Extended response: Storyboard

This sample is intended to inform the design of assessment instruments in the senior phase of learning. It highlights the qualities of student work and the match to the syllabus standards.

Dimensions assessed

- Design

Assessment instrument

The response presented in this sample is in response to an assessment task.

Context

Your study of Hollywood genres so far has focused on the codes and conventions of the horror genre. In particular, we have paid close attention to the slasher subgenre and deconstructed and analysed a number of film excerpts that demonstrate the horror genre conventions. It is now time for you to put into practice what we have discovered, drawing also upon all the terminology you have learnt so far.

Key concepts: Technologies, languages

Task

You are to storyboard a minimum of 20 shots for a typical horror film sequence, in which you are required to create suspense.

In order to produce a scene that is typical of the horror genre, you must consider Hollywood’s formulaic use of technologies and languages, and replicate these as closely as possible in your storyboard.

In designing your storyboard it is strongly recommended that you consider the technologies available to you, as you will be required to film your storyboard in the next task.

Steps to follow

1. On the next page is a scene outline that is typical of a Hollywood horror genre film. This is to form the basis of your storyboard.

2. Examine the scene and break it down into action plot points, using typical plot elements of the genre. You can add some additional information to the scene if you need but are not to change the action outlined.

3. Using your plot breakdown, develop individual shots that will most effectively tell the story. Come up with at least 20 shots for the scene to storyboard.

4. Add notes to your shots, to include the technical, audio and symbolic codes you think will best portray the action, and which are typical conventions of the genre.

5. Once you have decided on your shots, you will need to storyboard them. If you think it necessary, add dialogue for your sequence and consider the use of music and sound fx.
6. Your storyboard must include for each shot:
   - a drawing of what appears first in the frame
   - a description of:
     - shot type
     - camera angle
     - camera movement
     - action
     - dialogue/music/sound fx
     - lightning
     - special fx (if needed)
     - transition device.

Note: You must use appropriate film language at all times in your storyboard, and you will need to clearly and accurately explain each shot.

Genre Scene
In a suburban house at night, Karen sits alone watching TV. After a while, she becomes aware of strange sounds outside. Worried, she goes to investigate. Meanwhile, someone outside is observing her. Karen grows increasingly concerned and frightened. Then someone tries to enter the house …

Conditions
- Minimum length: 20 shots
- Final draft to be completed in pen (for photocopying after marking)
- Use only the sheets provided (extra sheets photocopied if required)
- 1 week in class, 2 weeks out of class
- Teacher monitored with draft.

Instrument-specific criteria and standards
Student responses have been matched to instrument-specific criteria and standards; those which best describe the student work in this sample are shown below. For more information about the syllabus dimensions and standards descriptors, see www.qsa.qld.edu.au/1245.html.

<table>
<thead>
<tr>
<th>Design</th>
<th>Standard C</th>
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<tbody>
<tr>
<td>The student:</td>
<td></td>
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<tr>
<td>- Applies aspects of the key concepts: technologies and languages, to create a developed and workable proposal for a horror genre production, that use some of the conventions of storyboard.</td>
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Qualifiers Characteristics
Student response — Standard C

The annotations show the match to the instrument-specific standards. The complete set of storyboards is not presented. Where there is a good example of the match of qualities with the response, only those examples have been included.

Comments

Some conventions of storyboard are demonstrated across the response.

Shots and angles are described.

Aspects of technology are developed and workable as applied in the transition between shots.
Aspects of key concepts are demonstrated throughout: **Language**—shot type and shot sizes, and continuity in the use of **Music/SFX** across the storyboard.

Use of some of the conventions of the storyboard format.
Comments

Developed and workable proposal

Use of some storyboard conventions across the response

STORYBOARD

Shot no. 1
Shot type: M.S.
Camera angle: still
Camera movement: still

Action: Knock on window
Camera: someone there with a mask on
Dialogue: Knock on the window, ambient sound
Music/SFX: Ambient sound
Lighting: key light
Transition device: cut

Shot no. 19
Shot type: C.U.
Camera angle: still
Camera movement: still

Action: Karen's face really scared & frightened
Dialogue: Breathing, deep breathing
Music/SFX: Ambient sound
Lighting: key light
Transition device: cut

Shot no. 18
Shot type: M.S.
Camera angle: still
Camera movement: still

Action: Killer is smashing
Dialogue: Door smashing
Music/SFX: Ambient sound
Lighting: key light
Transition device: cut

What about music?
Use of some storyboard conventions highlighted across the sample.
Overall, some storyboard conventions are used with only aspects of languages and technologies applied in the proposal.

Acknowledgments

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