Visual Narratives

Not just storyboards
SPACE = TIME
Here's a few tips

- Take your time
- Think
- Summarize
- Breathe
- And focus

- Look for good points
- Don't over-capture or rush

Design and Illustrate

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- Follow the most inspiring words
- Be quiet
- Shhh
- Listen & draw
Paneling and No-Paneling
**Panel 1:** Panes-to-pane transitions in comics can be placed in one of several distinct categories. The first category, which will call subject-to-subject, features a single scene or idea, note the involvement necessary to make these transitions meaningful.

**Panel 2:** The next type is from scene-to-scene, while staying within a single story. Scene-to-scene transitions are often utilized in dramatic works such as in these. Scene-to-scene transitions, which transport us across significant distances of time and space.

**Panel 3:** Deductive reasoning often used in dramatic works such as these. Scene-to-scene transitions, which transport us across significant distances of time and space.

**Panel 4:** A fifth type of transition, which will call aspect-to-aspect, bypasses time for the most part and sets a wandering eye on different aspects of a place, idea, or mood.

**Panel 5:** And finally, there's the now-equivitur, which offers no logical relationship between panels whatsoever.

**Panel 6:**
**Extreme long shot (wide shot)**
A view showing details of the setting, location, etc.

**Long shot**
Showing the full height of a person.

**Medium shot**
Shows a person's head and shoulders.

**Over-the-shoulder shot**
Looking over the shoulder of a person.

**Point of view shot (POV)**
Seeing everything that a person sees themselves.

**Close-up**
such as showing details of a user interface a device the person is holding.

*Source: Sketching User Experiences: The Workbook, Morgan Kaufmann, 2011*
The final storyboard

1. Person passing by an advertisement board.
2. Notices one announcement and is interested in more information.
3. Taking a photo of a barcode on the poster.
4. The mobile phone downloads detailed information about the new product.
5. The person puts away the phone and turns around.
Using physical proximity to interact with a thermostat on a mobile device...
Exercise: Draw the interactions
Exercise 2: Now try a different way
1. Thermostat shows room temperature
2. Thermostat shows current setting
3. Temperature setting can be changed
4. Daily schedule control is revealed