

# Scripts for Comics

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...

# Scripts for Comics

```
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.
```

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

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Panel number and slug line at the top

Context and stage directions are included where needed. These are not centred

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 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

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

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

# Scripts for Comics

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

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

## Basic Camera Shots



Extreme Wide Shot



Wide Shot



Medium Shot



Medium Close up



Close up



Extreme Close up