

# Scripts

A script is a **pre-production document**.

They are made during the **planning stage** of a product's development.

Scripts are a bit different to other types of pre-production document that you've studied. Work through these slides **carefully** and study each example.

# Scripts

Scripts are used to show the **words spoken** and **other action** that takes place.

They can be used for:

- TV shows
- films
- other video (YouTube etc...)
- radio programmes
- adverts (video or sound)
- animations
- anything else that requires voice to be recorded

Scripts contain more than just the words an actor will speak

# Scripts

17 EXT. PARK - DAY 17

Mike and John turning from a Cappuccino stand, with their coffees. (The Criterion Cappuccino Stand.) Mike can't help glancing at John's stick.

MIKE  
You okay?

JOHN  
Just my leg.

MIKE  
Bad, is it?

JOHN  
My therapist thinks it's psychosomatic.

MIKE  
What do you think?

JOHN  
I think I got shot.

As they settle at a table...

JOHN  
You're still at Barts then?

MIKE  
Teaching now - bright young things, like we used to be. God, I hate them. What about you? Staying in town till you get yourself sorted?

JOHN  
(Shakes head)  
Can't afford London on an army pension.

## Purposes:

- show the words for **actors** or **voiceover artists**
- provide direction for **actors** so they know how to say words
- show sound effects to add
- show music to add
- give information to **directors** and **sound engineers**
- give information to other members of a **production crew**
- show a **client** what has been planned for a production

Possible **audiences** for scripts are shown **in bold** on the right

# Scripts

Scripts include special items that you need to know about:

- characters
- dialogue and other sounds
- directions
- locations
- camera shot types

The following slides will show you what these are and how to identify them.

# Scripts - characters

Characters are the people who will be in the product that the script is being written for.

212 EXT. STREET - NIGHT

Andy is walking Sophie home.

SOPHIE

So why are you being so secretive?  
What do you think is on that farm?

ANDY

Well we know there's a big Saxon  
ship burial around here somewhere.  
King Sexred of the East Saxons.

SOPHIE

Richest of the 7th century kings.

ANDY

Zactly.

In this script there are 2 characters - Sophie and Andy.

The names of the characters are usually shown in CAPITALS to help them stand out

Character names are often put in the centre of the page to help them stand out

Not every character has words to speak. Some characters that speak may not be seen on screen

# Scripts - dialogue

Dialogue is the words that someone will say.

## EXT. PENFOLD'S BEACH - MOMENTS LATER

Penfold is cooking his fish on a stick over a campfire. He's startled by the sudden appearance of the Baron and Nero.

BARON  
Give me that or I will destroy you!

PENFOLD  
"Give me that or I will destroy you, PLEASE".

BARON  
I have no time for your tedious pleasantries. Give me...  
(sniffs the air)  
...whatever is making that wonderful smell.

PENFOLD  
That's frog's legs. You're standing in the fire.

The dialogue for each character is written below their name

The dialogue is usually put in the centre of the page with a gap to each side.

This helps to make clear what words will be spoken rather than something else on the page

A **voice over** is dialogue spoken by someone who can not be seen on scene. This might be a **narrator** - a character who helps tell the story

# Scripts - directions

Directions tell actors how they should speak their lines. This helps them add emotions to their work.

Directions are also used to tell people what is happening in a scene.

215 EXT. BISHOP'S FARM 'HOME FIELD' - DAY 215

Andy and Lance are detecting, earphones on, staring intently at the ground. A rumbling sound gets louder and louder until, with a shattering roar, the RED ARROWS pass directly overhead. Neither Lance nor Andy notice. Once they have gone Andy pulls one of his phones from his ear and looks about, he notices a figure leaning on a gate and waving on the far side of the field. It's Sophie, she is pointing up at the sky. Andy waves then calls to Lance.

ANDY  
Oy mate!

Lance doesn't respond so Andy picks up a stone and throws it. Lance takes off his phones and comes over.

ANDY (CONT'D)  
It's Sophie.

This direction tells the actors how to behave at the start of the scene

This tells the actor playing Andy what to do at this point

Directions are **not** in the centre. This keeps them separate from dialogue

Few minutes later. Gary, miserable under his umbrella. Checks his watch. *Where is he?*

On the sound of a doorbell.

CUT TO:

Directions can include sound effects, music or words on screen

# Scripts - locations

At the start of each scene is a single line telling everyone where the action is happening. This is called a **slug line**. It includes three things

EXT. BISHOP'S FARM 'HOME FIELD' - DAY

1. EXT means exterior -  
the scene is outdoors

2. The actual location  
to be used

3. Time of day -  
DAY or NIGHT

INT. SCOUT HALL - NIGHT

← INT means interior - indoors

EXT. COASTLINE OF WALES, U.K. - DAY

← This slug line tells us the scene is **outdoors** (exterior), shot on the **coast of Wales** and takes place at **day**

Slug lines tell everyone involved what's happening. This helps the production crew get ready for each shot as well as telling actors where the action takes place.



# Scripts - camera shots

Camera shots tell the director and film crew how to shoot a scene.

INT. ANALYSTS' OFFICE, C.I.A. - NIGHT

CU on the mouth, just the words:

ESTHER  
Did you ever hear of Torchwood?

CU stands for close up

Camera shots used include:

- **Close up** - a close up view, often of an actor's face
- **Long shot/wide shot** - a view from a long distance away. This could include a whole building or a wood or mountain range or be of two people walking
- **Mid shot** - somewhere between the two - it might show a person from the waist up or the inside of a car

## Basic Camera Shots



Extreme Wide Shot



Wide Shot



Medium Shot



Medium Close up



Close up



Extreme Close up

# Scripts - summary

In summary, scripts can include:

- characters
- dialogue (words to say)
- direction (emotion)
- shot types
- camera movement
- sound effects
- background music
- timings
- narration/voice over
- location/time of day/lighting conditions (the **slug line**)

210 INT. LANCE'S FLAT, LOUNGE - DAY 210

Close on details of Lance's exquisite aquarium.

A small plastic treasure chest ornament nestles in amongst the plants at the bottom. Every now and again the lid of the chest opens and an air bubble escapes.

Wider and we see that Andy, carrying a guitar case, is peering in the fish tank, his nose pressed up to the glass. Lance shouts through from the kitchen.

LANCE (V.O.)  
And he reckons he still has these 'artefacts'?

ANDY  
He reckons so.

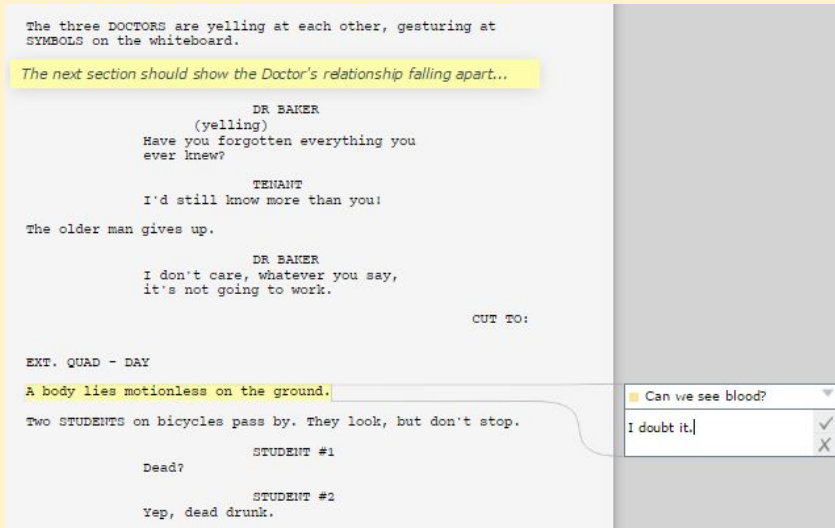
Andy slowly lifts his hand and is about to tap on the glass with his knuckle when Lance enters with two plates of food and makes him jump.

LANCE  
Don't knock on the glass, it stresses them out.

ANDY  
I wasn't going to.

Not every type of script would include all of these (a radio advert wouldn't include shot types for example)

# Scripts



## Producing scripts:

These can be made using:

- Office software such as Word
- An online tool (e.g. Google Docs). These have the advantage that people can work together and they can easily be shared
- By hand - handwritten or on a typewriter

Hardware that could be used includes:

- mouse
- keyboard
- monitor (screen)

# Scripts

## Summary:

- can be used for anything involving sounds
- show **dialogue** (words to be spoke) plus **directions** and details about the scene
- **slug lines** show where and when action takes place
- produced in the design stage
- help actors, directors and other crew members know what is going to happen