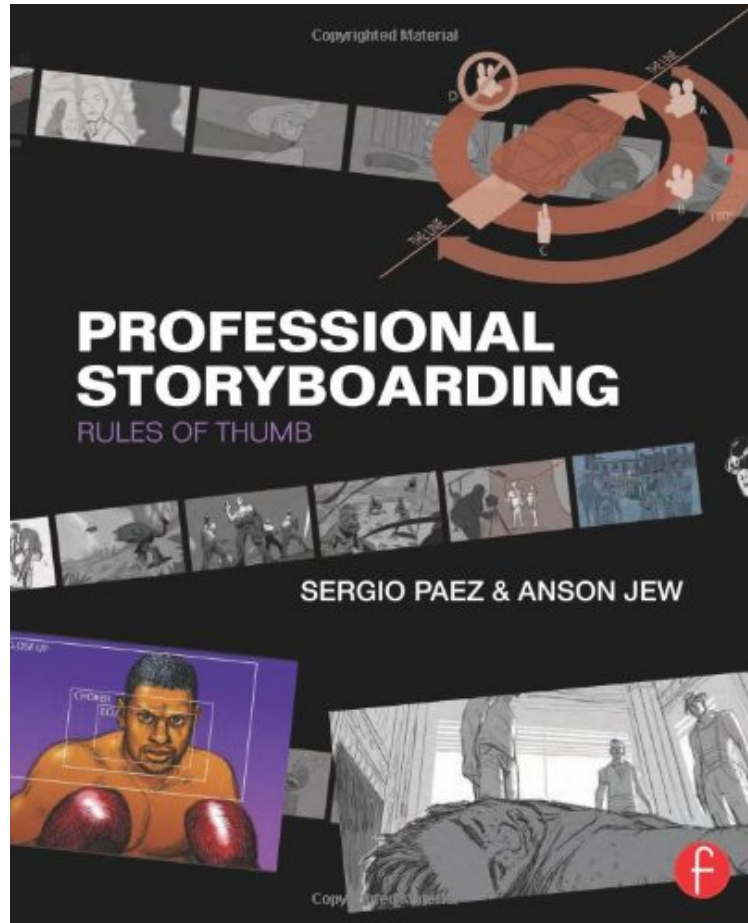


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## Professional Storyboarding: Rules of Thumb

*Sergio Paez, Anson Jew*

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**Sergio Paez, Anson Jew : Professional Storyboarding: Rules of Thumb** before purchasing it in order to gage whether or not it would be worth my time, and all praised Professional Storyboarding: Rules of Thumb:

1 of 1 people found the following review helpful. The ultimate storyboards resourceBy CustomerHave you ever heard the term soup to nuts? That is what this is in the realm Of storyboarding. Highly recommend it I'd you are serious about getting into this field.1 of 1 people found the following review helpful. GreatBy GolfMacFine tool.1 of 1 people found the following review helpful. StoriesBy mary paquetteGift for Daughter, who is a Art teacher for children who are under 7 yrs old, she used it for many summer after school classes

Storyboarding is a very tough business, and a new storyboarder really needs to have their wits about them and have professional savvy to survive in this competitive field. Storyboarding: Rules of Thumb offers highly illustrative examples of basic storyboarding concepts, as well as sound, career-oriented advice for the new artist. This book also features a number of veteran storyboard artists sharing their experiences in the professional world.

About the Author Sergio Paez first entered the "galaxy far, far away" in 1999, working as an animator for LucasArts Star Wars Storybook project. In the years that followed, Sergio accumulated a portfolio that included design work and animation for a wide spectrum of formats, including feature films, commercials, video games, television series and digital media. Sergio's talents took him to Madrid, where he served as a storyboard artist and animator for Animagic Studios, contributing to the animated feature *The Three Wise Men*. Returning stateside, he landed the position of Lead Storyboard Artists for Sega/Sammy, developing story design and CG layout for game cinematics. In 2005, Sergio returned to feature film and TV storytelling with a position as Animator/Storyboard Artist for Maverix Studios. From there, he moved to Pixar Animation Studios, where he worked as a storyboard artist. At Lucasfilm Sergio provided storyboards and 3D Previs for *Star Wars: The Clone Wars*. With a strong foundation in traditional animation and illustration he has built his career on content creation and story structure. In 2008 Sergio launched StoryboardArt LLC, an online story community, with both a content creation and educational focus to further techniques in visual storytelling. By building efficient systems and designing successful training programs for artists Currently Sergio is working in San Francisco developing new media projects. [www.SergioPaez.com](http://www.SergioPaez.com)  
<http://www.imdb.com/name/nm2876339/>