

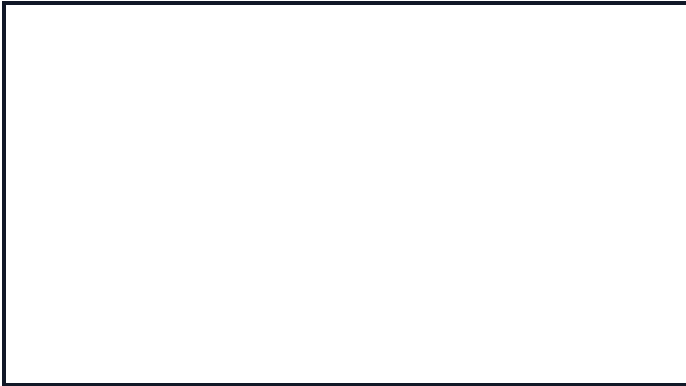
STORYBOARD – 16:9 WIDESCREEN

Six frames per page for film, YouTube, explainer and animated-comic scenes.

comicink.ai
Free template

Project: _____ Scene: _____ Page: _____

FRAME 1 TIME: _____



SHOT _____
ACTION _____
DIALOGUE /
SFX _____

FRAME 3 TIME: _____



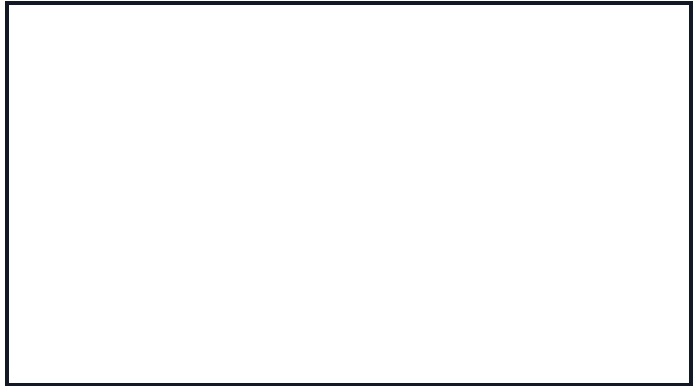
SHOT _____
ACTION _____
DIALOGUE /
SFX _____

FRAME 5 TIME: _____



SHOT _____
ACTION _____
DIALOGUE /
SFX _____

FRAME 2 TIME: _____



SHOT _____
ACTION _____
DIALOGUE /
SFX _____

FRAME 4 TIME: _____



SHOT _____
ACTION _____
DIALOGUE /
SFX _____

FRAME 6 TIME: _____



SHOT _____
ACTION _____
DIALOGUE /
SFX _____

STORYBOARD – 9:16 VERTICAL

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Free template

Eight frames for Reels, Shorts and TikTok. Plan the hook in frame 1.

Project: _____ Scene: _____ Page: _____

FRAME 1	TIME: _____	FRAME 2	TIME: _____	FRAME 3	TIME: _____	FRAME 4	TIME: _____
SHOT _____		SHOT _____		SHOT _____		SHOT _____	
ACTION _____		ACTION _____		ACTION _____		ACTION _____	
TEXT / VO _____		TEXT / VO _____		TEXT / VO _____		TEXT / VO _____	
FRAME 5	TIME: _____	FRAME 6	TIME: _____	FRAME 7	TIME: _____	FRAME 8	TIME: _____
SHOT _____		SHOT _____		SHOT _____		SHOT _____	
ACTION _____		ACTION _____		ACTION _____		ACTION _____	
TEXT / VO _____		TEXT / VO _____		TEXT / VO _____		TEXT / VO _____	

COMIC PAGE THUMBNAILS

Rough out six pages before you script panel by panel. Small and fast beats neat.

comicink.ai
Free template

Project: _____ Scene: _____ Page: _____

PAGE 1 BEAT _____ PANELS _____	PAGE 2 BEAT _____ PANELS _____	PAGE 3 BEAT _____ PANELS _____
PAGE 4 BEAT _____ PANELS _____	PAGE 5 BEAT _____ PANELS _____	PAGE 6 BEAT _____ PANELS _____

SHOT TYPES & STORYBOARD CHEAT SHEET

The shorthand that fills the "Shot" line. Works for film, video and comic panels.

comicink.ai/ai-storyboard-generator
Build with AI

SHOT SIZES

ELS / EWS	Extreme long shot. Tiny figure, huge place. Opens a scene.
LS / WS	Long shot. Whole body plus surroundings.
MS	Medium shot. Waist up. The default for conversation.
MCU	Medium close-up. Chest up. Reactions with context.
CU	Close-up. The face. Emotion lands here.
ECU	Extreme close-up. Eyes, a hand, an object that matters.
INSERT	A detail cut-in: a note, a phone screen, a key.

CAMERA MOVES (VIDEO)

PAN	Camera turns left or right. Draw an arrow.
TILT	Camera turns up or down.
PUSH IN	Move closer. Rising tension or realisation.
PULL OUT	Move away. Reveal or isolation.
TRACK	Follow a moving subject.
STATIC	No move. Let the action carry it.

STORYBOARD IN 6 STEPS

1. Write the scene in one sentence: who wants what, and what stops them.
2. List the beats, one per frame. Most scenes need 6 to 12.
3. Pick a shot size for each beat. Vary it: wide, medium, close.
4. Sketch stick figures. Arrows show movement, not detail.
5. Fill in action and dialogue under each frame.
6. Flip through at speed. If a frame does not move the story, cut it.

ANGLES & FRAMING

OTS	Over the shoulder. Puts us in the conversation.
POV	Point of view. We see what the character sees.
Low angle	Camera looks up. Power, threat, heroism.
High angle	Camera looks down. Small, trapped, overwhelmed.
Dutch tilt	Tilted horizon. Unease, something is wrong.
Two-shot	Two characters in frame. Relationship beats.

TRANSITIONS

CUT	The default. Instant change.
MATCH CUT	Shape or action carries across the cut.
FADE	Time passing, or an ending.
SMASH CUT	Abrupt jump for shock or comedy.

THE THREE RULES THAT FIX MOST BOARDS

One idea per frame. If the action line says "then", it is two frames.
Change the shot size on every cut unless repetition is the point.
Medium after medium reads as flat.
Keep the 180° line. If A is on the left and B on the right, keep it that way in the conversation, or viewers lose track.