Analysis of the Important Role of Storyboard in Movie and Television Animation Production Process

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Abstract: As a very important link in the whole movie and TV animation production process, storyboard plays an irreplaceable role, but nowadays many movie and TV animation production processes do not pay attention to storyboard, which is very easy to affect the overall quality of movie and TV animation. Based on this, this article first introduces the overall movie animation production process. Then the main design method of storyboard is introduced. Finally, it introduces the important role of storyboard in the movie animation production process from three aspects. In order to exchange and discuss with relevant people.

Introduction

As storyboard's design is not as well known as scripts and clips in the overall movie and TV animation production process, it is often not taken seriously in the process of movie and TV animation production, and even some productions ignore this important link. However, storyboard is an important connection way, which can make the film and television works well convert words into images in the production process, and some directors will choose to complete this link in person, which shows the importance of storyboard's design.

1. The Overall Movie and Television Animation Production Process

If you want to know the role of movie and TV animation in the production process, it is essential to understand the overall movie and TV animation production process. According to the conventional production process of film and television works, the production process of film and television animation can be divided into the first, second and third phases. In the early stage of film and television production, the overall layout of the film and television is mainly arranged, including writing scripts, selecting dubbing actors, selecting scenes, confirming shooting time, arranging costumes, calculating costs, storyboard design, etc. The medium-term shooting is mainly carried out according to storyboard and the plan, but the medium-term work of animation production is relatively complicated. If it is a two-dimensional animation, the design draft must be drawn first. Secondly, draw scenes and characters. Through the original painter, the action is decomposed, modified, key actions are found out, and the painting and shooting are carried out after preparation. The work after the lens shooting is completed belongs to post-production work, which mainly includes selecting the shooting lens, editing and synthesizing it, further color mixing the picture and making special effects. Some animations also need to synthesize three-dimensional effects. Finally, music staff are required to add appropriate background music to some segments, dub each character and select appropriate opening and ending music.

2. Main Design Methods of Storyboard

2.1 Character Image and Scene Setting

As the center of the whole animation film, the character is also the main body of the animation [1]. The inner activities of a character can be roughly described through literary works, but animation scenes can more directly show the inner world of the character by changing the external image of the character. These external images mainly include the face, limbs, body, etc. If the director wants

to make the characters in the lens more attractive and popular with the audience, he must make exaggerated designs on the characters' images, actions and behaviors. As the main background of the characters, animation scenes can show reality more intuitively in animation films, and are also an important part of animation films. The setting of animation scenes mainly refers to spatial entities, secondary characters and scenes close to the theme. The traditional two-dimensional animation background lens needs to be designed separately, and the moving lens is more troublesome, so the current animation production tends to use three-dimensional technology to design scenes. In this way, in addition to maximizing the use of the lens, you can also shape the role image from many aspects. In the post-production process, the pictures and texts in the storyboard should first show the scene. On this premise, the scale and perspective relationship should be controlled, and the background should be presented in a concise way as far as possible to achieve a clear effect.

2.2 Color Selection and Lighting Effects

At present, all movie and TV animation production cannot be separated from the use of color elements. Different colors have different meanings and can bring different visual impact. Animation has rich color expressions. Designers can color the needs of characters to make them more subjective in animation. In addition, color can set off the atmosphere in the animation and highlight the emotion of the character. The psychology and plot of the character should be fully considered to use reasonable color in the design of the storyboard of the animation. A realistic animation cannot be separated from appropriate light and shadow effects. In various scenes of animation, light sources with different angles can produce different visual effects on objects. Therefore, the use of light and shadow effects is also an important link in storyboard. In the process of designing animation storyboard, the designer must first assume some light sources, and find out the most appropriate light and shadow effects through the illumination of these assumed light sources, so that the effects it presents are more in line with the characteristics to be embodied in the animation. In addition, the light and shadow effect also plays an important role in the psychological depiction of the characters and foil the scene atmosphere. For example, if the light source illuminates the character from below, it can give people a feeling of horror. Therefore, different styles of animation films should have different light and shadow effects, which requires designers to fully consider the script and requirements when designing animation storyboard, so as to select appropriate light and shadow effects.

2.3 Sound and Rhythm Processing

In addition to rich color pictures, sound is also essential for animation. Sound in animation mainly refers to human voice, sound, music and other elements to reflect a more real comprehensive hearing effect. Sound can not only well explain animation pictures, but also some special sounds can even become the theme of the film [2]. Therefore, the importance of sound should be recognized when designing storyboard, and some more classical sound effects should be designed. Rhythm is a special type of design link formed by the synthesis of plot, sound, movement and other factors. A good rhythm can often determine the direction of animation content. For example, slow-paced lens is used in a more exciting environment, which will not only dilute the atmosphere, but also make people feel uncomfortable and difficult to show the main body of animation. Therefore, in the design of storyboard, a suitable rhythm should be selected according to the content of the script so that the animation can run at a harmonious rhythm.

3. The Important Role of Storyboard in the Production Process of Movie and Television Animation

3.1 The Role of Early Planning

In the early planning and preparation of movie and TV animation production, if storyboard has finished the design, the director can arrange the shooting time according to the scene and the time

when the characters appear on the screen. At the same time, storyboard design can accurately predict the overall cost of film production. The director calculates the use time of equipment and props according to each shot and duration, and estimates the cost of equipment. According to the location of the shooting and the duration of the shooting, food and beverage expenses and travel expenses are estimated; according to the appearance rate of the characters to estimate the cost of dubbing or performing actors and production; according to the specific number of production team and the overall plan to estimate the remuneration. In the early planning process of the overall movie and TV animation production, storyboard's main function is to estimate the cost. Because there are some differences between animation and real movie and TV, the production cost is also different. Animation belongs to the movie and TV works that depend on the producers, while movie and TV works are more inclined to the quality of actors. The main cost of animation lies in the hand-drawn cost of the producer. The director can evaluate the difficulty of some pictures through storyboard's design, hire some producers, and calculate the cost by estimating the time [3].

3.2 The Role of Mid-Term Photography

As the soul of the whole movie and TV animation, shooting is very important in the medium-term production of movie and TV animation. Although the shooting looks simple, it is a coordinated work by many people. There will be many human errors. If some big mistakes occur, the shooting time will be prolonged and the production cost will be increased. In the shooting process of movie and television animation, the shots of a scene are usually put together for shooting, and the plot of a scene of part of the animation will appear at the beginning and end, which requires a good planning and arrangement of the shot shooting. A normal animation movie has many shots and scenes, and it is inevitable that there will be missed shooting. Storyboard can solve this problem very well, at the same time, it can coordinate the staff to have a full understanding of their own tasks, such as the camera angle and camera movement that the cameraman is responsible for shooting, the actor's position and the design of key actions, the layout of the scene and the preparation of props, the arrangement of extras, etc [4]. From this, we can see that the design of storyboard can greatly improve the shooting efficiency. If you want to change the lens shooting in the shooting process, you will use story board. Storyboard plays an important role in the medium-term production of film and television animation. The medium-term shooting and production of animation are more complicated than the film and television works. The shooting of animation is not such a simple thing as multi-person cooperation, but needs to divide each task into multiple steps and collect them after being completed by different people. Storyboard design has become the guidance of these people who need cooperation. If storyboard is not accurate enough, there will be many problems in the shooting process and even rework. Therefore, the director will strictly control all storyboard, regardless of the character's position, movements, background or how the lens moves, to think of it at the stage of designing the lens. The design of the lens requires storyboard's support, and the script will be enlarged and drawn. From this, we can see that the design of animation lens mainly serves as a link between the past and the future, and storyboard is the foundation of lens design.

3.3 The Role in Post-Production

Storyboard's design has three main functions in the post-production of film and television animation: firstly, the storyboard is the blueprint for the editing and production of the post-production animation materials. Initially, storyboard was obtained through discussions and research by the directors, designers, art designers and other teams. It can mainly convey the director's ideas well and conform to the basic rules of animation audio-visual effect. Therefore, in the first rough cutting process, one by one editing should be carried out according to the sequence of scripts, which not only improves the editing quality, but also saves time. Secondly, in the process of actors dubbing, adding sound effects and making background music, we should also refer to the requirements of storyboard and add sound to appropriate segments according to its requirements. Finally, special effects producers are required to make and synthesize the corresponding special effects according to the requirements of the beginning and end of the film mentioned in storyboard

and some special effects appearing in the middle [5].

3.4 The Role in the Overall Creation Process

A good storyboard design often determines the style of the whole animation. The screen design of storyboard can not only describe the main movements and appearance of the events, but also has an internal logical connection that can promote the development of the story, which is also the main narrative method of the animation. When designing storyboard, designers need not only to conceive the framework of events, but also to allocate time reasonably. Storyboard can not only guide the actors but also become the "leader" of the staff. Different animations need different skills to create a style, so that the audience can deepen their impression of the animation, while storyboard can deepen their impression of the animation by influencing what the audience sees. The unique animation style plays an important role in the overall appearance and effect of the animation [6].

4. Concluding Remarks

In the process of movie and TV animation production, although storyboard's design belongs to the early work of screen design, it runs through the whole process of movie and TV animation production and is of great significance. A good movie and TV animation work must have a qualified storyboard. The storyboard design can not only be used as a preview of the movie and TV animation in the early stage, but also play a guiding role in the movie shooting and animation production process, and is also an important reference for later editing. Meanwhile, the unique storyboard can make the movie and TV animation have its own style, leave a deep impression on the audience, and improve the overall quality of the animation.

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