JOSH: Hi. It's Josh here again. And what happened today for animation storyboarding was really awesome. Josh and his team gave really interesting points on how we should do our storyboarding. And one of the main takeaways I got from it is that storyboarding is, yet again, one of the main parts of the iterative process, where you just keep going on and on, and you keep improving on your script. So even though you might think that you have the perfect script, but when combined with the visual elements and using a storyboard, you can start to see how things will look like onscreen, even before you start filming. And that is quite modern.

And I guess sometimes in some of my concepts I would find that there will be times where I have topics or I have things that I would find it difficult to put on camera. But if I had to draw it out, it'd be easier. Or if there was some way to show it through animation, it would be better.

And I guess that applies for most of the concepts that are very conceptual in nature and very abstract in nature, but not very physical, something like an algorithm or a software concept. I guess this is something that is probably not physical in nature. So it will be perfect to actually use animation.

But that being said, I'm quite concerned about to what degree the animation needs to be. And so I saw what Elizabeth showed us on how she used very simple animations. And they were drawn by hand. I thought that that was very effective. And That's probably the way it could possibly go.

I really liked the fact that they had a way of arranging the shots, narration, endnotes in the same Excel file, as kind of like a template to go through. I'm also quite fascinated by the idea that we have to keep thinking of unique ways to make the script better. There will be times when you draw a certain storyboard for a particular line, and you will realize after a while that the line isn't important, especially when you find it super hard to fit a storyboard that would make sense with the rest of the storyboards.

And I found some of his advice on 150 words per minute really works. If you want to write a script, then you will roughly be able to know how long it will take as well.

So yeah, I'm really looking forward to tomorrow, when we talk about more of the traditional camera angles and camera shots. And I'm looking forward to that and looking forward to the traditional concepts of filmmaking. All right. See you tomorrow.