

# 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
- **Mid shot** - somewhere between the two - it might show a person from the waist up or the inside of a car
- **Panning shot** - where the camera moves across a scene, usually from one side to the other

Basic Camera Shots



Extreme Wide Shot



Wide Shot



Medium Shot



Medium Close up



Close up



Extreme Close up