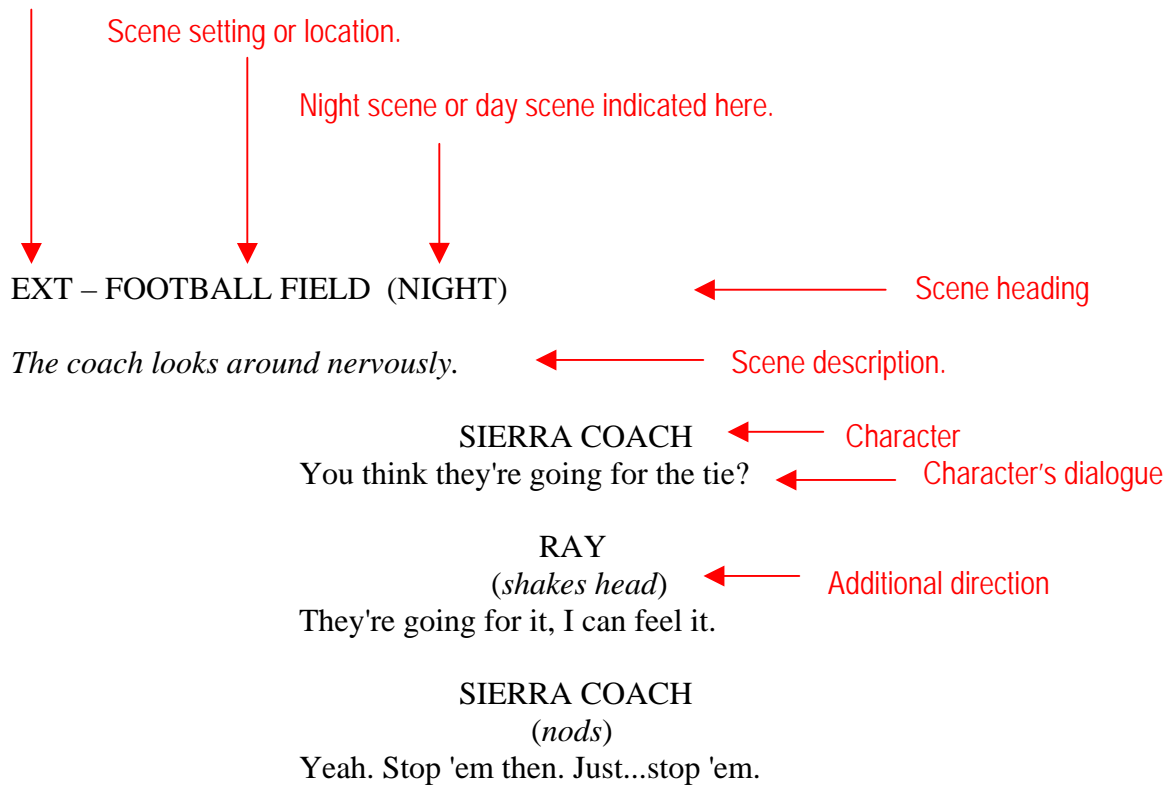


UNDERSTANDING A SCREENPLAY

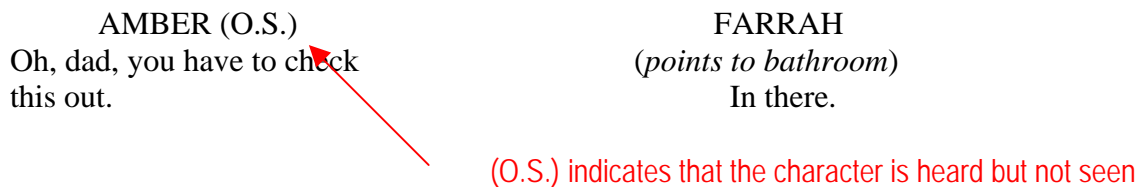
SCREENPLAY STRUCTURE

Shown below is the typical page structure found in a screenplay. Each scene is usually composed of a scene heading, scene description, character(s), and dialogue.

EXT indicates an exterior (outside) scene. INT indicates an interior (inside) scene.



In instances where two characters are referenced side-by-side, conversation (dialogue) is taking place at the same time. See below:



SCREENPLAY TERMINOLOGY

BACK TO – The term used to indicate a return to the previous location or scene setting.

BEAT – The term used to indicate a pause in the scene.

(cont'd) – The term for “continued”; used when a character’s dialogue spills into the next page.

CUT TO – The term used to indicate a quick scene change from one location to another.

FADE IN – The term used to start a scene or motion picture as the scene fades into view.

FADE OUT – The term used to close a scene or motion picture as the scene fades from view.

MONTAGE – The term used to indicate a series of events or actions that are strung together.

(O.S.) – An abbreviation for the words “off-screen”; indicates that dialogue is being spoken by a character who is not visible in the scene at the moment it is delivered.

SUPERIMPOSE – The term used to indicate words flashed across the bottom of the screen.

The End. – Indicates the motion picture has ended.