

Essentials to Marking-Up a Script

Actors mark-up scripts to give them quick reminders of how to read certain lines when they are in the recording booth.

There are industry standards, but markings can be specific to the actor. Any marks that help you in your reading are fine. These are standard and suggested, but are not necessary or the only way.

Marking suggestions:

- Double or triple spaced print helps. It gives you room for notes.
- Highlight your lines
- You may be asked to do 2 characters, highlight different colors for each
- Add commas. That tells you when to pause.
 - Some people use a slash. It's easier to see than a comma.
- Circles. Words you are unsure of how to pronounce.
 - Ask at beginning of session how to pronounce the circled words
 - FORVO.com gives you pronunciations.
- Up/Down arrows. Cue to raise or lower your voice, tone or change pace.
- All CAPS tells you to yell.
- Bold or underline words to give them emphasis.
- H for a happy read.
- E for excited
- C for calm

VOICE OVER – MARK-UP A SCRIPT

The following pages showcase a script page:

- Printed single-space
- Printed double-space
(more room for notes)
- A script page that has been marked-up



This following script page samples were provided by Ariane Smith, the creator of *The Peculiar Adventures of Willow B. Star*. Mark Simon directed the pilot based on these script pages.

BURP (CONT'D)

19	That's my cue. Good luck kid.	19
20	(whispers)	20
21	You're gonna need it.	21

Matt gulps as Burp hops to the side.

Razz extends a hand down to Matt to help him up.

RAZZ

22	Soldier...	22
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DISSOLVE TO:

INT. DREAM FACTORY MAIN FLOOR

Razz is training Matt in the middle of the floor. Matt learns to control his surroundings and himself in the Dreamscape. Dremguar and Dremmin form a wide circle and watch. Burp is a roaming, bad influence.

Dream Weaver offers information as we watch the training.

Razz pushes Matt to discover the powers he has in the Factory. Razz holds a block hovering above his hand as it changes shapes. Matt concentrates hard on the block sitting in his hand and his hair turns into balloons.

Matt hesitantly walks up a wall, defying gravity. Burp farts and distracts him, causing him to fall. Burp gives him a conciliatory shrug.

They also pass a few dream chambers and we see glimpses of dreams, shown in various styles of animation, within.

DREAM WEAVER

23	Anything can happen in my Dream Factory, as long as you can imagine it. I power the creation of all dreams, and the pods in my factory give us direct access to the dreams of all. The waste of my creation is the nightmare goo. It can form moving shapes and if it touches your skin it will plunge you into horrible nightmares. Beware my lord, you can still be hurt within dreams.	23
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SINGLE
SPACE

BURP

24 Um, Yeah. Sucks. If you die in a dream, you'll like die in real life.

24

DREAM WEAVER

(eyes glance over at Burp)

25 Ah hem. You are here, my Lord, to 25
 restore balance to my Factory
 against an evil who wants to
 control mankind through their
 dreams. My Lord and members of my
 Factory, beware... the Nightmare
 King.

Cut to shock on Matt's face.

From a wide shot we see the entire floor. The silhouette in the foreground of KAFKA exits frame right.

The camera drops down through the floor and through the bowels of the factory.

INT. DREAM FACTORY BOWELS - NIGHT

The camera continues to drop down into the bowels of the factory.

There is a pulsating glow of red below the factory. The air is filled with mist. Black goo not only drips from damaged pipes, but many of the GOO BUBBLES are moving as living creatures.

Visual gag of the goo bubbles smacking and poking each other in a comedic routine. They smack each other as they hang upside down. They drop to another pipe and one goo bubble eye-pokes another.

Push through the gap in the pipes and rack focus to see the back of a horrific throne. Seated in it is a large figure with a helmet featuring four uneven horns (similar to a certain toy Dinosaur).

Near the horned figure is a Dremin chained to the wall. The horned figure flicks the black nightmare goo onto the Dremin. Each time the goo touches the Dremin's skin, he screams out in fear and thrashes around.

DREMIN

26 AAAAAUUUUGGHHHHH! 26

Kafka enters.

DREAM WEAVER

23 Anything can happen in my Dream 23
Factory, as long as you can imagine
it. I power the creation of all
dreams, and the pods in my factory
give us direct access to the dreams
of all. The waste of my creation is
the nightmare goo. It can form
moving shapes and if it touches
your skin it will plunge you into
horrible nightmares. Beware my
lord, you can still be hurt within
dreams.

BURP

24 Um, Yeah. Sucks. If you die in a 24
dream, you'll like die in real
life.

DREAM WEAVER

(eyes glance over at Burp)

25 Ah hem. You are here, my Lord, to 25
restore balance to my Factory
against an evil who wants to
control mankind through their
dreams. My Lord and members of my
Factory, beware... the Nightmare
King.

DOUBLE
SPACE

DREAM WEAVER

23

C Anything can happen in my Dream
 Factory, / as long as you can imagine ↓
 it. I power the creation of all
 dreams, and the pods in my factory
 give us direct access to the dreams
 of all. The waste ↑ of my creation is
 the nightmare goo. It can form
 moving shapes and if it touches
 your skin it will plunge ↑ you into
horrible nightmares. Beware my
 lord, / you can still be hurt within
 dreams.

23

BURP

24

Um, Yeah. Sucks. If you die in a
 dream, you'll like die in real
life.

24

DREAM WEAVER

(eyes glance over at Burp)

25

ANNOYED ↑ Ah hem. You are here, my Lord, to
-CLEAR THROAT ↑ restore balance to my Factory
 against an evil who wants to
 control mankind through their
 dreams. / My Lord and members of my
 Factory, / beware. / the Nightmare
King.

25