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(54) Title: SCRIPT-INTEGRATED STORYBOARDS

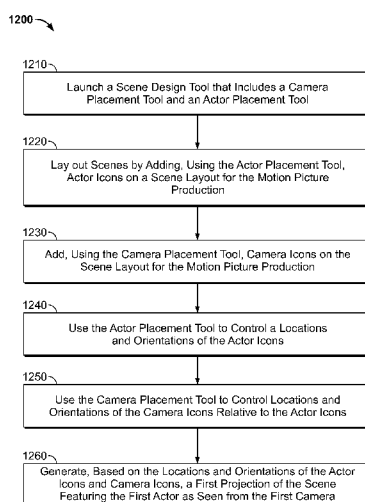


FIG. 12

(57) **Abstract:** A storyboard presentation is generated by launching a scene design tool that includes actor and camera placement tools. Using the actor and camera placement tools, a first actor icon and a first camera icon are added on a scene layout, the first actor icon representing a first actor that will appear in a scene and the first camera icon representing a first camera that will film the scene. The user is enabled to control a location and orientation of the first actor icon using the actor placement tool and a location and orientation of the first camera icon relative to the first actor icon using the camera placement tool. Based on the location and orientation of the first actor icon and the first camera icon, a first projection of the scene featuring the first actor as seen from the first camera is generated.

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AMENDED CLAIMS**received by the International Bureau on 26 June 2009 (26.06.2009)****WHAT IS CLAIMED IS:**

1. A method of generating a storyboard presentation for a motion picture production, the method comprising:
 - launching a scene design tool that includes a camera placement tool and an actor placement tool;
 - adding, using the actor placement tool, a first actor icon on a scene layout for a motion picture production, the first actor icon representing a first actor that will appear in a scene in the motion picture production;
 - adding, using the camera placement tool, the first camera icon on a scene layout for the motion picture production, the first camera icon representing a first camera that will film the scene;
 - enabling, using the actor placement tool, the user to control a location and orientation of the first actor icon;
 - enabling, using the camera placement tool, the user to control a location and orientation of the first camera icon relative to the first actor icon;
 - accessing a script associated with the scene;
 - enabling the user to insert a segment designator into the script, the segment designator delineating the boundaries between a first portion of dialogue that should be associated with a first projection and a second portion of dialogue that should be associated with a second projection;
 - generating, based on the location and orientation of the first actor icon and the first camera icon, the first projection of the scene featuring the first actor as seen from the first camera; and
 - configuring the first projection to reflect the first portion of dialogue.
2. The method of claim 1 further comprising:
 - using the actor placement tool to control a location and orientation of a second actor icon, relative to the first actor icon, in the scene layout, wherein the second actor icon represents a second actor that will appear in the scene;
 - generating, based on the location and orientation of the first actor icon and the second actor icon, the first projection of the scene featuring the first actor and the second actor as seen from the first camera.
3. The method of claim 2 wherein generating the first projection of the scene featuring the first actor and the second actor includes generating the first projection that reflects the location and orientation of the first actor icon relative to the second actor icon.

4. The method of claim 2 further comprising:
 - enabling the user to reconfigure the location and orientation of the first actor icon or the second actor icon; and
 - updating the first projection based on the reconfigured location and orientation.
5. The method of claim 4 wherein updating the first projection based on the reconfigured location and orientation includes:
 - enabling the user to shift the location and orientation of the first actor icon or the second actor icon; and
 - for at least one intermediary location in the shift of location and orientation from a first setting to a second setting, updating the first projection to reflect a configuration using the intermediary location.
6. The method of claim 1 further comprising:
 - enabling the user to control a field of view for the first camera;
 - configuring the first projection of the scene featuring the first actor as seen from the first camera based on the field of view.
7. The method of claim 6 further comprising configuring the scene layout to reflect the field of view.
8. The method of claim 1 further comprising:
 - enabling the user to specify a first segment that will be captured using the first camera at a first location in the scene layout;
 - enabling the user to specify a second segment that will be captured using the first camera at a second location in the scene layout;
 - generating a first projection based on the first segment; and
 - generating a second projection based on the second segment.
9. The method of claim 1 further comprising:
 - adding, using the camera placement tool, a second camera icon on the scene layout, the second camera icon representing a second camera that will film the scene;
 - enabling, using the camera placement tool, the user to control a location and orientation of the second camera icon;
 - enabling the user to specify a first segment that will be captured using the first camera at a first location in the scene layout;
 - enabling the user to specify a second segment that will be captured using the second camera at a second location in the scene layout;
 - generating a first projection based on the first segment; and

generating a second projection based on the second segment.

10. The method of claim 1 wherein enabling the user to control the location and orientation of the first camera icon relative to the first actor icon includes enabling the user to specify a vertical camera orientation indicating a direction of the first camera.

11. The method of claim 1 wherein enabling the user to control the location and orientation of the first camera icon relative to the first actor icon includes enabling the user to specify a horizontal camera orientation relative to the first actor icon.

12. The method of claim 1 wherein enabling the user to control the location and orientation of the first camera icon relative to the first actor icon includes enabling the user to specify a distance between the first camera icon and the first actor icon.

13. The method of claim 1 further comprising:
accessing a script that includes dialog;
associating a first portion of the dialog with a first segment used in the scene layout;
associating a second portion of the dialog with a second segment used in the scene layout;

generating the first projection based on the first segment;
generating a second projection based on the second segment;
presenting the first portion of the dialog with the first projection; and
presenting the second portion of the dialog with the second projection.

14. The method of claim 13 wherein accessing the script that includes the dialog includes:

accessing the script that includes segment designators;
using the segment designators to associate the first portion of the dialog with the first segment; and
using the segment designators to associate the second portion of the dialog with the second segment.

15. The method of claim 14 further comprising:
using the scene design tool to generate a first configuration for the first segment; and
using the scene design tool to generate a second configuration for the second segment.

16. The method of claim 1 further comprising:
enabling, using the camera placement tool, the user to specify a moving camera path for the first camera using the first camera icon; and
configuring the first projection of the scene to reflect the movement of the first camera.

17. The method of claim 1 further comprising:
associating the first actor icon with a first identity;
modifying a script to reflect the first identity;
enabling the user to interact with the first actor icon to change the first actor icon to be associated with a second identity; and
modifying the script to reflect the second identity.

18. The method of claim 17 wherein enabling the user to interact with the first actor icon includes enabling the user to interact with a drop down controller embedded in the first actor icon enabling the user to select from available characters in the script.

19. The method of claim 17 wherein enabling the user to interact with the first actor icon includes enabling the user to interact with a drop down controller embedded in the first actor icon enabling the user to select from available actors.

20. The method of claim 1 further comprising:
accessing a configuration for the scene design tool;
using the configuration to identify required resources that include actors and equipment; and
generating a display with the required resources.

21. The method of claim 20 further comprising:
referencing a production schedule of more than one segment that will be filmed in a designated time period;
accessing a configuration for segments in the production schedule; and
generating a production guide, the production guide displaying for each of segments within the designated time period:
a location,
a segment projection,
a list of actors required by the segment at the location,
a list of required cameras at the location,
a list of shots within the segment at the location, and
an allocated time window.

22. The method of claim 21 wherein the production guide includes a map of the locations where the segment is filmed.

23. The method of claim 21 wherein the production guide includes a description of a camera angle, a shot framing, and a description of the camera movement.

24. A system comprising:

a processor configured to generate a storyboard presentation for a motion picture production using a scene design tool; and

a scene design tool that includes:

a camera placement tool,

an actor placement tool, and

wherein the scene design tool is configured to execute one or more processes to perform operations including:

add, using the actor placement tool, a first actor icon on a scene layout for a motion picture production, the first actor icon representing a first actor that will appear in a scene in the motion picture production;

add, using the camera placement tool, the first camera icon on a scene layout for the motion picture production, the first camera icon representing a first camera that will film the scene;

enable, using the actor placement tool, the user to control a location and orientation of the first actor icon;

enable, using the camera placement tool, the user to control a location and orientation of the first camera icon relative to the first actor icon; and

access a script associated with the scene;

enable the user to insert a segment designator into the script, the segment designator delineating the boundaries between a first portion of dialogue that should be associated with a first projection and a second portion of dialogue that should be associated with a second projection;

generate, based on the location and orientation of the first actor icon and the first camera icon, the first projection of the scene featuring the first actor as seen from the first camera; and

configuring the first projection to reflect the first portion of dialogue.

25. A system that generates a storyboard presentation for a motion picture production, the system comprising:

means for launching a scene design tool that includes a camera placement tool and an actor placement tool;

means for adding, using the actor placement tool, a first actor icon on a scene layout for a motion picture production, the first actor icon representing a first actor that will appear in a scene in the motion picture production;

means for adding, using the camera placement tool, the first camera icon on a scene layout for the motion picture production, the first camera icon representing a first camera that will film the scene;

means for enabling, using the actor placement tool, the user to control a location and orientation of the first actor icon;

means for enabling, using the camera placement tool, the user to control a location and orientation of the first camera icon relative to the first actor icon;

means for accessing a script associated with the scene;

means for enabling the user to insert a segment designator into the script, the segment designator delineating the boundaries between a first portion of dialogue that should be associated with a first projection and a second portion of dialogue that should be associated with a second projection;

means for generating, based on the location and orientation of the first actor icon and the first camera icon, the first projection of the scene featuring the first actor as seen from the first camera; and

means for configuring the first projection to reflect the first portion of dialogue.

26. A system that generates a storyboard presentation for a motion picture production, the system comprising instructions on a computer readable medium that when executed on a processor cause the processor to:

launch a scene design tool that includes a camera placement tool and an actor placement tool;

add, using the actor placement tool, a first actor icon on a scene layout for a motion picture production, the first actor icon representing a first actor that will appear in a scene in the motion picture production;

add, using the camera placement tool, the first camera icon on a scene layout for the motion picture production, the first camera icon representing a first camera that will film the scene;

enable, using the actor placement tool, the user to control a location and orientation of the first actor icon;

enable, using the camera placement tool, the user to control a location and orientation of the first camera icon relative to the first actor icon;

access a script associated with the scene;

enable the user to insert a segment designator into the script, the segment designator delineating the boundaries between a first portion of dialogue that should be associated with a

first projection and a second portion of dialogue that should be associated with a second projection;

generate, based on the location and orientation of the first actor icon and the first camera icon, the first projection of the scene featuring the first actor as seen from the first camera; and

configure the first projection to reflect the first portion of dialogue.