

Dialogue Storyboard Template

Conversation coverage sheet for speaker/listener, eyeline, axis, sound, and continuity.

PROJECT

SCENE # / LOCATION

ASPECT RATIO / PAGE

Shot 1

Scene #Pos. Duration sec

FRAME / COMPOSITION

ACTION / VISIBLE BEAT

NARRATIVE PURPOSE

CHARACTERS @

PROPS @

SHOT SIZE

ANGLE

CAMERA MOVEMENT

EQUIPMENT

FOCAL LENGTH

LIGHTING

SPEAKER

LISTENER

EYELINE

COVERAGE: 2-SHOT / OTS / CLEAN SINGLE / INSERT

SCREEN DIRECTION / AXIS

EMOTIONAL TURN

DIALOGUE / VO

SOUND DESIGN / SFX

CONTINUITY, REFERENCE URLS, IMAGE PROMPT NOTES

Shot 2

Scene #Pos. Duration sec

FRAME / COMPOSITION

ACTION / VISIBLE BEAT

NARRATIVE PURPOSE

CHARACTERS @

PROPS @

SHOT SIZE

ANGLE

CAMERA MOVEMENT

EQUIPMENT

FOCAL LENGTH

LIGHTING

SPEAKER

LISTENER

EYELINE

COVERAGE: 2-SHOT / OTS / CLEAN SINGLE / INSERT

SCREEN DIRECTION / AXIS

EMOTIONAL TURN

DIALOGUE / VO

SOUND DESIGN / SFX

CONTINUITY, REFERENCE URLS, IMAGE PROMPT NOTES

Dialogue Coverage Map

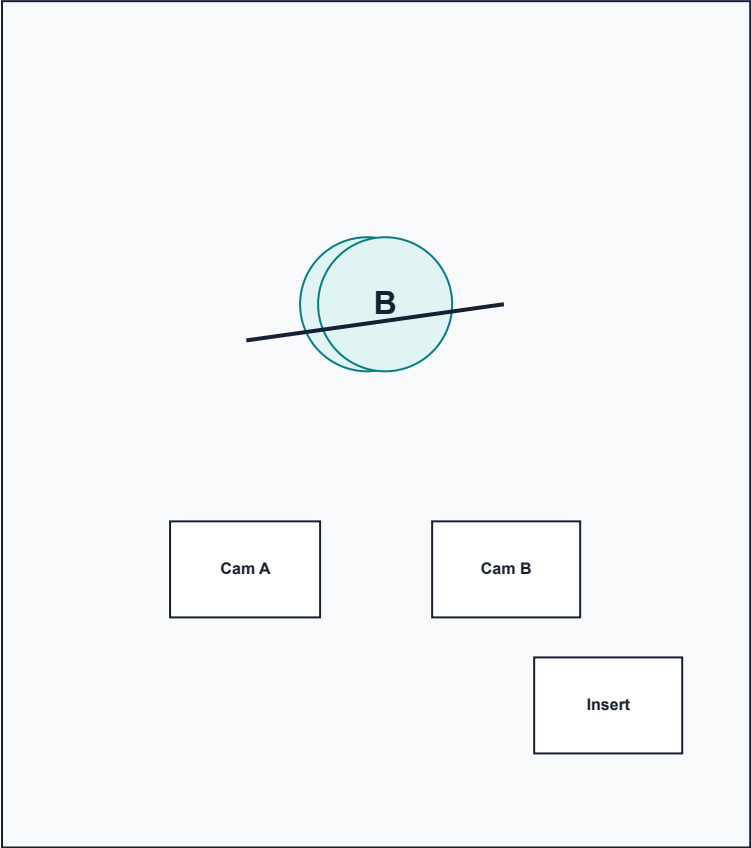
Plan viewpoint changes before drawing frames.

PROJECT

SCENE # / LOCATION

ASPECT RATIO / PAGE

180-degree line and eyeline map



RULE FOR THIS SCENE: WHO OWNS THE FRAME, WHEN THE AXIS CAN BREAK, AND WHICH INSERT RESETS ORIENTATION

OPENING TWO-SHOT / GEOGRAPHY

SPEAKER A CLOSE-UP / EMOTIONAL TURN

SPEAKER B CLOSE-UP / REACTION

INSERT OR PROP BEAT

SOUND BRIDGE / TRANSITION

Dialogue Storyboard Template: Field Guide

Use the printed sheet as a handoff to Story2Board or any production workflow.

PROJECT

SCENE # / LOCATION

ASPECT RATIO / PAGE

Story and asset fields

Scene # / Location matches Story2Board's markdown scene number plus optional location override.

Action is the visible beat. Use @Character and @Prop names when identity or continuity matters.

Narrative purpose explains why the shot exists: reveal, tension, setup, payoff, reaction, transition.

Characters / Props are not decoration. They define recurring assets that must stay consistent across frames.

Camera fields

Shot size: Extreme Wide, Wide Shot, Medium Wide, Full Shot, Medium Shot, Medium Close-Up, Close-Up, Extreme Close-Up, Two Shot.

Angle: Eye Level, Low Angle, High Angle, Hip Level, Ground Level, Dutch Angle, Birds-Eye, Over the Shoulder, From Behind.

Movement: Static, Pan, Tilt, Dolly, Tracking, Crane, Zoom, Handheld, Steadicam, Whip.

Equipment / focal length / lighting are production hints. Keep them short unless the shot depends on them.

Sound and edit fields

Dialogue / VO holds the line that belongs to the shot, not the full script page.

Sound design catches silence, room tone, music entry, off-screen sound, and SFX.

Transition: Cut, Dissolve, Fade, Wipe, J-Cut, L-Cut, Match Cut, Smash Cut.

Duration sec is estimated running time for animatics and video-generation planning.

Continuity and AI fields

Reference URLs map to Story2Board's film library, user uploads, or previous generated frames.

Image prompt notes record what must be passed to frame generation.

Emotional tone tells the co-director how the shot should feel, not just what appears in it.

Revision notes should state what changed and what must not change next.

SHOT SIZE

- ☐ Extreme Wide
- ☐ Wide Shot
- ☐ Medium Wide
- ☐ Full Shot
- ☐ Medium Shot
- ☐ Medium Close-Up
- ☐ Close-Up
- ☐ Extreme Close-Up
- ☐ Two Shot

ANGLE

- ☐ Eye Level
- ☐ Low Angle
- ☐ High Angle
- ☐ Hip Level
- ☐ Ground Level
- ☐ Dutch Angle
- ☐ Birds-Eye
- ☐ Over the Shoulder
- ☐ From Behind

CAMERA MOVEMENT

- ☐ Static
- ☐ Pan
- ☐ Tilt
- ☐ Dolly
- ☐ Tracking
- ☐ Crane
- ☐ Zoom
- ☐ Handheld
- ☐ Steadicam
- ☐ Whip

EQUIPMENT

- ☐ Tripod
- ☐ Slider
- ☐ Handheld
- ☐ Steadicam
- ☐ Gimbal
- ☐ Crane
- ☐ Jib
- ☐ Drone

FOCAL LENGTH

- ☐ 16mm
- ☐ 24mm
- ☐ 35mm
- ☐ 50mm
- ☐ 85mm
- ☐ 135mm
- ☐ 200mm+

LIGHTING

- ☐ Dawn
- ☐ Morning
- ☐ Midday
- ☐ Golden Hour
- ☐ Dusk
- ☐ Night
- ☐ Practical
- ☐ Mixed
- ☐ High Key
- ☐ Low Key
- ☐ Silhouette

Use this when viewpoint, eyeline, and sound continuity are more important than panel count.