Chip Sullivan, ASLA

Animation is an ever-increasing method for representing landscape design. Animated storyboards have exciting potential for creating sensational and innovative visual models. This presentation will focus on techniques for using storyboards in the design process, and on developing a narrative scenario as a foundation for conceptual design. Basic film-making techniques will also be covered.
Storyboarding the Landscape for Design and Animation
Chip Sullivan, ASLA
11.24.14

Learning Objectives:
1. Understand the potential of the storyboard as a design tool
2. Learn the basic format and tools for creating storyboards
3. Discover classic illustration techniques for drawing storyboards
4. Develop a visual narrative
5. Explore cinematography as a means of landscape representation

Presentation Outline:

I. Introduction: Overview of the Storyboard in Design
   A. Origins and development of the storyboard in animation and film
   B. Examples of the art of the storyboard through time
   C. Current examples of storyboards in landscape architecture practice
   D. Potential of animation to capture the dynamic qualities of landscape architecture

II. Storyboarding the Landscape
   A. The Storyboard
   B. Types of Storyboards

III. Scripting a Design as a Screen Play
   A. Conceptual design process
   B. Visualizing the design experience as a scenario

IV. The Dramatic Structure as Applied to Design
   A. Beginning: Act I
   B. Middle: Act II
   C. End: Act III

V. Landscape Cinematography
   A. Basic shot types

VI. Tools for Developing the Storyboard
   A. Storyboard cards
   B. The storyboard template
   C. Composing and formatting storyboard pages
   D. The Miyazaki-inspired method of gestural storyboarding

VII. Summary
   A. Drawings that come alive
   B. Communicating the dynamic state of the living landscape

VIII. Q+A/Discussion

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Presenter Bio:

Chip Sullivan, ASLA, is an artist and landscape architect who has devoted his career to promoting landscape architecture as an art form. Professor Sullivan is the author of *Drawing the Landscape* now in its 4th edition, and *Garden and Climate*. Sullivan’s latest book *Illustrated History of Landscape Design*, co-authored with Elizabeth Boults, uses storyboards, visual narratives and illustrative timelines to illuminate the history of landscape architecture. From 2006-2010, Chip produced a series of comics for *Landscape Architecture* Magazine titled “Creative Learning.” Sullivan currently teaches in the College of Environmental Design at University of California, Berkeley. He was the 1985 Rome Prize fellow, and more recently a Fellow at the MacDowell Colony, Bogliasco Foundation, and Rockefeller Foundation.