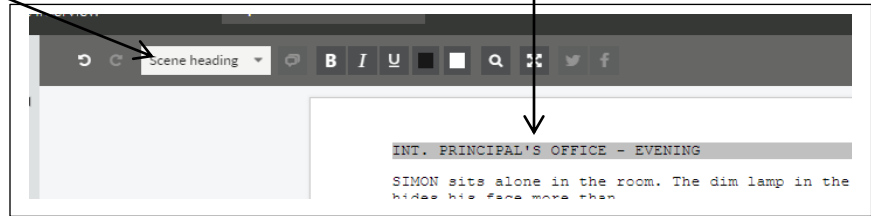


Creating a Scene in Celtx – Celtx Part II

Have the screenplay pages you printed handy and look to them for guidance. Or check sites with collections of screenplays – [here](#) or [here](#).

1) Once you've created a screenplay in Celtx and opened it online...

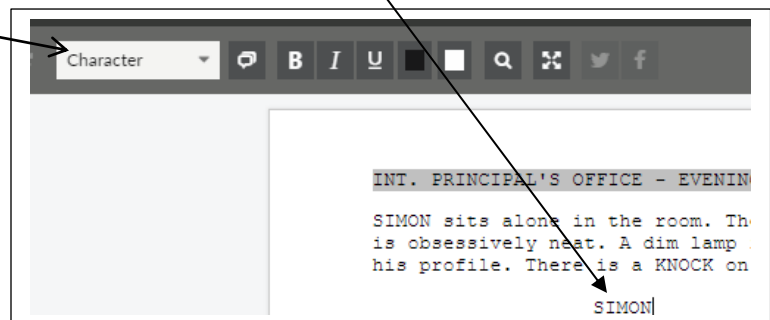
2) Start with a "Scene Heading" from the drop-down list (it will automatically be typed in caps in the gray bar).



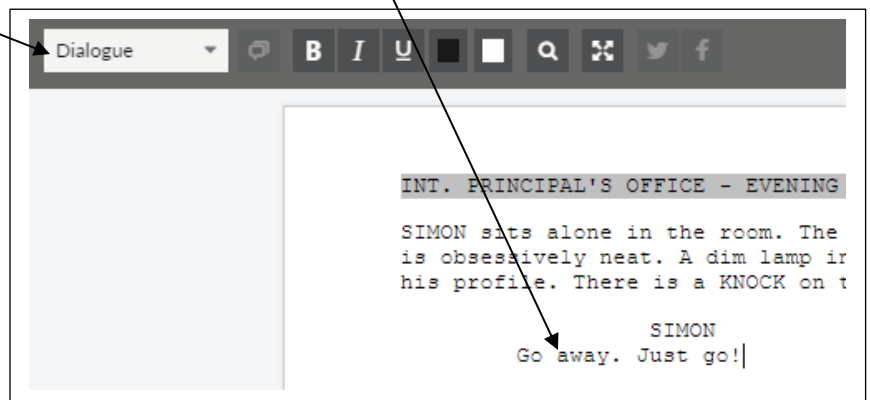
- this is a very brief notation of the physical scene; it should start with **EXT.** (for exterior/outside) or **INT.** (for interior/inside)

3) Once you hit return, it leaves the "scene heading" box where you can type a description/explanation/set the scene (it is called the "Action" line – and it essentially writes like a paragraph/prose). Be brief here – try to avoid screen direction/camera angles/shots (that's for the director/cinematographer) and avoid giving background... Think: just what you can see and hear.

4) Then choose "character" in the drop-down list and add character's name (it will be centered and in caps)



5) Write a character's name, hit return and then it will automatically become "dialog".



6) Add another character and dialog (automatic/default), or add more description (choose "Action" in the drop-down list), or change the scene (choose "Scene Heading").