

Storyboard

Week 5

Writing Scripts

Formatting Scripts

TSEdiot's Crazy Short Film of Formatting Goodness(Name of Project)

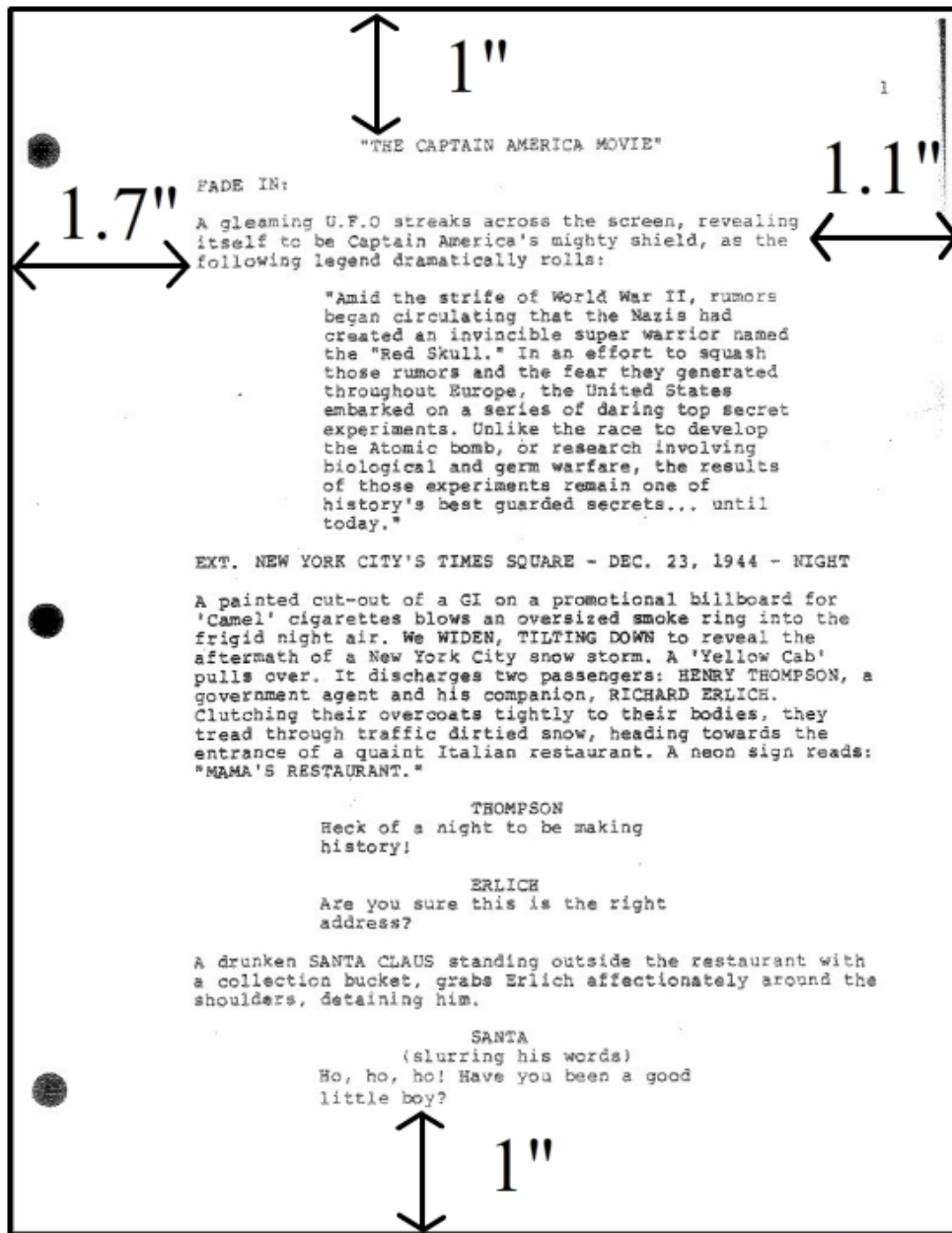
by
TSEdiot (Name of First Writer)
(Name of Second Writer)

(Based on, If Any)

Revisions by
(Names of Subsequent Writers,
in Order of Work Performed)

Current Revisions by
TSEdiot, May, 2007 (Current Writer, date)

Name (of company, if applicable)
Address
Phone Number



Slug Line (Heading)
Action (Stage Direction)

Dr. Kessler retreats from the O.R., through a set of swinging doors...

INT. CORRIDOR OUTSIDE OPERATING ROOM

as Thompson, drinking black coffee, is waiting for him...

THOMPSON

We need him back in action in forty-eight hours.

4.1" They begin walking...

DR. KESSLER

That's impossible. It's a miracle he survived the surgery. His aorta was badly damaged. He had a bullet lodged in the base of his spine. You'll be lucky if he ever walks again!

2.7"

THOMPSON

Try telling it to the Nazis. They've got an experimental rocket targeted for D.C. in less than four days. He's the only one who can stop it.

2.5"

DR. KESSLER

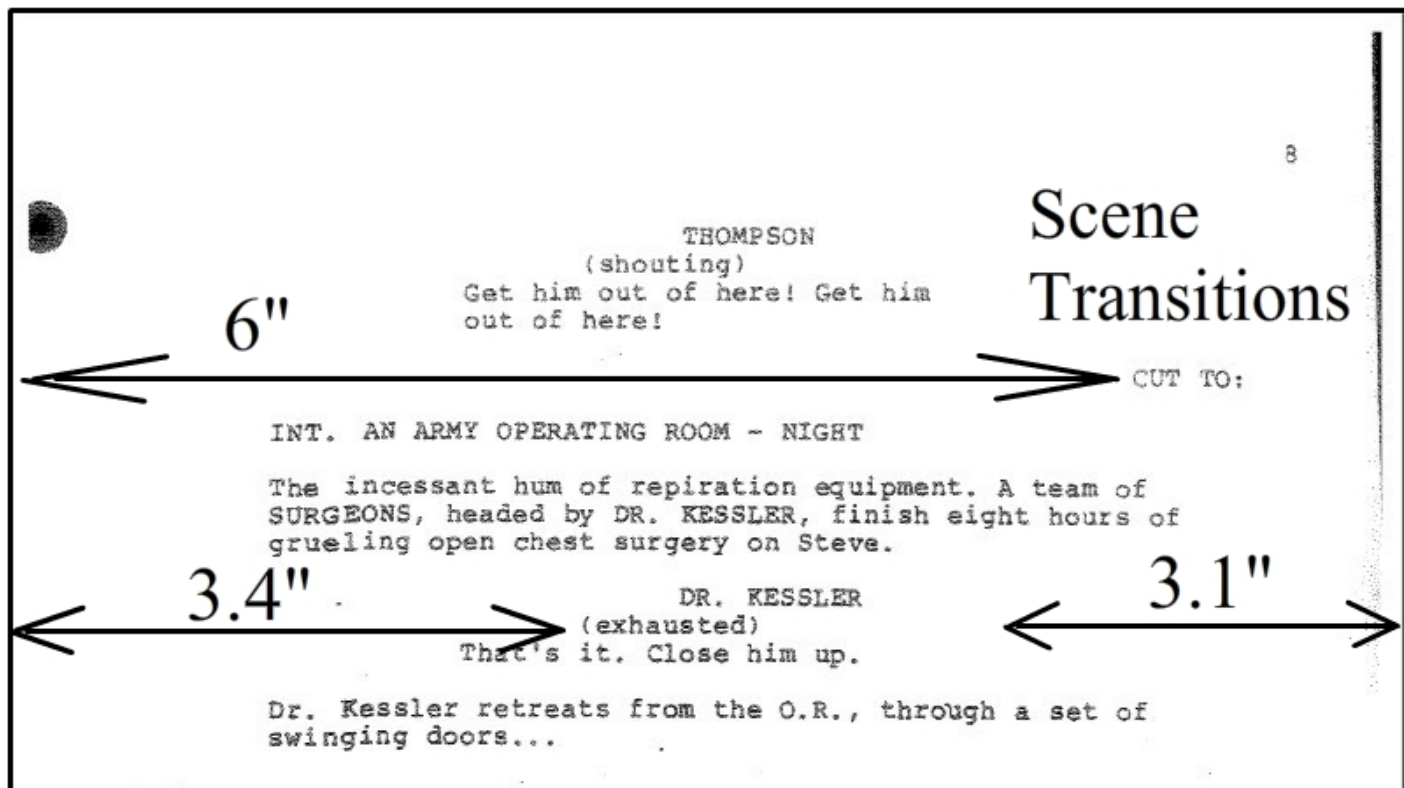
I'm sorry. I can't help you...

NURSE (O.S.)

Dr. Kessler!

Character

Dialogue



Parenthetical
Direction

SKYLAR

See, it's my life story.

(MORE)

(CONTINUED)

-----page break-----

Page 23.

CONTINUED:

SKYLAR (CONT'D)

(parenthetical goes here)

Five more minutes and I would have got
to hear your best pick-up line.

WILL

The caramel thing is my pick-up line.

End Example (from *Good Will Hunting*)

Script Format

- Total page length is a maximum of 60 lines, including page number and CONTINUEDs
- **Paper size** is 8.5" wide by 11" long
- Use **12-point Courier** (not Courier New) or **Prestige Pica**. These are fixed pitch fonts that yield ten (10) characters per horizontal inch and six (6) lines per vertical inch.

Sluglines

- INT. or EXT. Short for Interior and Exterior
- Location. Where the scene takes place. These should be short: LIBRARY CIRCULATION DESK or TRAILER PARK
- Time. Usually just DAY or NIGHT but can be as specific as 4:59 A.M. (if, say the bomb is set to go off at 5:00.)
- Occasionally, you'll need a Sublocation to clarify the Location.

INT. DONALD'S MANSION - BILLIARDS ROOM –
NIGHT

Sluglines

- Sluglines are always in ALL CAPS. There are usually two spaces between INT./EXT. and Location, and then space, hyphen, space between Location and Time.
- If a scene occurs in a Location, followed by a scene in the same Location but at a later time, the word LATER can be used in the Slugline.

INT. DONALD'S MANSION - BILLIARDS ROOM – NIGHT - LATER

Action

- This describes what is happening on the screen, and which characters (if any) are involved.
- Only write what the Audience SEES and HEARS.
- With a few exceptions, Action follows standard rules of capitalization. It's single-spaced and always in present tense.
- You always need some Action after a Slugline, even it's only a single line.
- Don't say "Camera" follows Character, Say "We" follow character

Capitalization within Action

- The very first time a character's name appears in Action, it appears in ALL CAPS.
- ALL CAPS when an vital sound effect appears in Action.
- Capitalize important props.

MORTIMER groans and pops a handful of aspirin. The tea kettle WHISTLES. Mortimer pulls out a SUB-PARTICLE SUPER BLASTER and blows the kettle to smithereens.

Character Name

- This always appears above Dialogue and tells us which character is speaking.
- Character names are always in ALL CAPS.
- Sometimes you'll have minor characters that you won't want to name. It's okay to just call them CLERK or PEDESTRIAN or. If there are several of the same type of character, add a number: COP #1 or BODY BUILDER #2.

Dialogue

- Dialogue is single-spaced and follows standard rules of capitalization.

Parentheticals

- These are used within dialogue to describe who he/she's talking to, or how he/she is speaking.
- Parentheticals always live inside parenthesis and on their own line. If they hit their right margin, they wrap around to the next line

Script Format

- **Voice Over (V.O.):** Used when a character or narrator can be heard talking from some unknown place (the future, heaven, inside our head).

A 4-year old Jimmy grabs a rattle from his baby sister. The baby screams.

JIMMY (V.O.)
I always knew I wanted to be a thief.

- **Off Screen (O.S.):** Used when a character in the scene can be heard but isn't actually on the screen.

Joe winds up and swings the bat.

SMASH. He connects with an ornate stained-glass lamp.

AUNT NADINE (O.S.)
Joseph, tell me that was your thick head and not my Tiffany lamp!

Spacing Between Elements:

- Between Slugline and Action: double space
- Between Action and more Action: double space
- Between Action and Character Name: double space
- Between Character Name and Dialogue: single space
- Between Dialogue and the next Character Name: double space
- Between Dialogue and Action: double space
- Between Character Name and Parentheticals: single space
- Between Parentheticals and Dialogue: single space
- Between Action and Slugline: double space
- Between Dialogue and Slugline: double space

Script Writing

- Describe environment: Messy room. Sparkling, clean kitchen. What is in the background that helps tell the story?
- Describe Characters: Wrinkled, dirty t-shirt and ripped jeans, Tall, muscular, noticeable scar on forehead. What does the Character look like and wear that helps understand his/her personality?

Script Writing

- Remember: A Script is not written as you would write a Story. You only write what the Audience SEES and HEARS.
- WRONG: Mortimer looks out the windows, missing Alice.
- RIGHT: Mortimer looks sadly out the window. Dialogue: "I miss Alice."
- WRONG: Mortimer hesitates, he does not want to tell Alice.
- Right: Mortimer hesitates. Dialogue: I don't want to tell you, Alice."

Character Personality Development

- **Protagonist:** The protagonist of the story has the goal to drive and transform the story and is usually at the central point.
- **Antagonist:** The antagonist has the goal of driving conflict and pushing the protagonist towards their ultimate transformation.
- **Foil:** A foil is a character that possesses qualities that contrast with another character.

Character Personality Development

- **Threshold Guardian:** The guardian is someone who opposes the protagonist's opinions and ideas when they want to change them.
- **Mentor:** A mentor is the character in the story that will assist the protagonist in reaching their goal of transformation.
- **Minion:** The minion is a character who complements the major characters and helps to move the plot events forward.
- **Ficelle:** Helps the Protagonist and moves the plot along, sometimes makes problems worse.

Character Personality Development

- Zai is an expert thief, a rogue agent who works for no one but himself. He is a short, thin man with a dark complexion, hair, and eyes, and easily forgettable features. He prefers his solitude and soft classical music, but his life changes one day when he becomes the victim of another master thief. Now he must associate with the other criminals who share his profession and use his skills to track down this rival thief.
- Zai's talents include lock picking, hand-to-hand combat, throwing knives, and subtlety. He would much rather evade enemies altogether, but he is often forced to fight. It is eventually revealed that he was the son of rich parents and lived in a luxurious manor, but he was placed in one of the city's worst orphanages when his parents died in a car crash. All of his thievery was only in a vain attempt to recreate the life he used to have.

Character Personality Development

- Agatha had a narrow, oblong face with angular cheekbones and a pointed chin. Her slit-like eyes were a clouded hazel, and her thinly plucked eyebrows were shaped into a deceptively perfect arch that followed the slight curve of her eye. A long nose hooked over continually pursed lips, which were painted a bright red in an unsuccessful effort to mask their natural thinness. Bleached blonde hair, made thin from too many years of hair dye, hung straight down into an angular cut at her jaw. The sharp features of Agatha's face were merely a reflection of her entire body structure, and everything—from her skeletal arms to her paper-thin waist—screamed of unnatural skinniness. She walked in long strides, her shoulders back and face held forward, wearing tall stiletto heels and a bold leopard-print mini-dress.

Assignment

- Character Personality Concepts: Identify the type of character (protagonist, antagonist). Using the 'Character Biography' as a tool, develop Character Personality Concepts for each character.
- Three paragraphs: describing appearance, personality, history.

Assignment

- Write a 5-7-page script using the **INDUSTRY STANDARD SCRIPT FORMAT**. Use Word. Finished Script Due Week 7
- Develop Character personality concepts for each character. Concepts Due Week 6.
- Supplied: Script Template.dot: Double click file, use 'Styles' to help format your script.
- Due Week 6
 - Script Draft (Will not be graded)
 - Character concepts for Script Assignment Due (will be graded)
- Due Week 7
 - Finished Script in PDF format