

Script writing-MCD502

Dialogues Basics:

Good dialogue can be tricky. It needs to move the story forward and reveal important character information without seeming artificial. It needs to seem realistic without actually *being* realistic. Confused? Let's break it down. Here are some things good dialogue should do:

- It should follow some simple grammatical rules. Dialogue should be enclosed within quotation marks. Each new line of dialogue is indented, and a new paragraph should be started every time a new person is speaking.
 - It should be concise. Long, wordy passages of dialogue might seem like a good way to get information across, but they can be tedious for the reader.
 - It should communicate character information. Good dialogue lets the reader know something about the person speaking it.
 - It should be broken up with action. People don't typically stop everything when they talk. They fidget. They keep washing the dishes. They pace. Don't forget that your characters aren't static. And here are a few dialogue don'ts:
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- Don't get too crazy with dialogue tags. Usually, a few well-placed "he said" or "she replied" will do the trick. If your dialogue is well-written, it should be clear who is speaking, even without the tags.
 - Don't go overboard with backstory. You should never use dialogue to tell the readers things your characters already know.
 - Don't use too much dialogue. Your readers don't need to know everything your characters say, word-for-word. Dialogue should be chosen carefully.
 - Don't try to be too realistic. Our actual speech wouldn't make great dialogue. We say "um" and "uh" a lot. We trail off in the middle of sentences. We change subjects without warning. Good dialogue should *approximate* real speech, not mimic it.

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