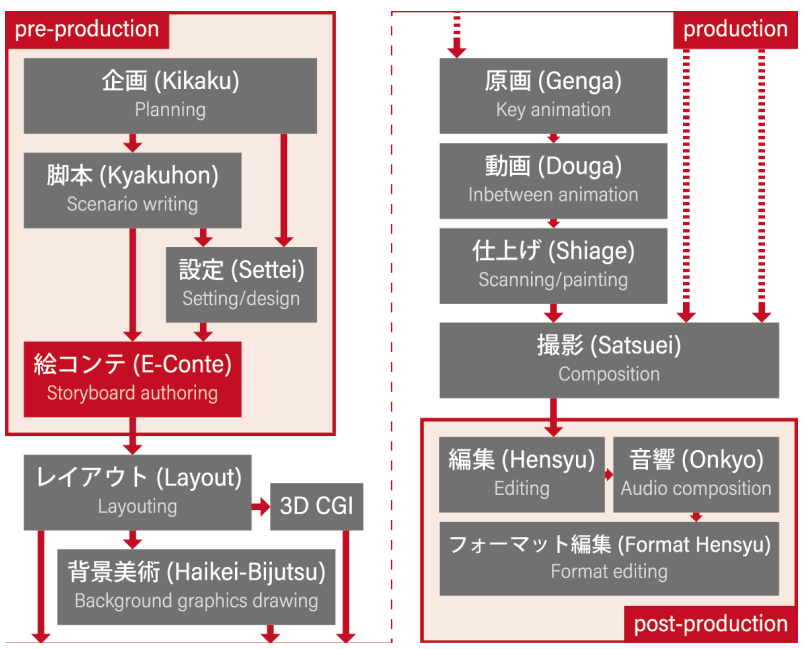


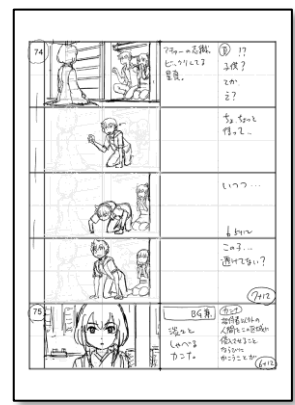
Research on Anime Storyboards for Individual and Collaborative Creativity

① Anime production workflow: complex; technology-oriented research has failed to grasp its overview



② Anime storyboards:

- a blueprint of the actual anime film
- created in pre-production ~10 people
- referenced in production ~100 people



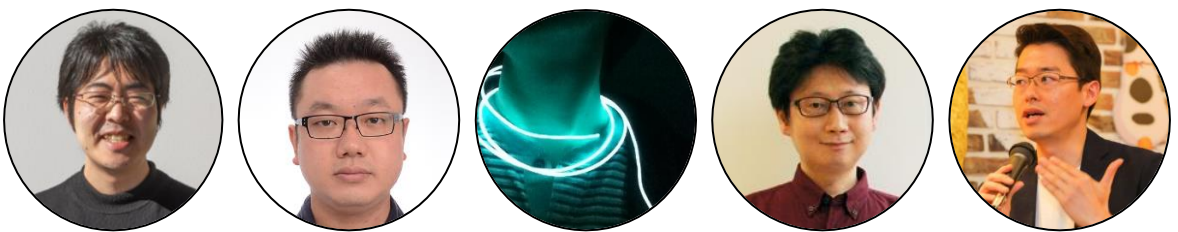
This storyboard is from "Animation Technology 2019 Spring" p.2, drawn by Kazuya Murata for XFLAGS ANIME "Starlight Promises."

③ Simply digitizing a storyboarding tool didn't work – why?



④ The team at Arch Inc.:

HCI researcher (Jun K.), anthropologist (Ryotaro M.), engineer (Kenta H.), anime director (Kazuya M.) and producer (Nao H.)



⑤ Initial findings:

Storyboarding requires directors' individual creativity, but the storyboard is later used for collaborative creativity – we need to design a tool that serves multiple roles.