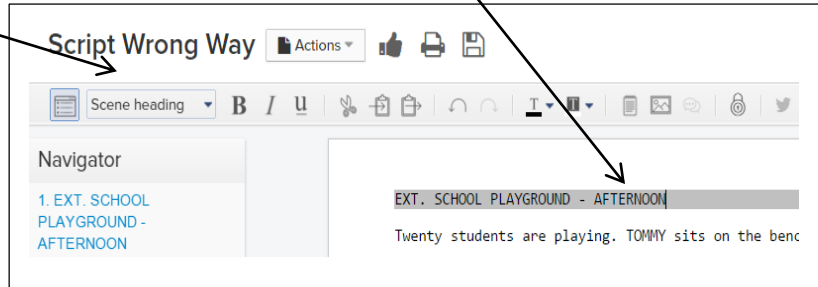


## Creating a Scene in Celtx

Look at screenplays online for guidance. There are many, many sites you can go to – [here is a good one](#) with the Writers' Guild top 100, or [this list](#) of a ton of different ones available, or here is the [Lego Movie](#).

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

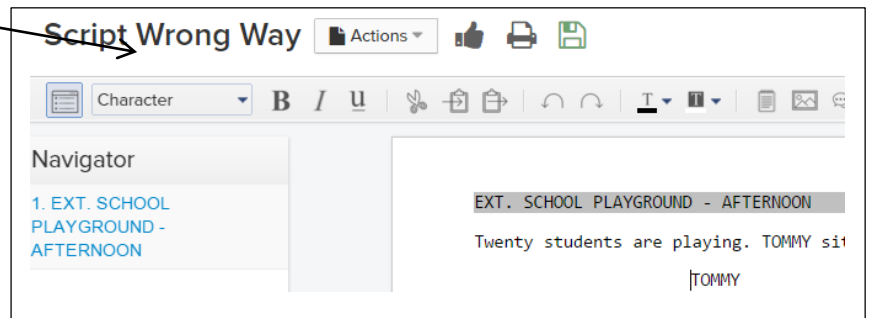
2) You will start with a "Scene Heading" (it will automatically be typed in caps in the gray bar).



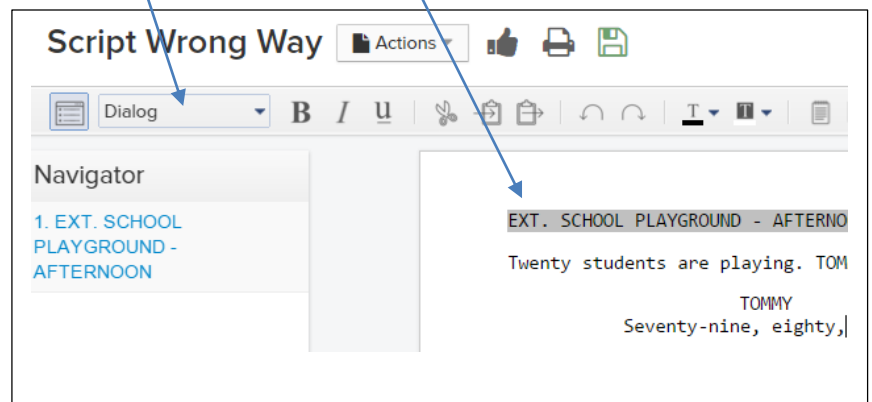
- this is a very brief notation of the physical scene, usually starting with **EXT.** (for exterior/outside) or **INT.** (for interior/inside)

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.

4) Then choose "character" in the choice box



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



6) Add another character and then dialog (automatic/default), or add more description (choose “Action” in the choice box), or change the scene (choose “Scene Heading”).

7) Print as a PDF by choosing the “Print” icon. Beware – sometimes the Print/PDF window takes literally a minute to load, be patient)

