ANIMATICS AND PREVISUALIZATIONS

Introduction
Digital animation media offer the opportunity to visualize, share, and edit animations before fully committing to the time of a complete render. The stages of this process, many of which are shared with traditional hand drawn animation, stop motion, and video, are reviewed here. There is a comprehensive review at https://en.wikipedia.org/wiki/Previsualization.

The script
Generally a script is only developed for a feature film, but in some circumstances it may be written for an animation which is very dependent on dialog. Scripts are produced to a specific format; you can see a wide range of scripts for recent movies at http://www.awesomefilm.com/.

The storyboard
A storyboard is a sequence of drawings that show the scenes and shots planned for an animation or movie. They typically include written dialog and some direction instructions. You can see a wide range of drawing styles for these at http://www.asb-art.com/ and many examples of completed storyboards by searching Google.

The animatic
An animatic is one stage beyond a storyboard - indeed, you could call it an animated storyboard. Still images are animated with movement, scaling, and fades to add the element of time to a storyboard. Sound, in the form of low fidelity effects, narration, and dialog (generally spoken by members of the technical crew, not voice talent) may be added. The purpose of an animatic is to review how a story is paced in an easily edited form. For examples search Vimeo or YouTube.

The blocking animatic
Only relevant to animations, blocking animations show simplified versions of characters and constant-interpolated actions. In other words, the characters jump from key pose to key pose, without any intermediate action. This allow timing and poses to be refined in sync with dialog and effects. Blocking animatics are generally made for character based 3D computer animations.

The previsualization (previs or previz)
Previsualizations only refer to live video represented in animated form. A previz will show a director through a simple digital model how a scene will play on camera, and allow that scene to be easily adjusted and refined. Since shooting video on location or a sound stage involves crews, actors, and sometimes favorable weather previsualisations minimise the cost and uncertainty of multiple takes on location.
A previz is more about the technical details of a shot rather than story or set design.

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