

NAOMI NOIR'S SCENE WRITING RULES:

1. Make sure scene is necessary (does it move the plot forward?)
2. Decide what kind of scene it is (and stick to it)
3. Decide how long you want the scene to be (and stick to it)
4. Does the scene cast the audience into the future? (if not, find a way to make it)

GENERAL ADVICE ON WRITING A SCENE:

- Make subject of scene visual
- Give actors something to do in scene (they like props)
- Show mood of character through action (how they perform it)
- Book end scene with action or dialogue (by end of scene, same action, line, or object should mean a different/ opposite thing)
- Don't show off. Everyone can write witty dialogue. Stick to the purpose of the scene. Dialogue should serve character's want.
- Replace dialogue with action whenever possible
- Come in late and leave early: chop beginning and end off scenes
- Need cut away option for scene to cut in editing room (otherwise stuck with bad performances. Reaction shots are life savers)
- If scene is flat look for third person to make more interesting or difficult for your character
- The scene belongs to character who is in pursuit of something
- The scene should have a twist at the end (set up expectation for scene... then reverse it)
- Ask what's at stake in this scene?
- Opportunities/ obstacles = hope/ fear = dramatic tension in scene
- Character can have a loathsome objective in a scene- as long as they want it badly we'll hope/fear (sometimes that they'll get it)

-Every scene needs a purpose (to move the plot along, to give a break from crazy stuff happening in plot, to reveal character, etc.)

-Sticking a new guy in a scene as a good way to explain world/ situation/ conflict and get away with a lot of exposition

-Don't make anything easy for character (or you!)

-End scenes to throw you into future of story (will specific hope/fear happen or not?)