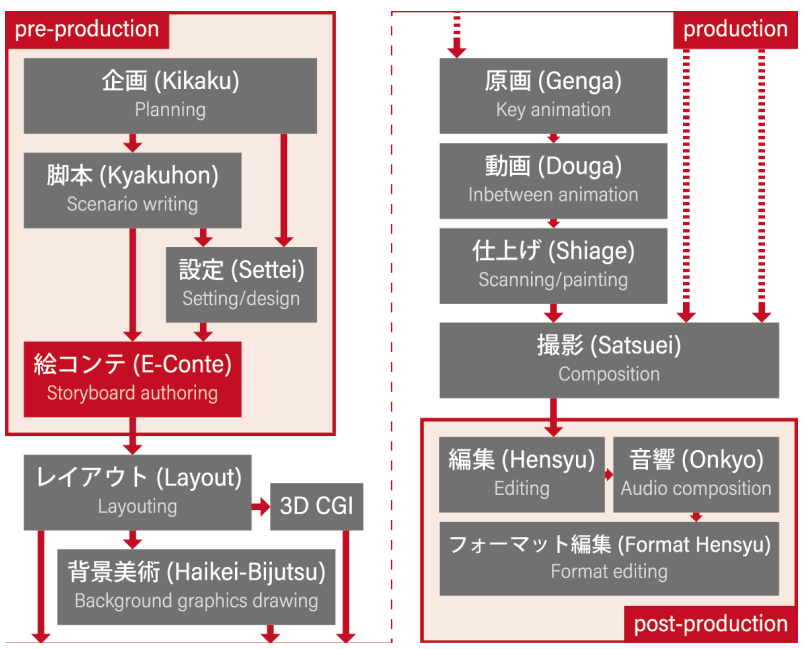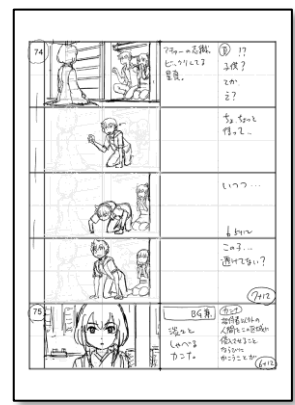# Research on Anime Storyboards for Individual and Collaborative Creativity

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
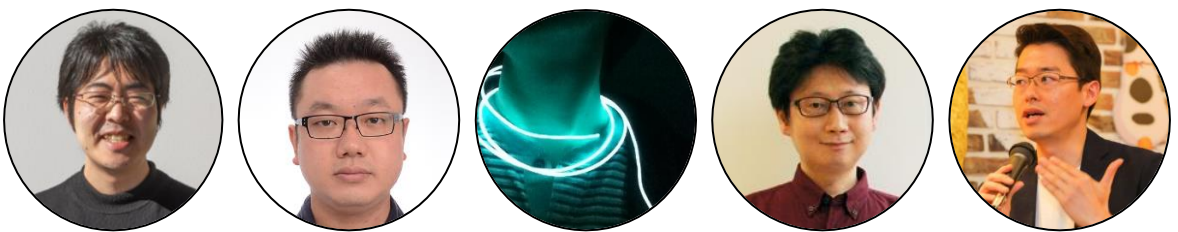- referenced in production ~100 people

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.