A script is a pre-production document

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

Scripts are used to show dialogue and other text, but also include information about the scene, camera shot etc...

```
EXT. PARK - DAY
Mike and John turning from a Cappuccino stand, with their
coffees. (The Criterion Cappuccino Stand.) Mike can't help
glancing at John's stick.
          You okay?
          Just my leg.
          Bad, is it?
          My therapist thinks it's
          psychosomatic.
                    MIKE
          What do you think?
          I think I got shot.
As they settle at a table ...
          You're still at Barts then?
          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?
              (Shakes head)
          Can't afford London on an army
          pension.
```

Scripts use a very particular layout. This is important to know about

Purposes:

- show the dialogue to be used

 this allows word balloons,
 captions, narration etc... to be
 quickly put in place
- provide information about the scene in a slug line
- give information about any emotion to be added, which can impact the type of word balloon used
- show onomatopoeia (sound effects) to add

Panel number and slug line at the top

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.

Not every character has words to speak. Some characters that speak may not be seen on screen Context and stage directions are included where needed. These are not centred

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

The dialogue for each character is written below their name and also centred

Character names are usually capitalised and clearly centred to help them stand out

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

```
1. EXT means exterior — 2. The location to be 3. Time of day—
the scene is outdoors used DAY or NIGHT

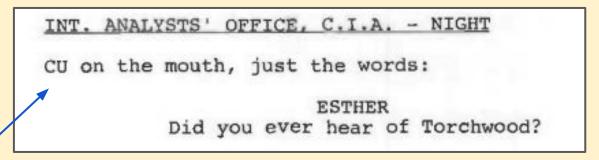
INT. SCOUT HALL — NIGHT

INT means interior (indoors)

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

Slug lines should come from the storyboard. They should be numbered. Include them even for panels with no dialogue (these should just have directions/context information)

Camera shots are also often included – these should come from the storyboard



CU stands for close up

