## Storyboarding

**CHAPTER 13** 

1. In actuality, who storyboarded and directed the infamous shower scene in Psycho? Why was it so effective?

Saul Bass directed the shower scene, it was effective because Storyboards mimic cameras angles and timing so that the director can effectively communicate how the finished product should look to his cast and crew.

2. Why are storyboards important?

Storyboards help filmmakers assess their budget, running time, and production requirements.

3. Who created storyboards and what were they initially called?

The initial use of compiling a visual record of a planned cinematic endeavor is credited to Walt Disney Animation. Disney animator Webb Smith is credited with the initial idea. He initially called it story sketches.

4. How did the Wachowskis get their start and how did they meet Steve Skroce?

The Wachowskis created the masterpiece The Matrix, this give them the start making comics. They wrote Hellraiser and Nightbreed comics During this time, they worked with an illustrator named Steve Skroce with the comic called Ecto Kid.

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5. Compare and contrast Ridley Scott's storyboards for Alien and Martin Scorsese's storyboards for Taxi Driver.

Ridley Scott's storyboards for Alien were very detailed as they captured the camera movements, the beats of the story as well as the tone and the atmosphere. Martin Scorsese's storyboards are created by Martin Scorsese, who draw very simplistic "chicken scratches" but give people enough of an idea what type of shot he is looking for. One could argue that Ridley Scott's films require his level of detail as he is usually shooting futuristic, sci-fi films which do not have a standard shot or characters, whereas Martin Scorsese's films are more character-driven, filled with drama. Therefore, Martin Scorsese could get away with "chicken scratches" whereas Ridley Scott does need to be more specific to fill out his fantasy world. Even though they approach the development of storyboards in different ways, they both ultimately do the same thing in communicating enough information to the cast and crew as to what the director's vision is.