

Action Storyboarding w/ Blender

FALL TERM: Sunday 10:00am-1:00pm PST

First Class: Sun Sep 22 2024

10 week course

Instructor:

David Maximo, storyboard artist/director

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Course Description:

Dive into the dynamic world of action storyboarding! "Action Storyboarding with Blender" is a hands-on, project-based course that equips you with the skills and knowledge to create compelling, high-energy storyboards incorporating the ever versatile (and free) 3d software, Blender.

By the conclusion of this immersive 10-week course, you will have completed two portfolio ready storyboards that showcase your newfound skills.

- **Industry Insights:** Gain valuable insights an industry professional. Learn about the latest trends and techniques in action storyboarding and how to apply them in an animated action show like X-Men 97. While its possible to complete the assignments entirely in Blender, Toonboom Storyboard Pro is highly recommended and will be demo-ed at times to showcase Blender's usage in professional application.
- **Portfolio Development:** Gain Expect to have completed an elaborate chase sequence, as well as a daring pirate escape sequence.

Who Should Enroll:

This course is perfect for:

- Intermediate-level storyboard artists
- 2d Story Artists looking to incorporate more 3d into their workflow— whether that be to save on time, stage things more thoughtfully, or draw more on model.
- Animators looking to enhance their storyboarding skills for action-packed projects.
- Digital artists interested in expanding their expertise in grease pencil for storyboarding.
- Anyone passionate about storytelling and eager to bring their action sequences to life with Blender.

Required Software

Blender, Toonboom Storyboard Pro (highly recommended)

COURSE OUTLINE

Week 1: Overview and Thumbnailing

Lecture:

- Introductions
- Overview of materials needed and class expectations
- What is Pre-viz?
- Why paper is king
- Overview of thumbnailing in 3d.

Demo:

- Overview of thumbnailing & breakdowns using Toonboom
- Overview of thumbnailing using Grease Pencil and Sequencer.

Homework

- Layout thumbnails for a pirate scene

Week 2: Introduction to Blender Camera & Transformations & Viewport

Lecture/ Showcase:

- Share Last week's assignment
- Learning camera and framing techniques
- Importance of lenses

Demo & Share

- Getting started with Blender
 - Shortcuts
 - viewport settings
 - Recommended Addons
- Modelling a set
 - Learning transformation tools in depth— shortcuts, local, global normal
- Setting up cameras/workspace
- Share Last week's assignment

Homework

- Update storyboards with improved layouts & backgrounds aided by 3d.
- Continuing refining storyboards by adding poses

Week 3: Pivots, Plugins, and Assets in Blender

Lecture/ Showcase:

- Share Last week's assignment

Demo

- Explore asset libraries
- review camera workspace & timeline
- Finding free fair-use models on the internet & how to clean them up
 - <https://www.blender.org/download/demo-files/>
 - <https://www.reallusion.com/character-creator/free-3d-character-base.html>

Homework:

- Model background incorporating new techniques
- Continuing refining storyboards by cleaning

Week 4: More Modelling

Lecture/ Showcase:

- Share Last week's assignment

Demo

- Basic sculpting tricks
- makes slices
- selection tricks
- how to use arrays
- using bezier curves

Homework:

- Model background incorporating new techniques
- Continuing refining storyboards by cleaning

Week 5: Grease Pencil Basics w/ Sequencer

Lecture/ Showcase:

- Finish and showcase pirate sequence
- Vehicular staging overview
- importance of editing as a tool for storyboard artists

Demo

- Setup a 'base' scene for grease pencil workflow
- Demonstrate video editing with blender sequencer

Homework

- Model background incorporating new techniques
- begin thumbnailing chase sequence

Week 6: Grease Pencil Basics w/ Sequencer II

Lecture/ Showcase:

- Share Last week's assignment

Demo & Share

- More grease pencil features: materials, layers, interpolation.
- using markers & hotkeys

Homework

- Model background incorporating new techniques
- Continuing refining storyboards by cleaning

Week 7: Using the Blender Timeline

Lecture/ Showcase:

- Share Last week's assignment

Demo & Share

- setting up elaborate pan shots
- Using Stepped vs linear

- Keying setup to setup
- moving cameras within blender
- Introduce second assignment

Homework

- Continuing refining storyboards by cleaning

Week 8: Using Simple Rigs

Lecture/ Showcase:

- Share Last week's assignment

Demo & Share

- Parenting/ unparenting: Mounting wheels and a chain gun to vehicle
- Using simple rigs as assets
- setting up shots
- Collection instances & linked duplicates
- packing files

Homework

- Refine Vehicular Chase scene

Week 9: Pose Libraries

Lecture/ Showcase:

- Share Last week's assignment

Demo & Share

- Rigify/skinify plug-in for make a simple beast
- demonstrate how to setup a pose-library

Homework

- Continue refining chase scene

Week 10: More Grease Pencil Use Cases

Lecture/ Showcase:

- Share finished chase sequence

Demo & Share

- Difference between bezier curve, GP, and annotations
- Using grease pencil in 3d
- Line art modifier
- setting up NPR materials
- how to render out alpha or linework only
- overview of workflow ideas.

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