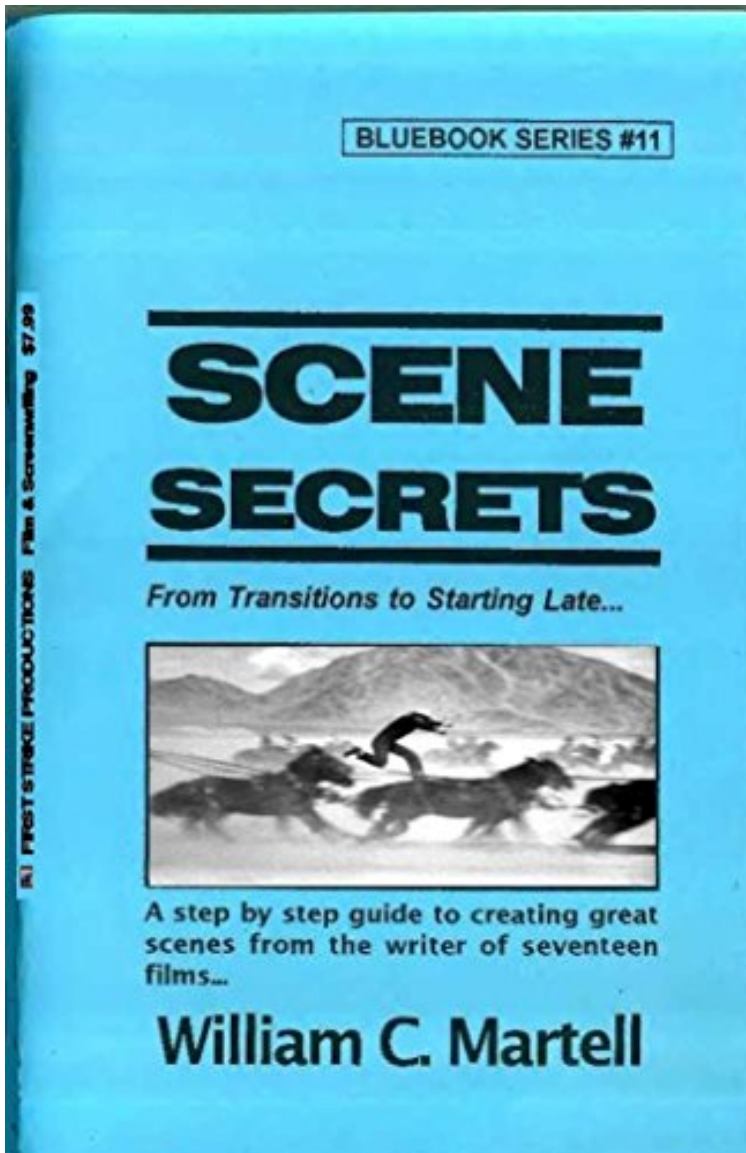


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Par William C. Martell
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how many you will need. The difference between scenes and sluglines. How long should your scenes be, and what is *too long*? We will put your scenes on trial for their lives! Using examples like Jaws we'll look at beats within a scene. Scene DNA. What is driving your scene? Creating set pieces and high concept scenes. We will even talk to a famous director about creating memorable scenes. But that's not all! There are 12 ways to create new scenes. How to create unexpected scenes. Use dramatic tension to supercharge your scenes with excitement. Using plants and payoffs in scenes. Taking your scenes to the limit. Plus transitions and buttons and the all important flow... and more! Over 65,000 words!

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