<u>Open Screenplay Format</u>

Written by

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Version 4.0
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https://github.com/OpenScreenplayFormat/osf-sdk

Open Screenplay Format v4.0 (2021-01-22)   *

SCENE HEADING

Action

                                          CHARACTER
                              (parenthetical)
                     Dialogue

                                                      TRANSITION:

SHOT

Bold text *Italic text* <u>Underlined text</u> ~~Strikethrough text~~

Bold-italic text ***<u>Bold-italic-underlined text</u>***

Times New Roman 16 <small>Times New Roman 10</small> Courier Screenplay 14

<mark style="background-color:lime">Green-highlighted</mark> text

<mark style="background-color:yellow">Yellow-highlighted</mark> text

Left aligned text (default)

                              Center-aligned text

                                                Right-aligned text

A paragraph with a note.

A paragraph with synopsis content.

This is a paragraph with a URL link.

This is a line with a link to the...

...following line's bookmark named "Bookmark".

This is a single line with an
adjusted line length.

                                                  (CONTINUED)

This is a line with a
soft return.

                CHARACTER   CHARACTER 2
Dual dialogue   Dual dialogue

Text in columns is different from   Here is some double-
dual dialogue, in that it's not tied
to Character/Dialogue, and margins   spaced text in the
can be set arbitrarily.
                                         right-hand column.

Revisions:

An element completely marked as a Blue revision.   *

An element partially marked as a Pink revision.   *

An element with a deletion mark right before the last word.   *

Page and scene number locking:

1   INT. FIRST LOCATION - DAY   1

Scene numbers and page numbers in this document are locked.
When not locked, the scene_number or page_number attribute
is ignored. But when scene numbers and/or page numbers are
locked, the appropriate attribute is used to force the
number.

Note that the first "SCENE HEADING" example in this document
has its scene_number set to an empty number ("").

This scene will break onto the next page (by typing
additional lines after locking):

1

2

3

4

5

6   *

7   *

                                   (CONTINUED)

1 CONTINUED: 1

8   *

9   *

10   *

...and if pages 1, 2, and 3 were locked, this would become
an unlocked page 2A.

2   INT. SECOND LOCATION - NIGHT   2

     This scene heading has the page break attribute set, causing
     it to begin on a new page.