A New Screenplay:
Of a Specific Genre and Influenced/Inspired by a Particular Film Movement

1. Get out the TWO charts you have somewhere… One is the "German Expressionism…"

And the other is the one you took notes on this week:

	German Expressionism		Soviet M...
	Historical Background (Role of Government?)		Historical

	Hollywood's Golden Age	Italian Neorealisr
Years		
Historical		

2. Get out your notes on film genres from yesterday.

3. Look at your two story ideas and choose one to use for your new screenplay; then take these next steps before you start writing:

A. Pick a **genre** for your new screenplay (can be from the short list yesterday or other genres you are familiar with, a combo of genres, anything except comedy*).

B. Look at the two charts you have out; choose a **film movement/era** that you could infuse elements & key features of in your screenplay.

*You probably want to jot some **notes about elements of the genre** (from the 8 genre conventions yesterday) and **film movement/era** that you plan to incorporate and infuse into your story – some "notes to self" – take the notes on your two story ideas assignment.*

4. Start writing… and before you do, look back again at the comments on the screenplay you got back for formatting and other suggestions.
   → remember: **a story that keeps the audience engaged has: a protagonist pursuing a goal, encounters obstacles, and ends with some sort of solution** (an unexpected one is best if you can do it).
   → **the next page has screenplay writing reminders and requirements**

5. This screenplay has no length requirement, but it should be a filmable film that is about 3 and 5 minutes. This is due on Monday (November 5) – a paper copy is due at the start of class.

*tends to be based on inside jokes and that doesn't tend to be very engaging for larger audiences
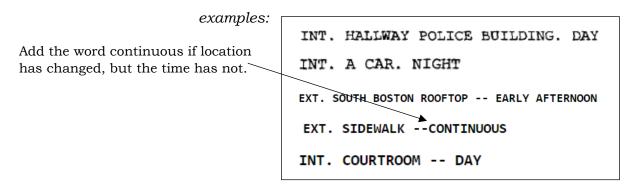
Screenplay writings MUSTS:

1. Scene Headings: You must have a scene heading for each new location.

What is it: A very brief notation of the physical scene.

How-to: Choose "Scene Heading" in Celtx:

This will automatically be typed in all caps and in a gray bar.

- it starts with EXT. (for exterior/outside) or INT. (for interior/inside)

- then the location (usually very general)

- and time of day (also usually general)

examples:

Add the word continuous if location has changed, but the time has not.

```
INT. HALLWAY POLICE BUILDING. DAY

INT. A CAR. NIGHT

EXT. SOUTH BOSTON ROOFTOP -- EARLY AFTERNOON

 EXT. SIDEWALK --CONTINUOUS

INT. COURTROOM -- DAY
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2. Action Lines: You must describe the scene and situation. Remember, what a person looks like, what they are doing, how they are standing, etc. can add so much meaning to the person and scene.

How-to: Once you hit return in the "Scene Heading", the default is the "Action" field.

- Write this information in full sentences. Be brief, but descriptive.

- The first time a character is mentioned, write their name in all CAPS.

- Speaking of CAPS, use this sparingly. Aside form introducing a character, you might want it for sounds (he hits the table with a BANG), but that's about it.

- Avoid screen direction/camera angles/shots (that's for the director/cinematographer); so like caps, use only when absolutely needed.

- And remember: **just what you can see and hear**.

example:

```
The guy holding court is CHUCKIE SULLIVAN, 20, and the largest
of the bunch. He is loud, boisterous, a born entertainer.
Next to him is WILL HUNTING, 20, handsome and confident, a
softspoken leader. On Will's right sits BILLY MCBRIDE, 22,
heavy, quiet, someone you definitely wouldn't want to tangle
with.
```

3. *Characters:* These should be thoughtful and useful.

How-to: Choose "character" in the drop-down list and add character's name

- Names are centered and in caps

- Avoid: Girl, Man, Dad, etc. (unless the character just makes a brief appearance)

4. *Dialog:* What the characters are saying, obviously☺

How-to: Hit return after character name and it will automatically be the "Dialog" field.

- Only add the dialog**

- Do not bold or put words in all caps, use parentheticals** for that.

- Work on making dialog authentic. Remember, we don't tend to use full sentences, we cut each other off all the time, we use all kinds of contractions.

- Break-up dialog with "action" lines...

-- action lines are not necessarily for just action – they can describe the location/room, what your charters are physically doing, etc.

-- this makes for better reading and with lets you give characteristics to your characters, it helps you tell your story even more through what is in the room, what the characters are physically like, the habits they may have, etc.

5. ** *Parentheticals:* Under a character's name, you can choose (Parenthetical) from the drop down list. This is for things like: (whispering), (angry), (sarcastic), (smiles), (to self), (to Jacob) – this last one would be if there are several characters and the person is directing their words to someone in particular.

- You can add a parenthetical just under the character's name or even in their dialog – but be sure you choose parenthetical formatting so it isn't part of the dialog.

6. *Edit your screenplay:* You need correct grammar in your action lines, and correct punctuation throughout (action lines and dialog).