How to create a storyboard in the Project panel

During pre-production planning, film directors and animators frequently use *storyboards*—a series of photos and sketches to visualize story flow and camera angles (**Figure 1**). Storyboards also help in post-production. When you're using Premiere Pro, you can arrange video clip thumbnails in storyboard fashion in the Project panel to get a feel for how your finished video will work. After creating your storyboard, you can place the entire ordered collection of clips or a subset in a sequence in the Timeline panel.
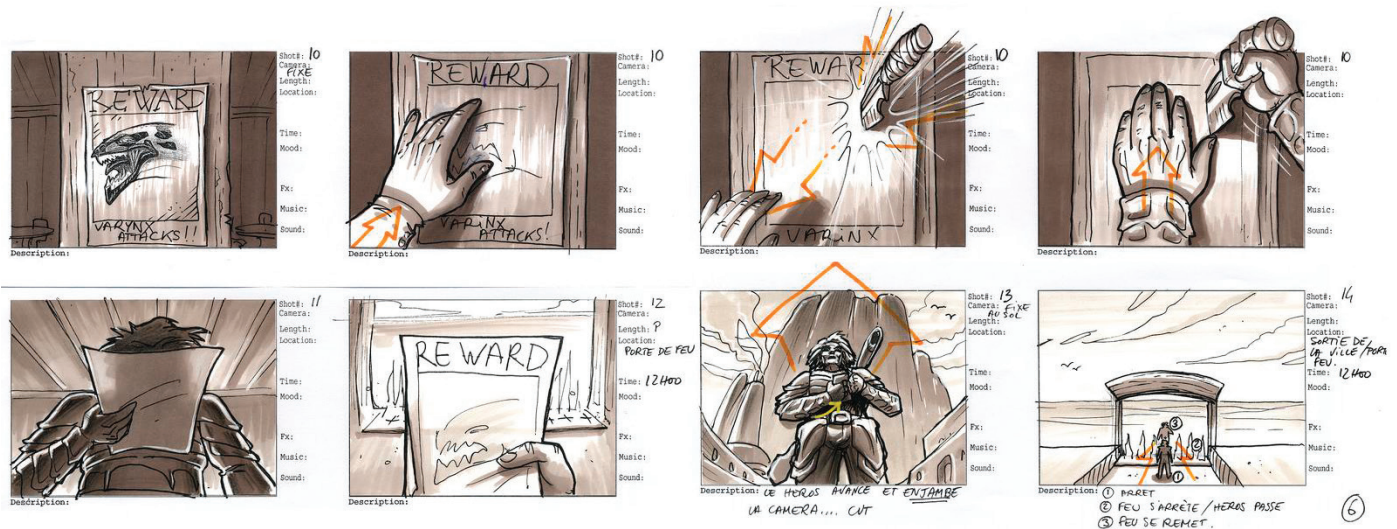

Figure 1 Storyboard, by Ryzom. CC BY-SA 2.0.

To complete this activity you need several video clips, preferably a sequence with some action. Use your own, or download the assets used in this tutorial here.

Setting up a storyboard

To set up a storyboard in Premiere Pro, you can create a new bin and use that to organize your clips.

To set up a storyboard bin:

1. Start Premiere Pro and start a new project.

2. Select **File** > **Import** and import several video clips.

3. In the **Project** panel, click the New Bin button (**Figure 2**) to create a new bin and name that bin **Storyboard**.

4. In the **Project** panel, select all the video clips.

5. Select **Edit** > **Copy** to copy the entire collection of clips.

6. Click the Storyboard bin to select it and select **Edit** > **Paste** to place a copy of all the clips in that bin.
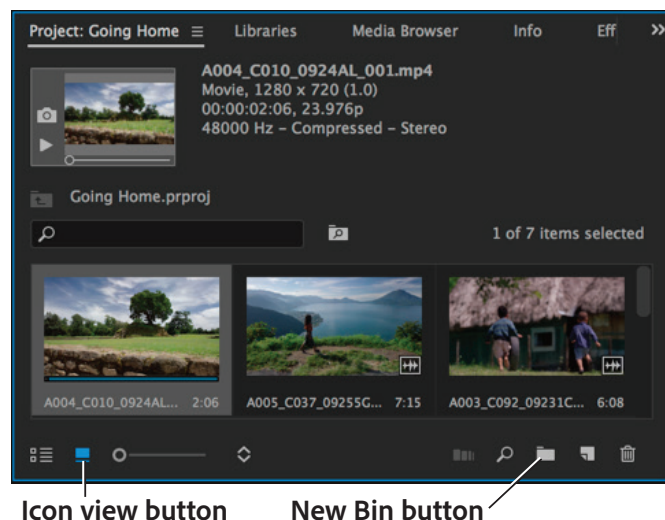
   All the video files appear in the **Storyboard** bin. They remain in the main **Project** panel as well.

   Note: You copied and pasted the video files into the **Storyboard** bin because you might choose not to use some in your final storyboard. Even if you delete files from the **Storyboard** bin, they will remain in the **Project** panel.
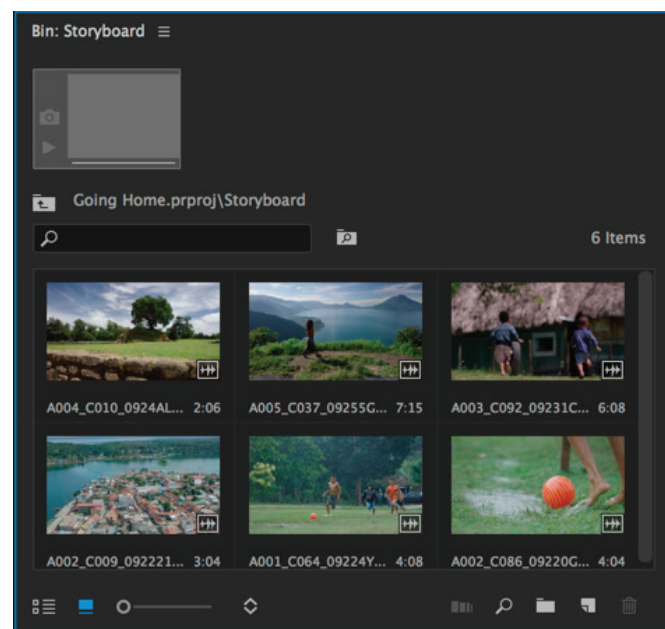
7. Double-click the folder icon for the **Storyboard** bin. The **Storyboard** bin appears in a separate floating panel.

   Note: If you hold down **Ctrl** (Windows) or **Command** (Mac OS) while double-clicking, the bin opens in place in the **Project** panel. If thumbnails of the clips do not appear, open the panel menu in the upper-right corner and select **Thumbnails**.

8. If it's not already selected, click the Icon View button to view thumbnails for each clip (**Figure 3**).

Icon view button   **New Bin button**

Figure 2 *Project panel*

Figure 3 *Storyboard bin in a floating panel*

Arranging the storyboard

The purpose now is to arrange the thumbnails in a logical order, keeping in mind that you can trim clips in the Project panel or later when you add them to a sequence. You can view each clip in the Project panel, remove clips that do not work in your sequence, and then arrange the remaining clips in their playback order. You can also add multiple copies of the same clip to the storyboard bin, and then trim each clip differently to use different parts of the same clip in your project. This is helpful when you capture long continuous segments of video that you want to slice up and rearrange to create your finished project.

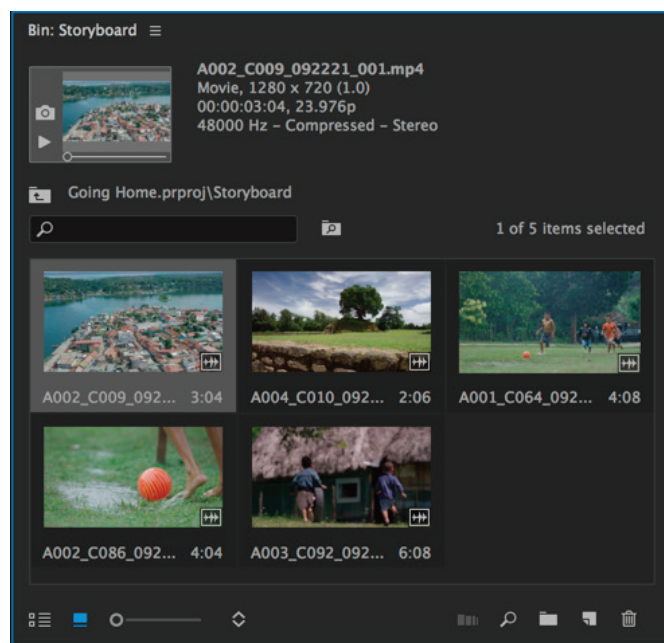### *To arrange the storyboard:*

1. To preview a clip in the **Project** panel or one of its bins, position the pointer to the left of its thumbnail, and then move the pointer from left to right over the thumbnail. Moving from right to left plays the video in reverse.

2. To delete an unwanted clip, select it and then press **Delete**.

   To delete more than one clip at a time, hold down **Ctrl** (Windows) or **Command** (Mac OS) as you select the clips.

3. Arrange the remaining clips in the **Storyboard** bin into the order that works for your project. To arrange clips, drag the thumbnails into the correct order from left to right and from top to bottom (**Figure 4**).

4. In the **Storyboard** bin, trim each clip as needed, keeping in mind that you can continue to trim clips after adding them to the Timeline.

   Note: For more information on trimming clips in the **Project** panel, refer to the guide, *How to manage media in the Project panel*.

Figure 4 Reorganized Storyboard bin, thumbnail view

Automating your storyboard to a sequence

Now that you have your storyboard clips in order, you can quickly add them to a new sequence. The clips will automatically appear in the order you defined in the Storyboard bin.

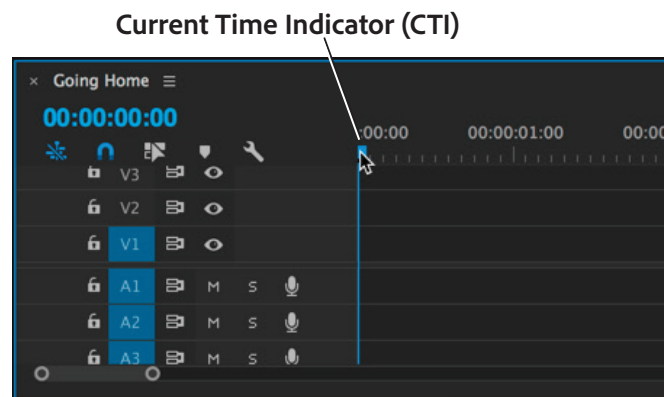### To automate a storyboard to a sequence:

1. Your storyboard bin should still be open with the clips sorted. In the Timeline panel, make sure the sequence is open and the current-time indicator (CTI) is at zero (**Figure 5**).

   If not, double-click a sequence in the **Project** panel or bin to open it, and drag the CTI to the beginning of the sequence in the Timeline.
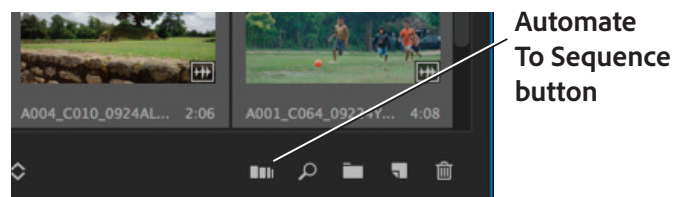
   Note: Automating to a sequence places the clips in a sequence in the Timeline panel, starting at the CTI location. You want this project to start at the beginning of the sequence.

2. Select **Edit** > **Select All** to select all clips in the **Storyboard** bin.

3. Click the **Automate To Sequence** button at the bottom of the **Storyboard** bin (**Figure 6**).

   Note: You can also open the bin panel menu and select **Automate To Sequence**.

Current Time Indicator (CTI)

Figure 5 CTI in the Timeline

Automate To Sequence button

Figure 6 Project panel

4. In the **Automate To Sequence** dialog box (**Figure 7**), select the following options:

- **Ordering**: Sort Order
- **Placement**: Sequentially
- **Method**: Insert Edit

Note: If you were adding these clips within a project that already had clips in the sequence, **Overlay Edit** would cover the clips in the sequence and **Insert Edit** would slide those clips over to the right to make room for the storyboard clips.

- **Clip Overlap**: 0 Frames
- **Transitions**: Select both options
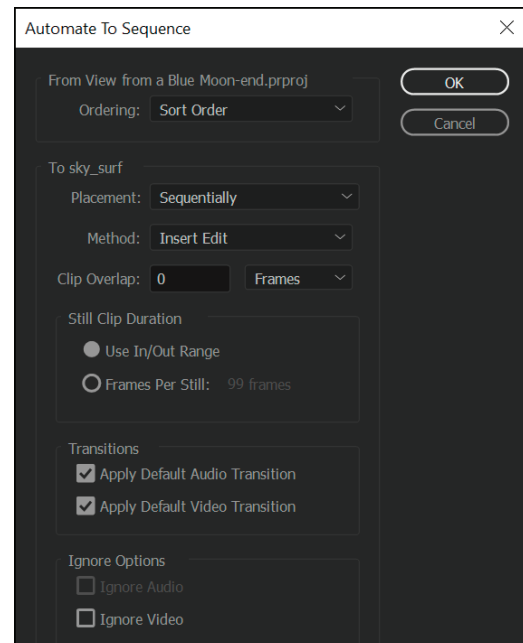- **Ignore Options**: Deselect both boxes

5. Click **OK**.

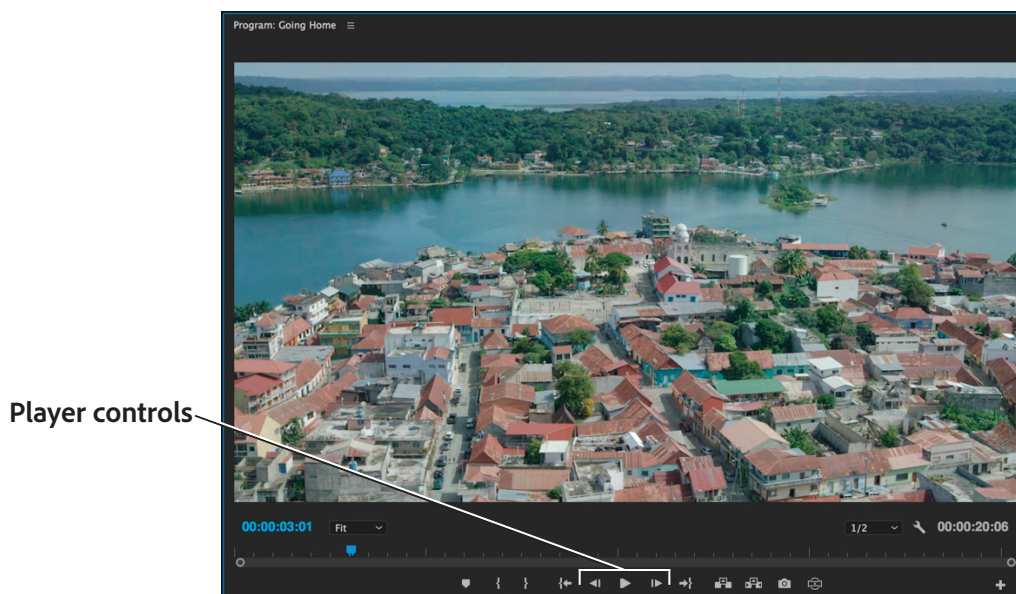Your clips appear in order in the Timeline panel.

6. Close the **Storyboard** bin.

Figure 7 Automate To Sequence dialog box

7. Play the sequence by clicking the Timeline to activate and use the **Program Monitor** player controls (**Figure 8**).

View the sequence critically. Note if there are any jump cuts or awkward edits. Some clips will probably be too long. You can fix those flaws by using methods explained in the guides titled *How to work with clips in the Timeline panel* and *How to trim clips in the Timeline panel.*

Player controls

Figure 8 Program Monitor

For more information

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