

Creating a Scene in Celtx – Celtx Part II

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

1) Once you've opened a screenplay project in Celtx...

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



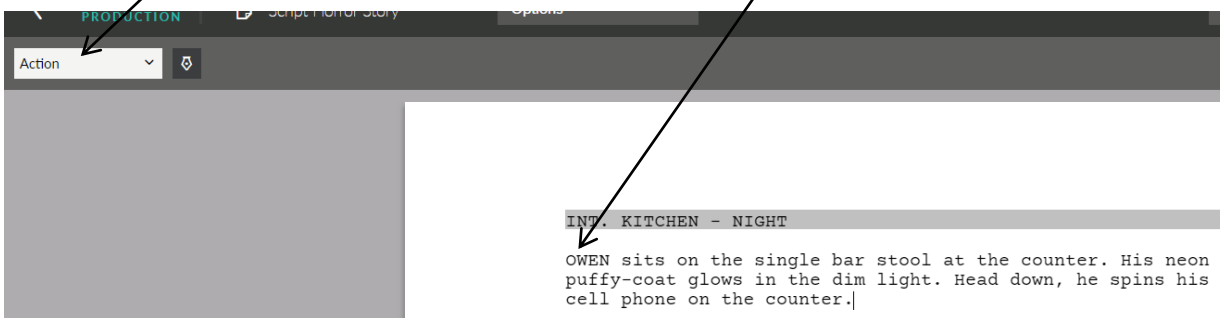
This literally sets the scene. It is a very brief notation of the physical scene.

*a. It starts with **EXT.** (for exterior/outside) or **INT.** (for interior/inside)*

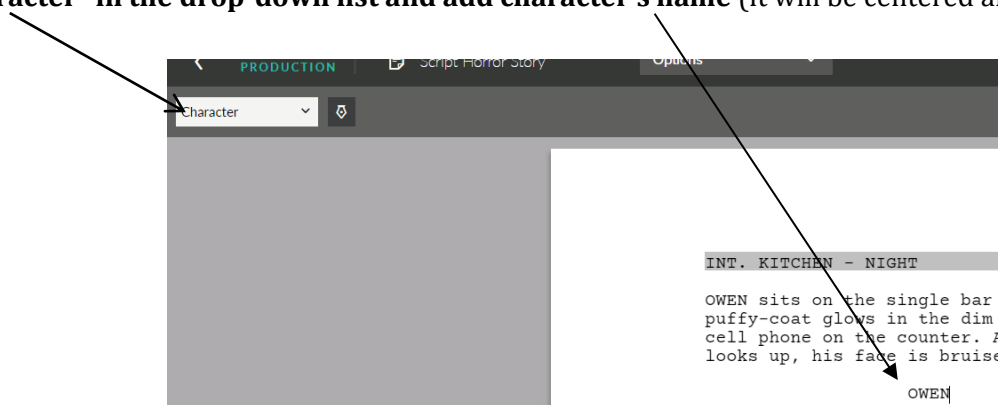
b. Is followed by a general location

c. And then a general time.

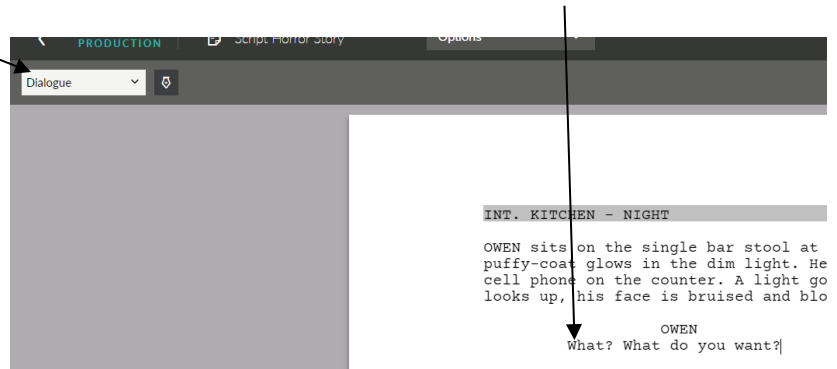
3) Once you hit return, it leaves the "scene heading" box where you can type a description/explanation/set the scene in the "Action" line. This section writes like a paragraph/prose). Be brief here – try to avoid screen direction/camera angles/shots (that's for the director/cinematographer) and avoid 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) After adding the character name, hit return and then it will automatically become “dialog”.



6) Then keep writing... 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”)...

Notes:

Choose character names that can give characteristics to your character.

Do not have too much dialog (back and forth conversation) without adding “action” lines to let us know what the characters are doing. Their actions can add a lot of information to the characters.

Remember – only what we can see and hear. You cannot say “Owen is thinking about his dog.” But you could have Owen looking at a picture on the wall of his dog.

Try to write dialog that is realistic/authentic – think about it, when we talk, we don’t always use complete sentences.