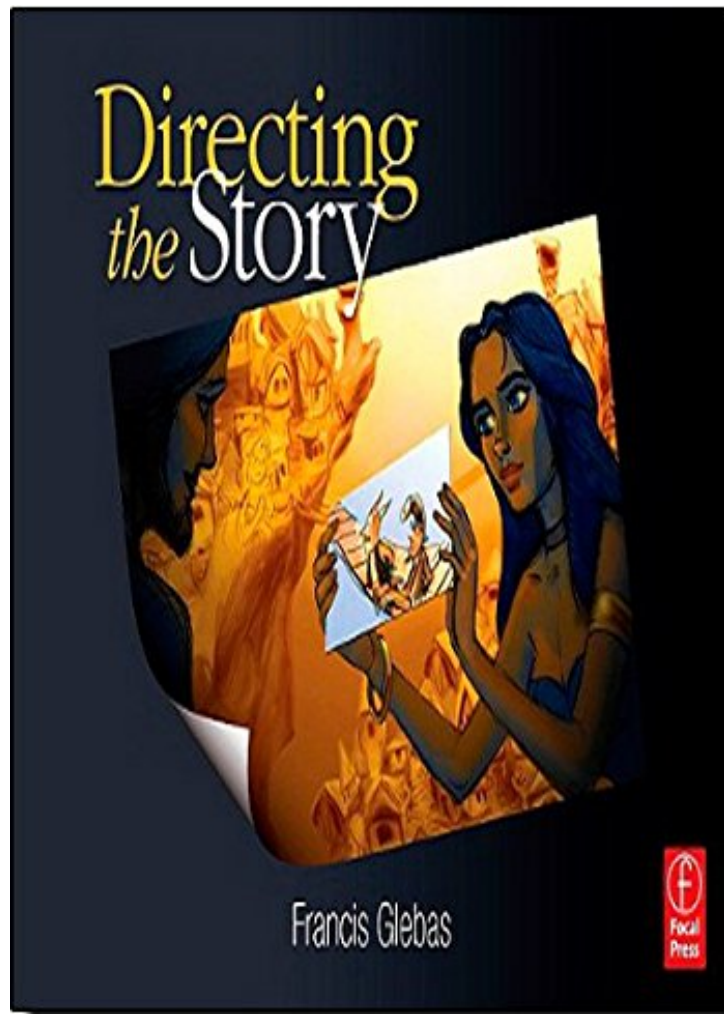


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Francis Glebas : Directing the Story: Professional Storytelling and Storyboarding Techniques for Live Action and Animation before purchasing it in order to gauge whether or not it would be worth my time, and all praised Directing the Story: Professional Storytelling and Storyboarding Techniques for Live Action and Animation:

5 of 5 people found the following review helpful. Good for putting together Graphic Novels or Comics as well as animation. By Tauny This is one of three essential books for putting together a comic. The first basic book: Alan

Moore's Writing For Comics. If you still want to do so, then get: Write or Wrong by Dirk Manning. And this is when you really know you are serious TOTALLY: Directing the Story. Dirk Manning is writing a sequel to Write or Wrong that is about how to fund your project in Kickstarter, and as in his first book how to start by getting your work out there in ebook form before print copies, to build your audience as an Independent.² of 2 people found the following review helpful. A clear, compelling, inspiring take on storyBy Madison, WII am a science communicator, playwright, and storyteller. My cartooning teacher told me about this book and I will be forever grateful for that suggestion. This book lays out elements, structure, and dynamics of story in a way that is remarkably clear, compelling, and useful. It helped me come to a clearer understanding of why I do what I do and what else I should be doing in all aspects of my work. I have purchased several copies and given them as gifts and will probably buy many more. Thank you, Francis Glebas, for leading the way in thinking about and designing stories. Oh, I loved the illustrations. What a great book to own.³ of 3 people found the following review helpful. GRATE BOOK! I LEARN A LOT!By Oscar A. Campos GonzalezDirecting the Story clarify to me simple questions I had about filmmaking... What the directors do? How some one do actually direct and design a film?The author answer that questions clearly and without technical-complicated language. It is important specially if you are an aspiring filmmaker with no previous training. It will help you having a big picture of the art of visual storytelling, to speak to the audience. After reading this book you will see movies differently. Though, as in any art craft, practice is the key but it is better when you have an idea of the path you have to walk.I recommend to reed this book along with two others: the Invisible Ink and The Golden Theme by Brian McDonald.

Francis Glebas, a top Disney storyboard artist, teaches artists a structural approach to clearly and dramatically presenting visual stories. They will learn classic visual storytelling techniques such as conveying meaning with images and directing the viewer's eye. Glebas also teaches how to spot potential problems before they cost time and money, and he offers creative solutions on how to solve them.

Francis Glebas has put together a really comprehensive and thought-provoking look at the art and craft of film making, specifically directing. His approach, which is to ask a lot of seemingly innocent questions, has much the same effect as the good storytelling he is trying to teach us.it draws us in and makes us think. I can't imagine anyone, in or out of our business, who won't find any number of helpful ideas as they work their way through the filmmaking jungles!!- Roy Disney, Director Emeritus and consultant for The Walt Disney CompanyFrancis Glebas was one of our most talented storyboard artists at Disney, and it was our great fortune to have him on the story team. He has a wealth of experience to share.- Jeffrey Katzenberg, CEO, Dreamworks AnimationAbout the AuthorFrancis Glebas worked as a story artist for Disney Feature Animation on Aladdin, Lion King, Pocahontas, Hunchback of Notre Dame, Dinosaur, Treasure Planet and Hercules. He also directed Pomp and Circumstance starring Donald Duck in Fantasia 2000 and Piglet's BIG Movie. Francis is also an award-winning independent live action movie maker with almost 40 years' experience. He currently teaches storyboarding at Gnomon School of Visual Effects. Francis also works as a creative consultant, having worked with the Irish Government, Korean Government, General Motors, Los Alamos Labs, Walt Disney Imagineering and other film studios.