTION → OR ←  
WHEN A CHARACTER IS MOVING, MAINTAIN THE GENERAL SCREEN DIRECTION.



# Composition: screen position



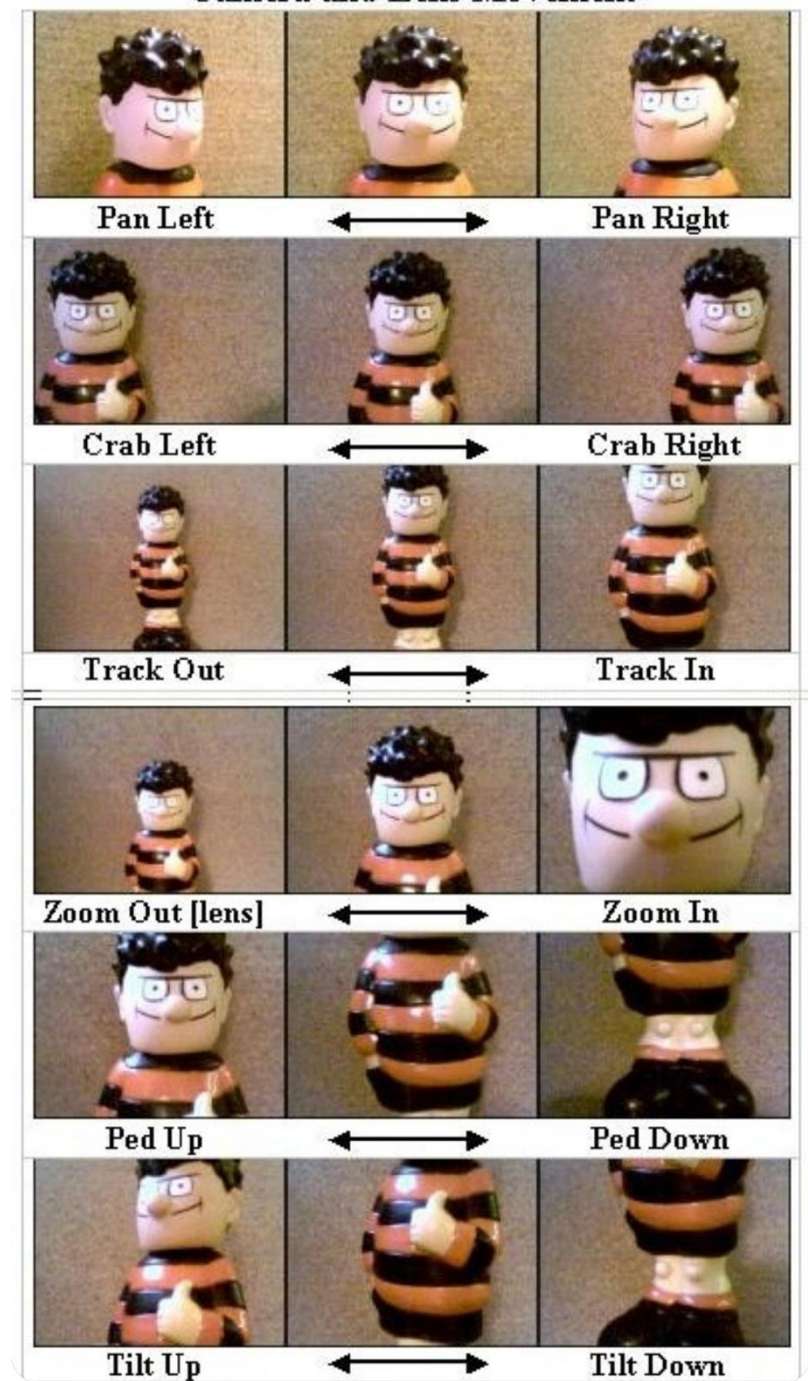


# Camera and Lens Movement

## • CAMERA MOVES CHEAT SHEET •



Dave Mullins



# Composition: narrative changes with even slightest change in the composition



Harann Prod.  
*Player on right dominates scene because of more favorable positioning and lighting.*



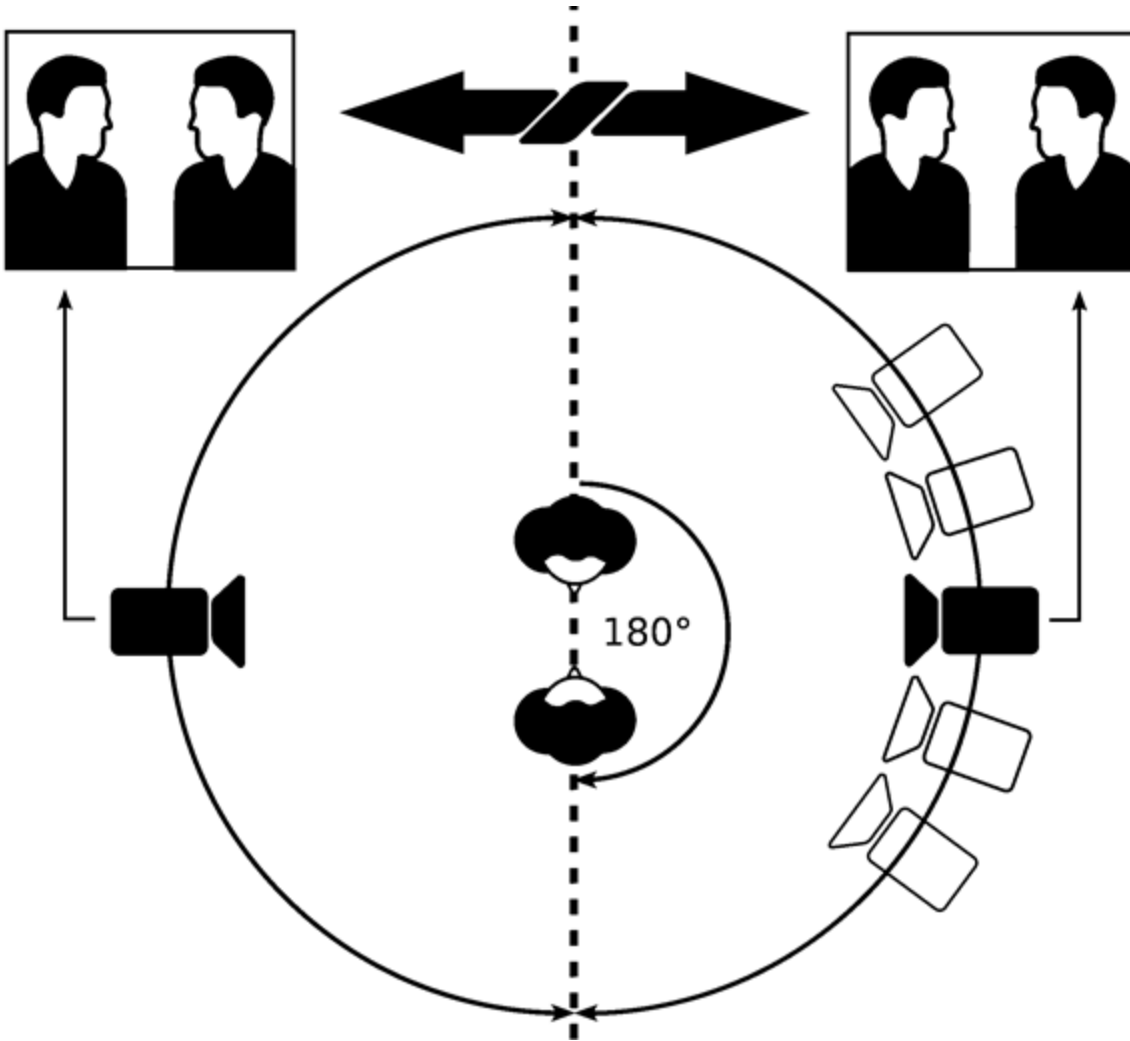
20th Century-Fox Film Corp.  
*Player on right is favored in this two-shot because of better position and lighting.*



20th Century-Fox Film Corp.



# 180-degree rule



The 180 rule dictates that in any scene which contains two or more actors there is an invisible line. The camera can move anywhere in the scene, provided it stays on one side of this line the duration of the scene.



# Continuity: the logical progression

Shot 1



EWS · HA · Static · Sticks

Shot 2



MS · LA · Static · Hand Held

Shot 3



CU · OTS/Eye Level · Static · Hand Held

Shot 4



MCU · OTS · Static · Hand Held

Shot 5



FS · 2-Shot/LA · Static · Hand Held

Shot 6



MCU · Eye Level · Static · Hand Held

Shot 7



MCS · Overhead · Static · Hand Held

Shot 8



MS · LA · Static · Hand Held

# Your Turn



Encouragement for the week

Inspiration from the  
best storyteller I've  
met





# Camera angles in action

