



# CV.FE Fountain Editor

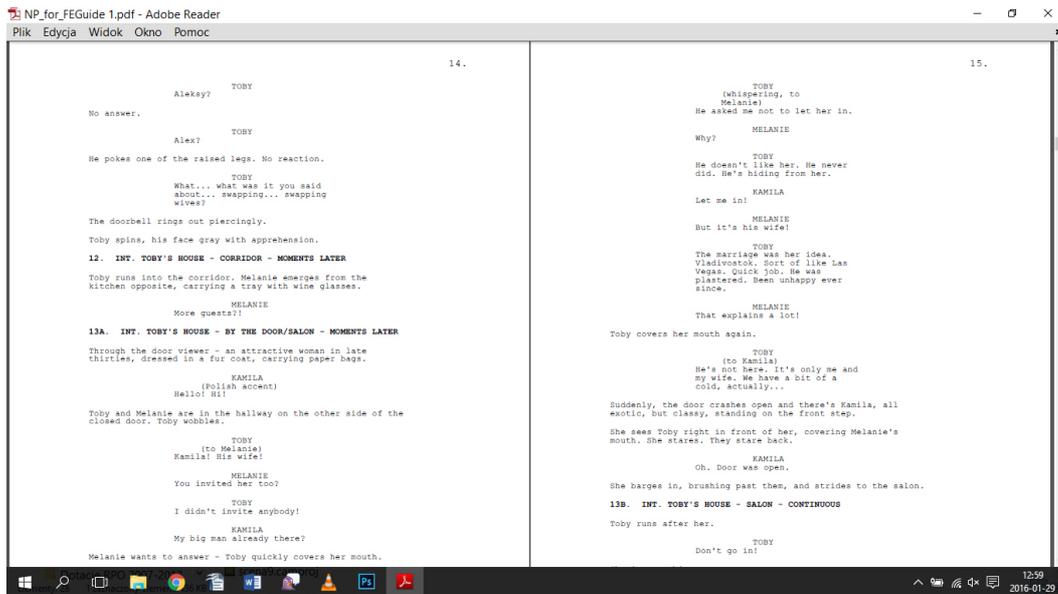
## CV.FE.QS EN Fountain Editor Quick Start

© 2016 CinemaVision, FINN Sp. z o.o. All right reserved.

### Table of content

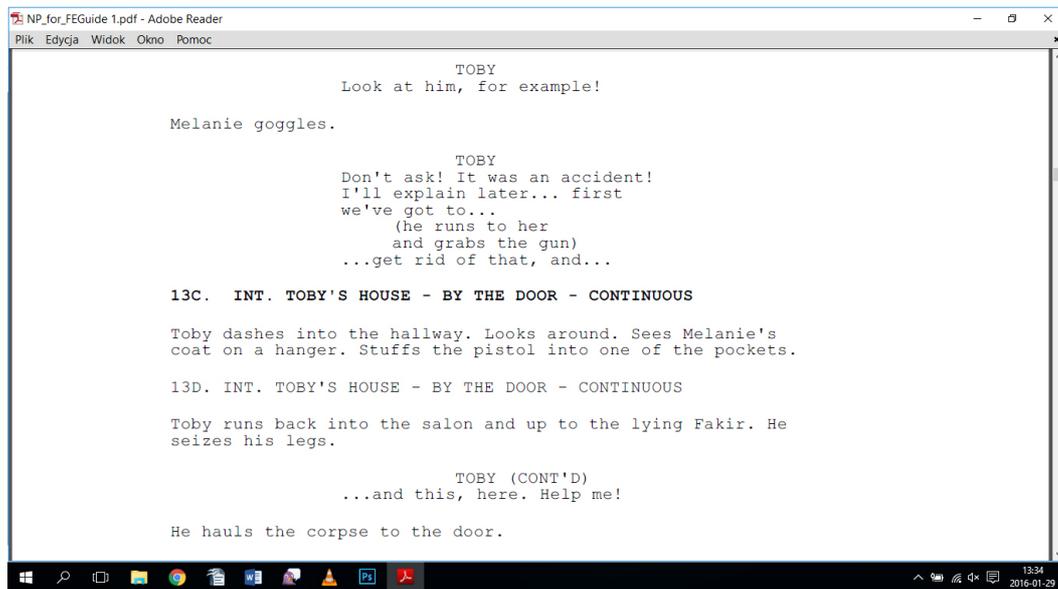
1. Film scenario - formal appearance.....	2
2. Fountain syntax - an open standard.....	3
3. CinemaVision Fountain Editor .....	3
4. Concept of efficient workflow.....	4
5. Starting with new scenario.....	6
6. Edit and organizing scenario.....	9
7. Notes and comments.....	10
8. Handling lists.....	11
9. Filtering and extraction. Creating views.....	12

## 1. Film scenario - formal appearance.



Preparation of the screenplay for movie is not only a creative job, but also formal.

The basics of typography and formatting specific for scenario are used for years. They still apply to any screenwriter who wants to produce professionally.



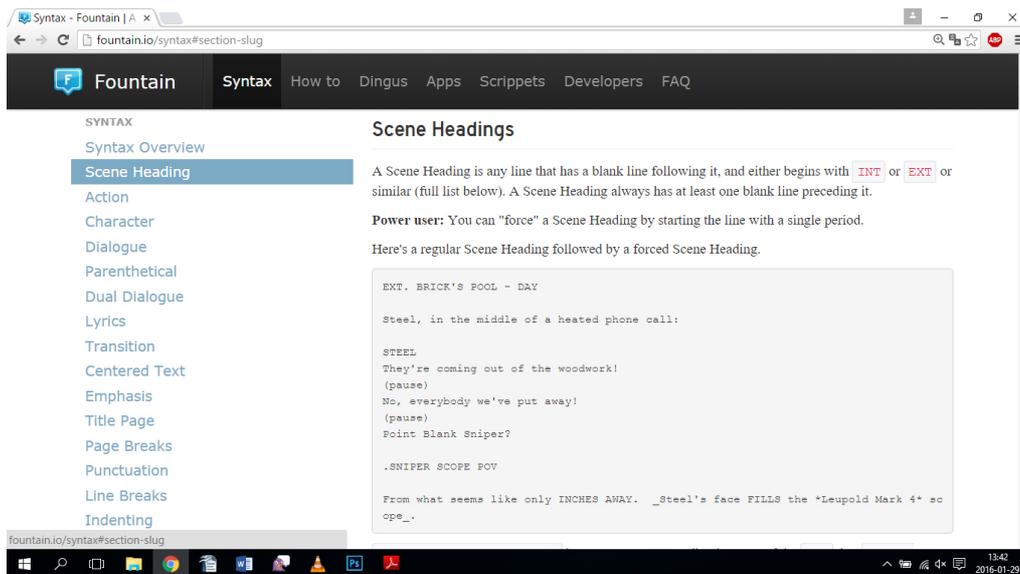
Appearance of film script is governed by specific rules, mainly based on:

- the convenience of quick reading
- and (based on historical point of view) using the classic typewriter.

Hence the Courier font, large margins and constant spacing between the paragraphs.

In an era of digitization of film production, the editing tools were specially devised to provide the traditional look of a single sheet of scenario.

## 2. Fountain syntax - an open standard.



The use of Fountain syntax is the open standard for scenario elaboration on computer.

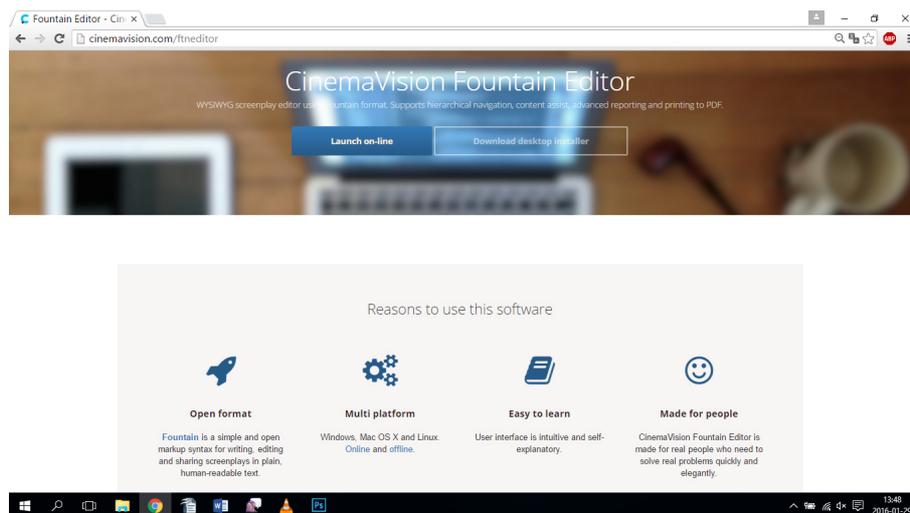
It is a developed system of rules and specialized tags, which allows you to mark the selected pieces of the scenario adequately to the roles and functions to perform.

As a result, when you print final copy, the text is formatted according to the applicable in the film world rules.

Using the Fountain syntax allows you to work with any text editor.

However this requires knowledge of using the rules, which (unfortunately ...) you need to learn.

## 3. CinemaVision Fountain Editor.



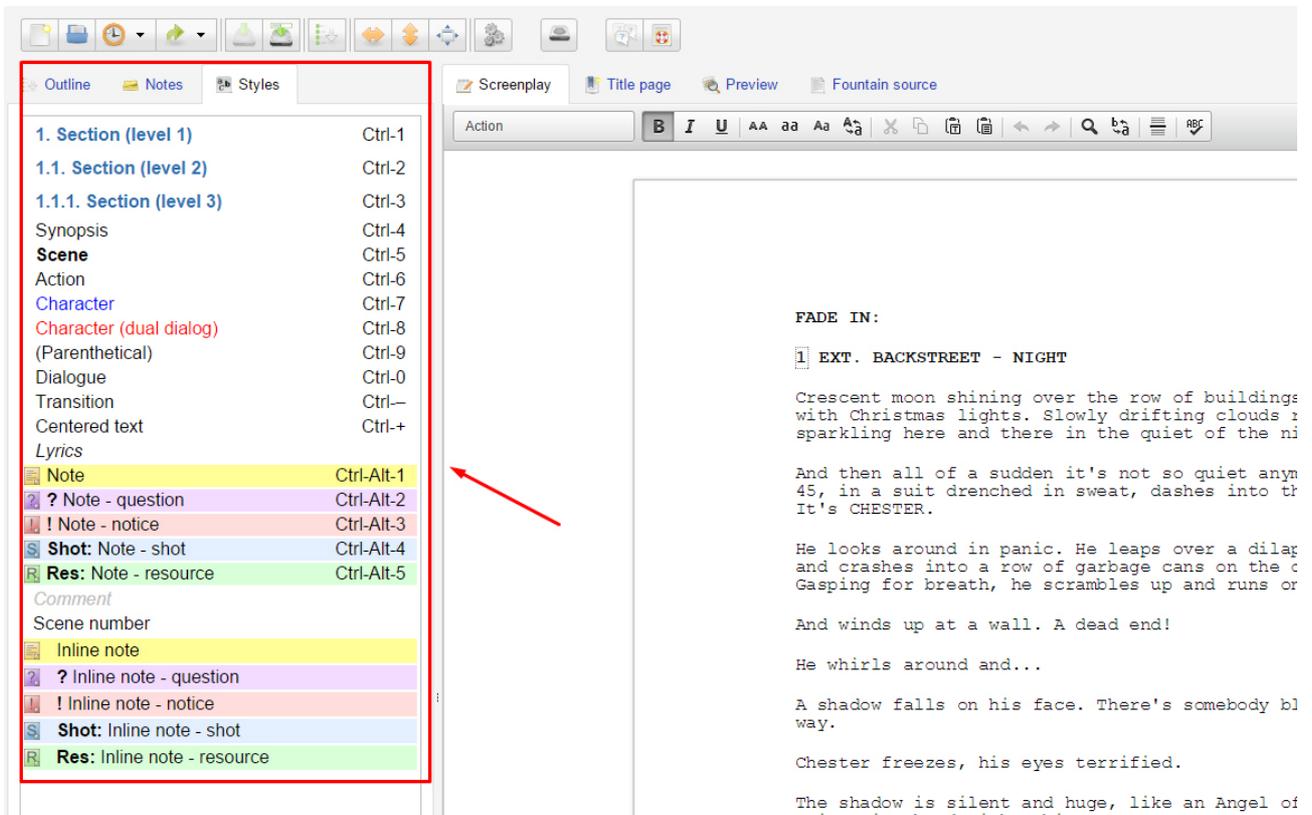
CinemaVision Fountain Editor has been designed to enable compliance with the rules of the Fountain syntax... without any knowledge how to mark the formulas.

The program automatically formats the paragraphs according to their functions. The effects of formatting are visible in a graphical editing window.

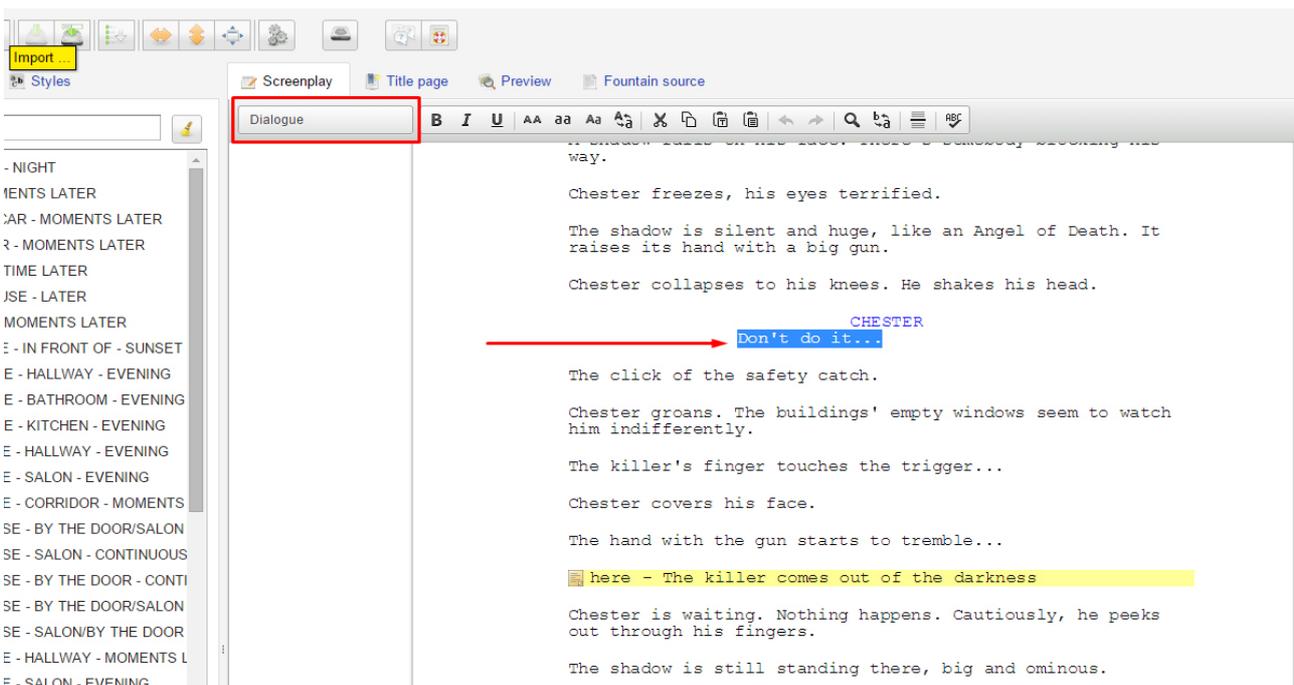
In addition, Fountain Editor is packed with many useful features, effectively supporting writer's work.

## 4. Concept of efficient workflow.

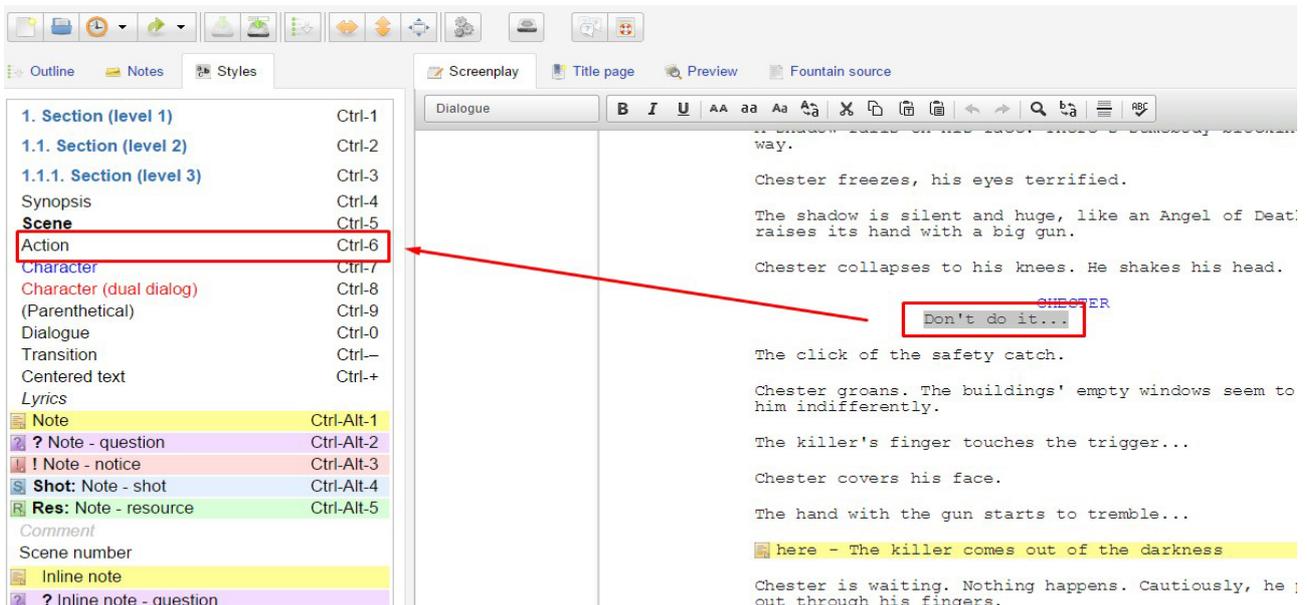
The concept of work in Fountain Editor is based on the use of the intuitive style library allowing to format script paragraphs adequately to their function and role.



The editor prompts what role is assigned to a paragraph in which the cursor is currently located.



This role can be changed by adding a new style... while there is a need...

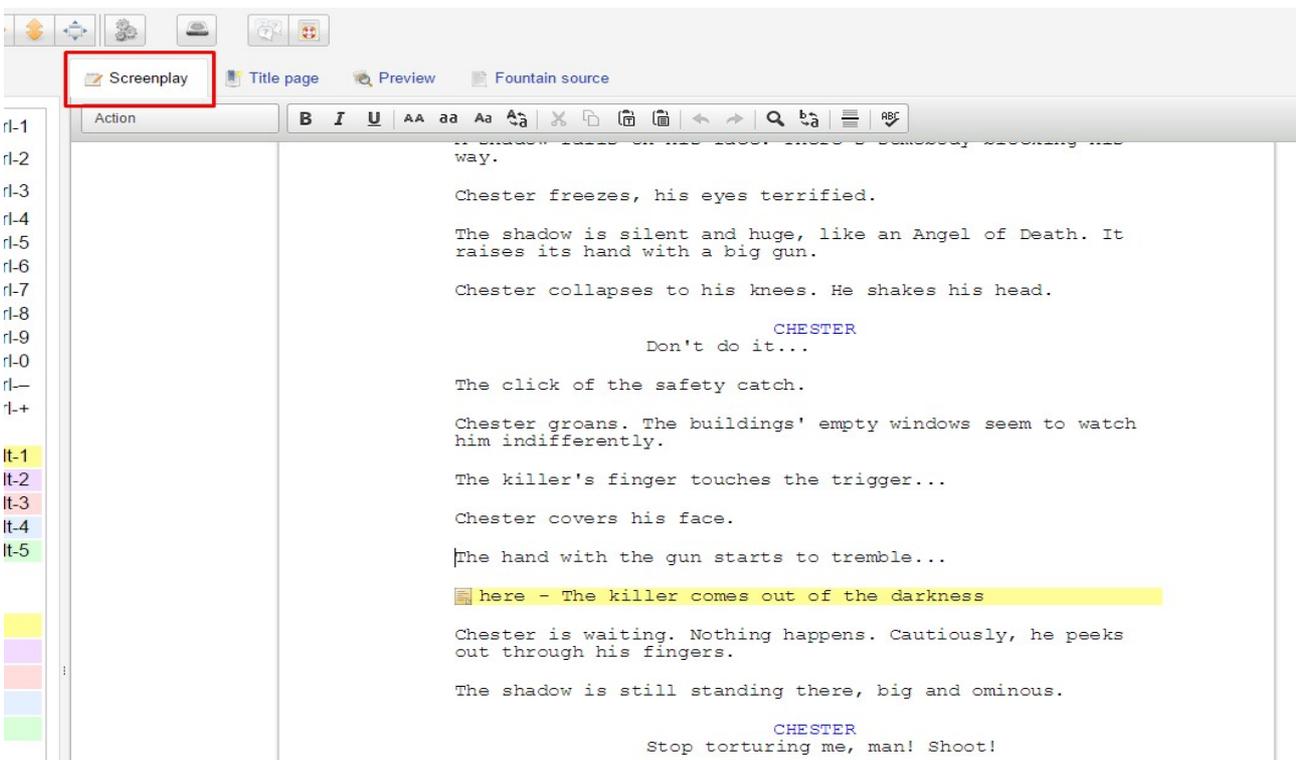


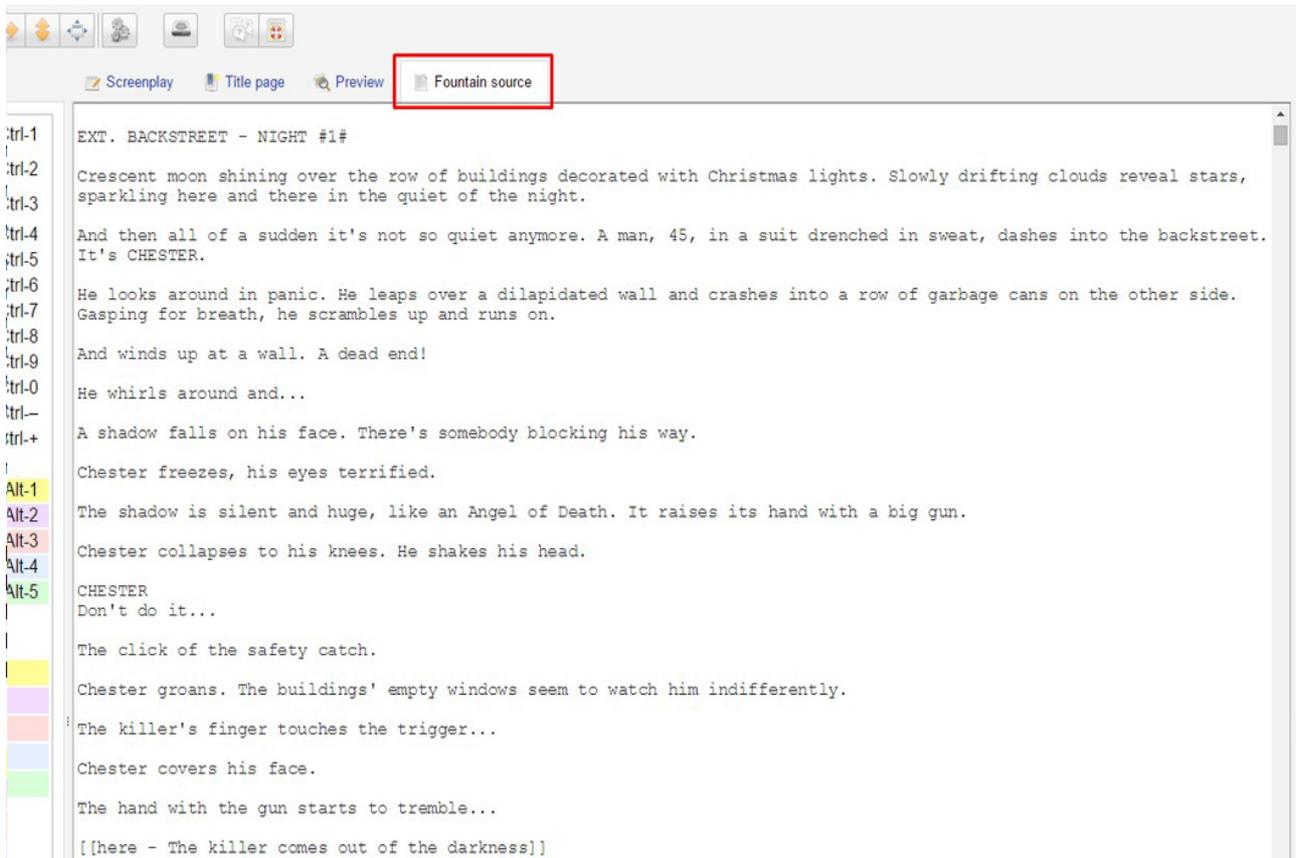
Assigning style to the part of text makes it visually identical to its appearance as a printed piece of paper.

The program will take care of us for compatibility with standard appearance, allowing you to focus primarily on the story and attractive scenes.

Differentiation of view of specific batches of text is an efficient and clear way to navigate in the maze of scenes, plots and characters, of even very complicated and extensive scenario.

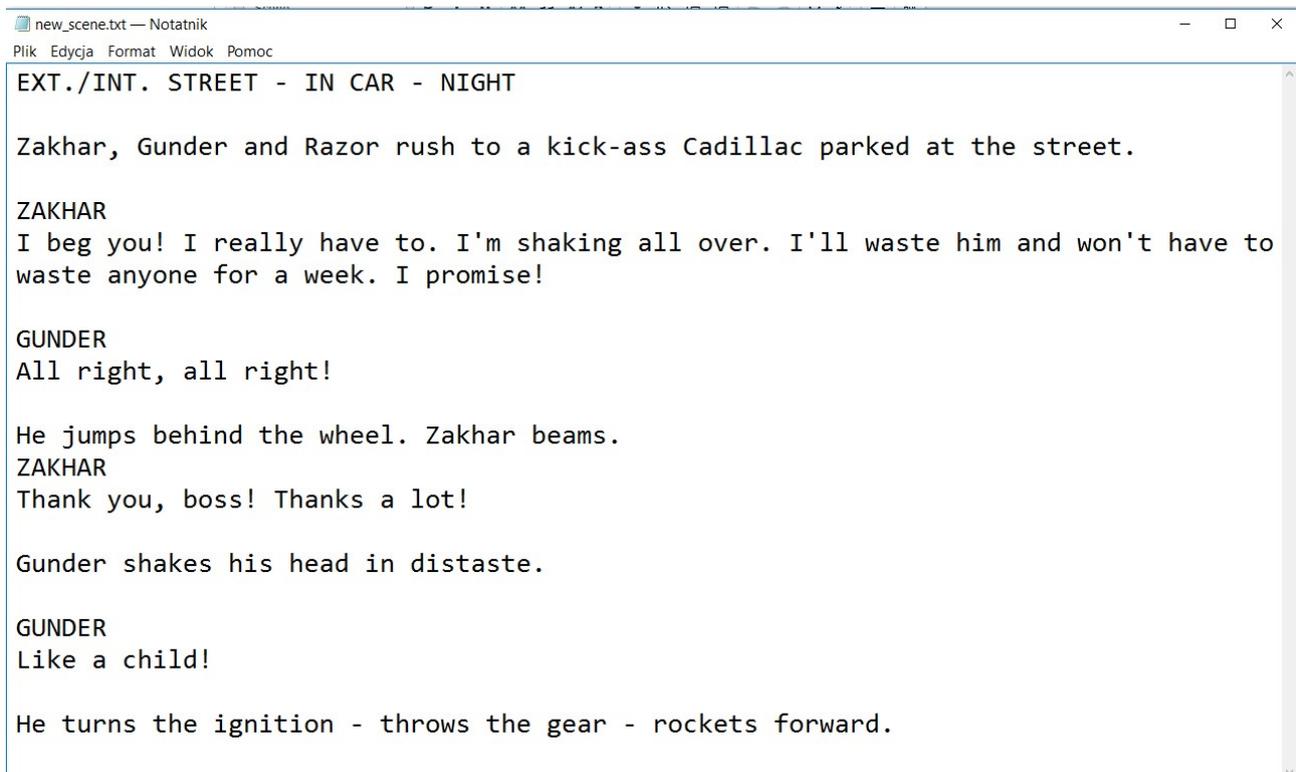
At any time there is a possibility to switch the view into Fountain syntax format.





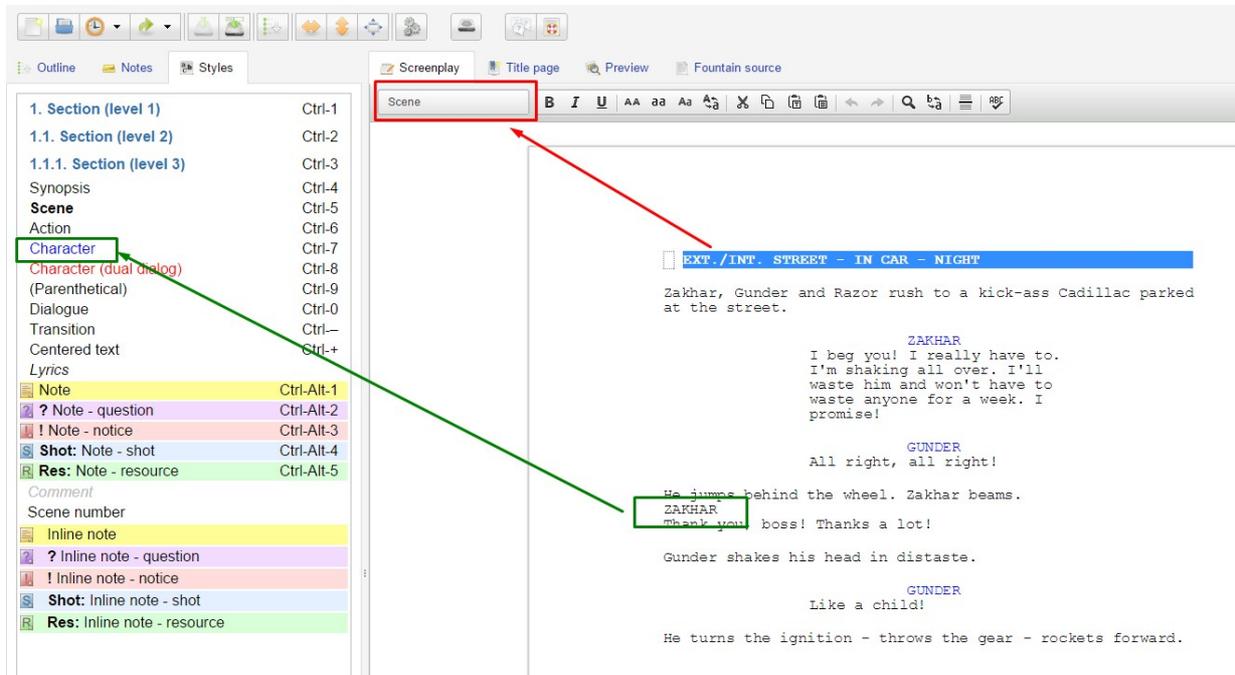
## 5. Starting with new scenario.

The most common way for getting started on a new script is opening a text file containing an conspect or vestigial part of the story.

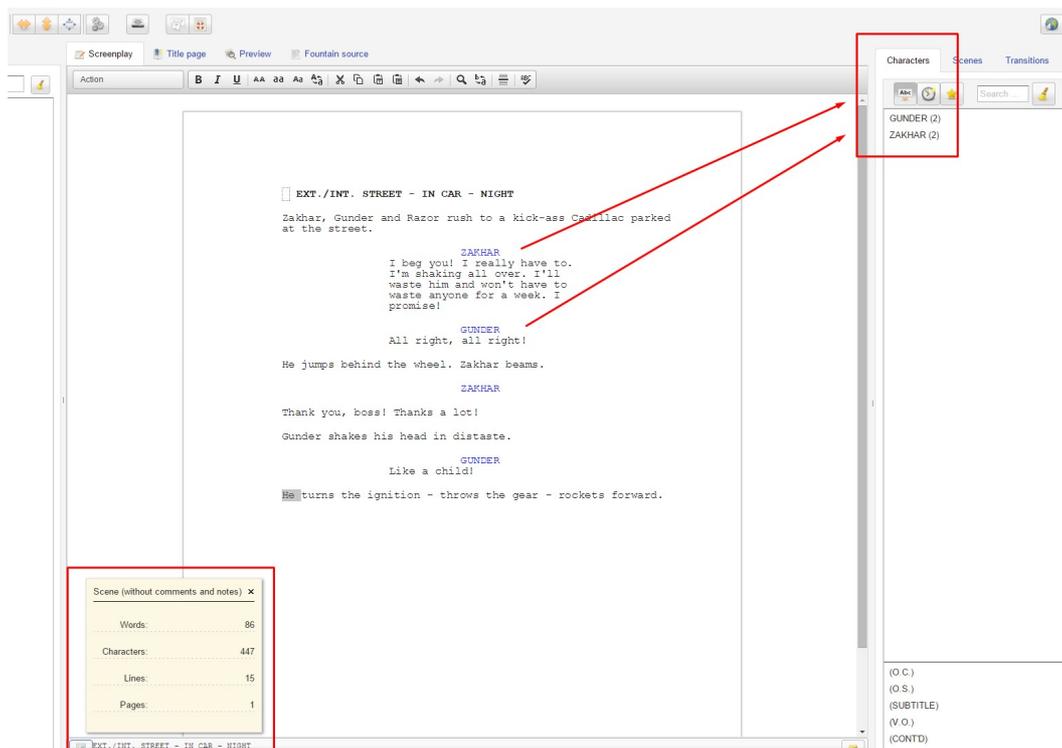


If in a starting file were retained some Fountain syntax rules, program would try to interpret them and show as finally styled paragraphs.

If any parts needs to be editorial revised, for example line break is needed or style is to assign, you can achieve your goal in an easy and intuitive way.

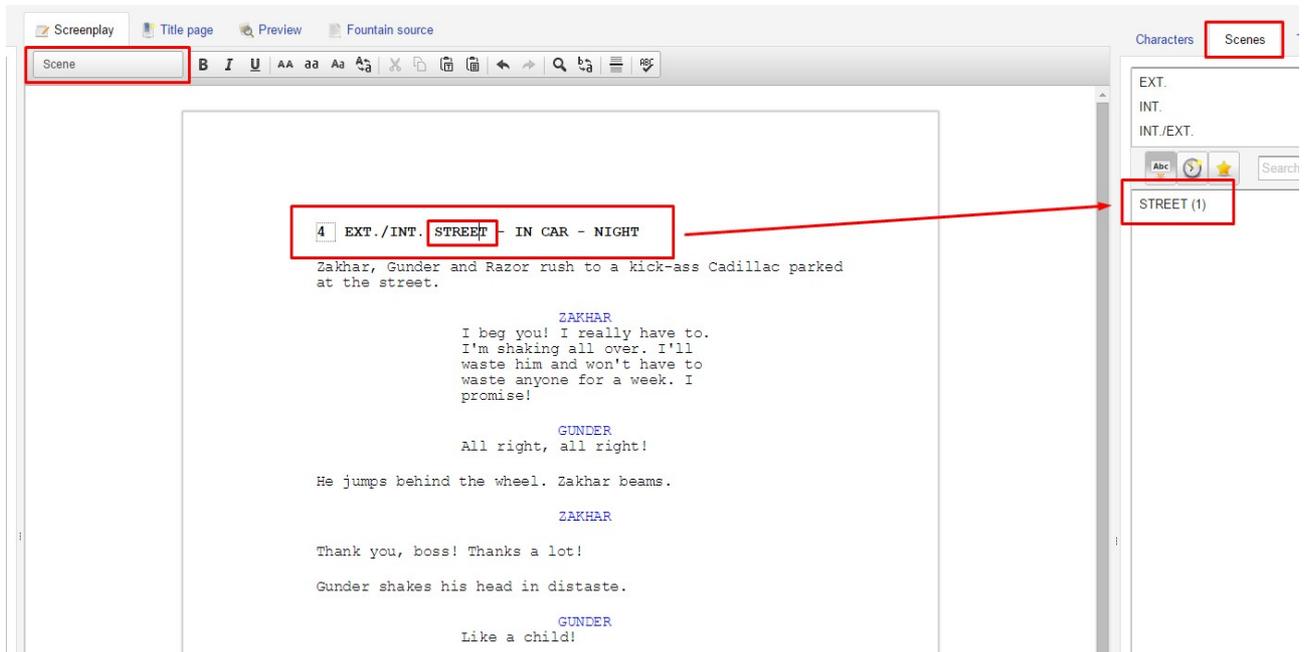


Giving appropriate text styles creates a very useful additional information in the form of lists and statistics of screenplay.



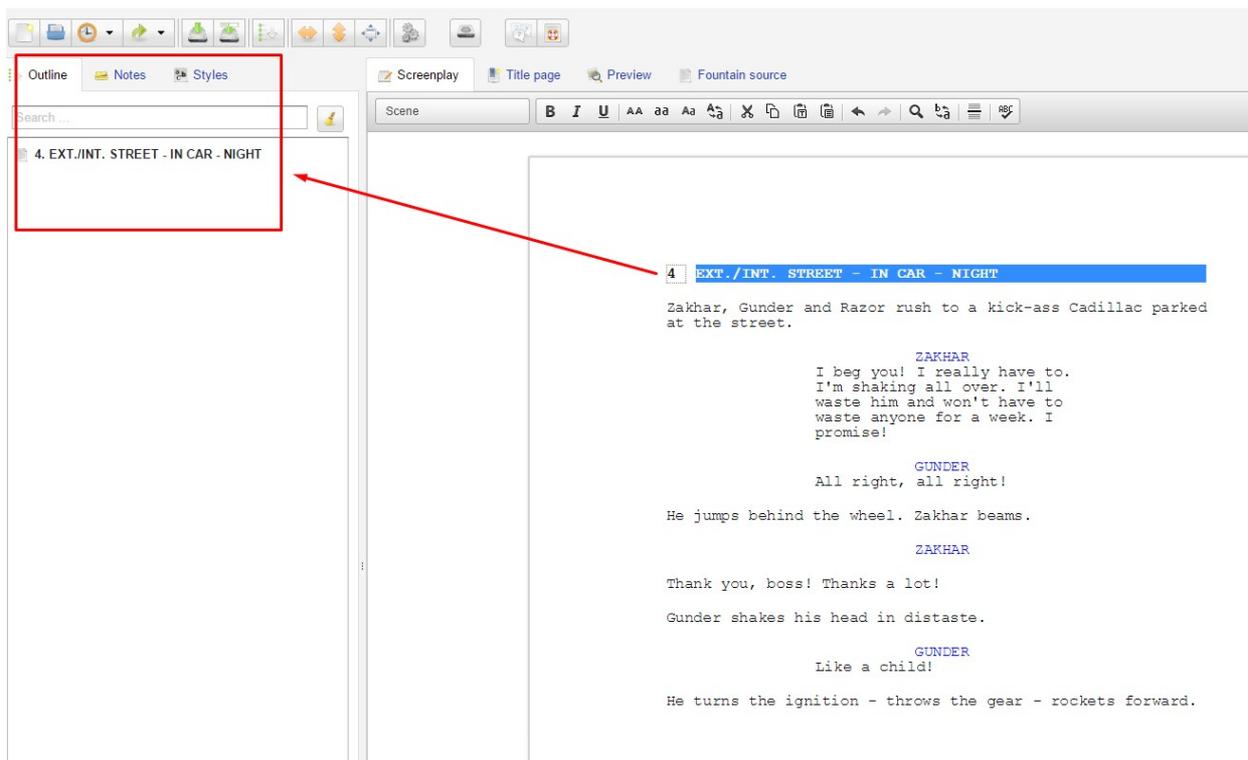
There are created and complemented, on fly, the basic scenario lists:

- a list of locations,
- and a list of characters.



It is interesting that for every character the number of terminated issues is calculated. And every location shares the amount of scenes that took place there.

Another very useful feature is, automatically created, a table of scenes (and of sections if exist). Scenes are positioning in the table in sequence of appearance or in numbering order.

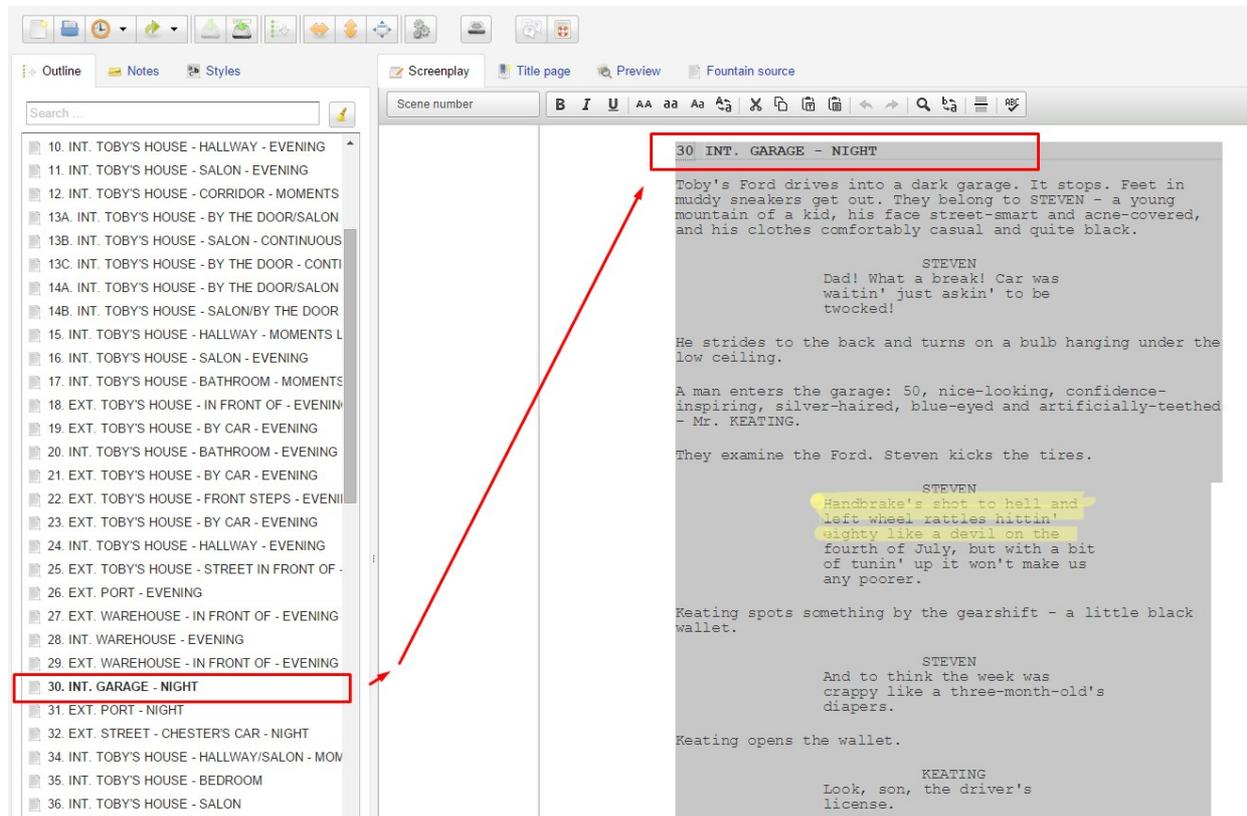


## 6. Editing and ordering scenario.

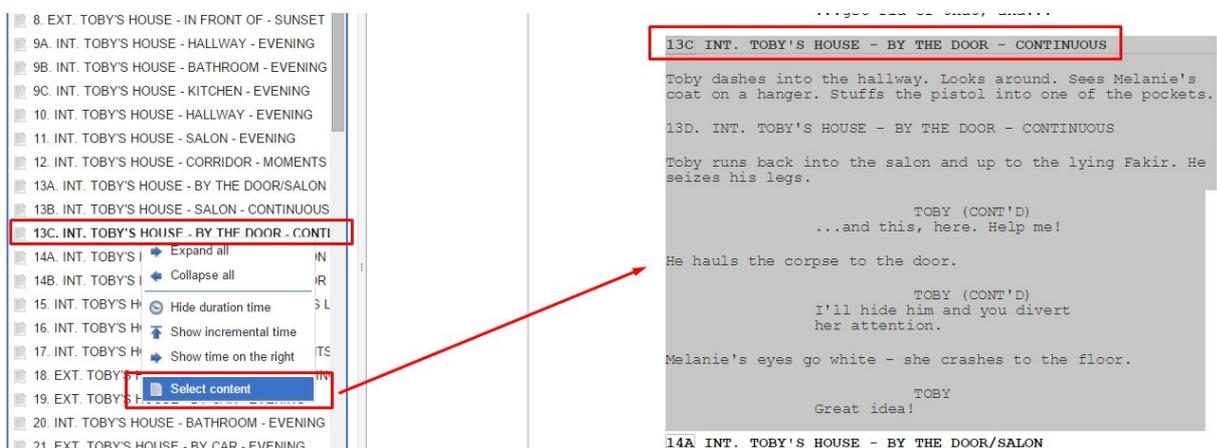
Reviewing and making changes in an extensive scenario makes it easy by using, automatically generated, a table of scenes.

Table allows you to move immediately to a specific location in scenario without tedious scrolling text.

You can easily and quickly make any changes and corrections in the content or proceed the story in this particular scene.

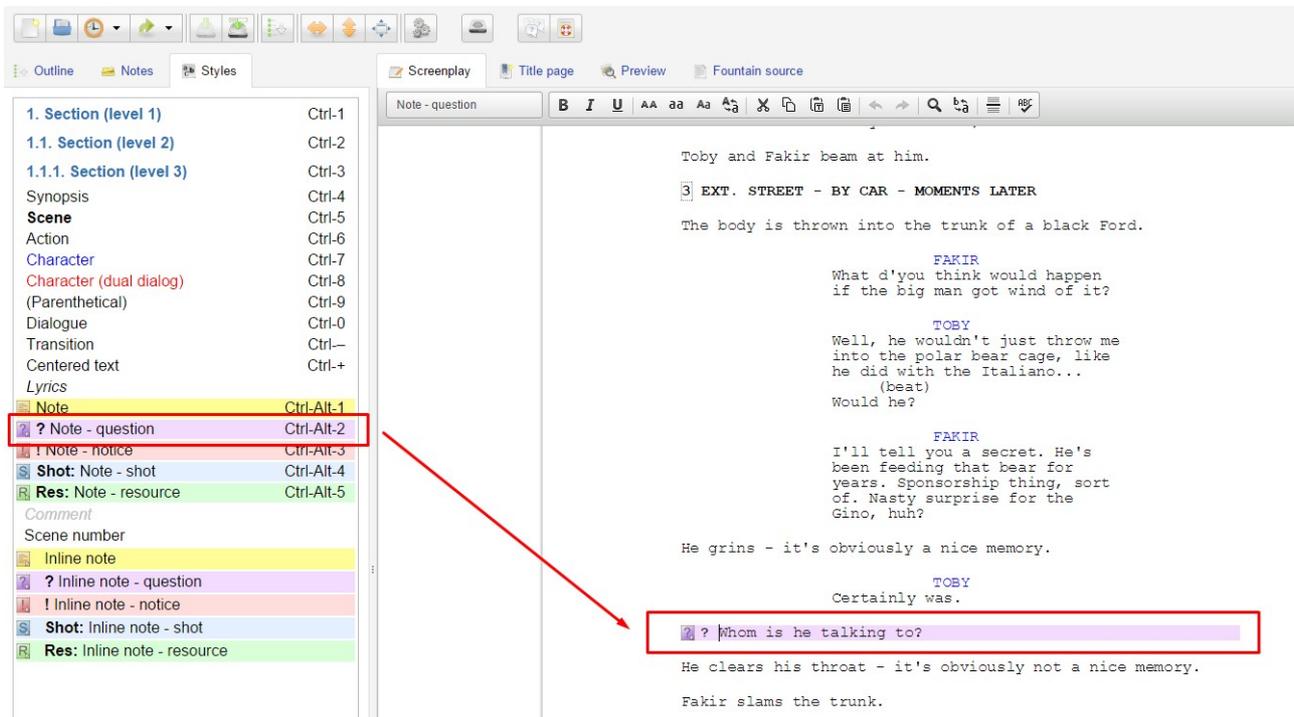


Each scene in the inventory can be visually distinguished (eg. to focus on the content or to comment it).

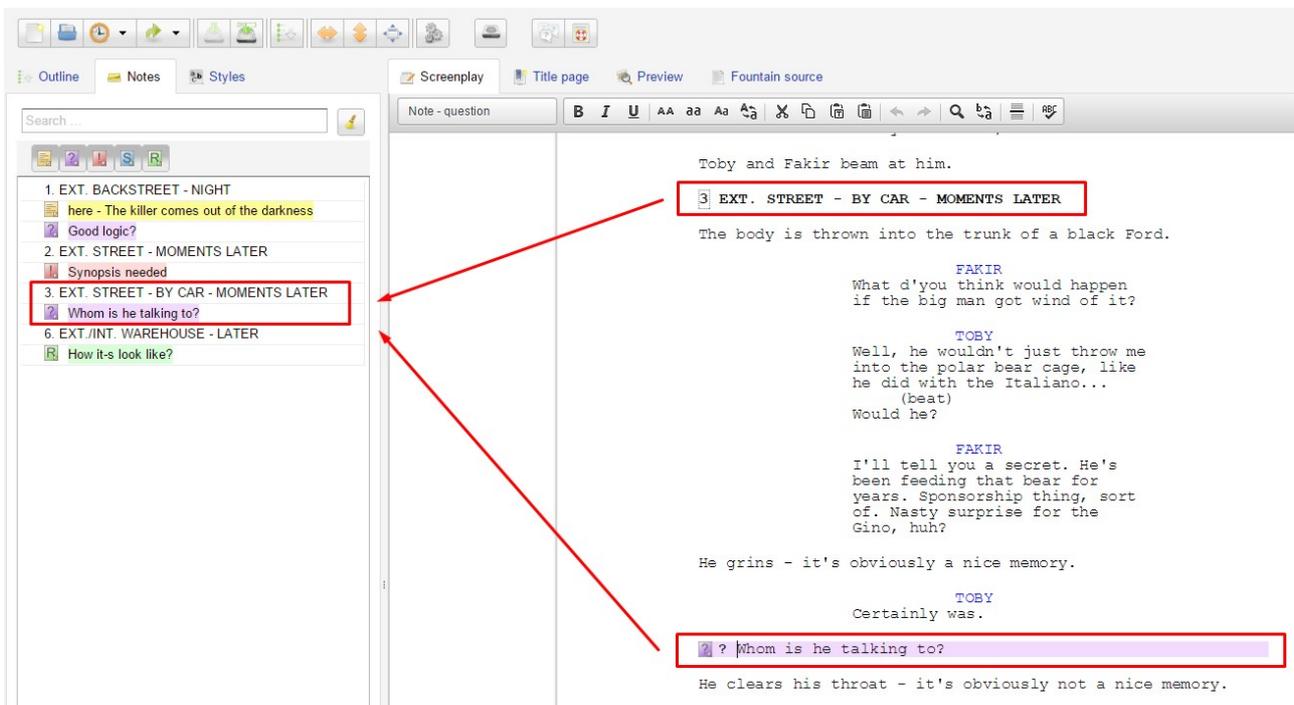


## 7. Notes and comments.

Very convenient way of collaboration is method to insert comments and notes allowing you the refinement of content later.



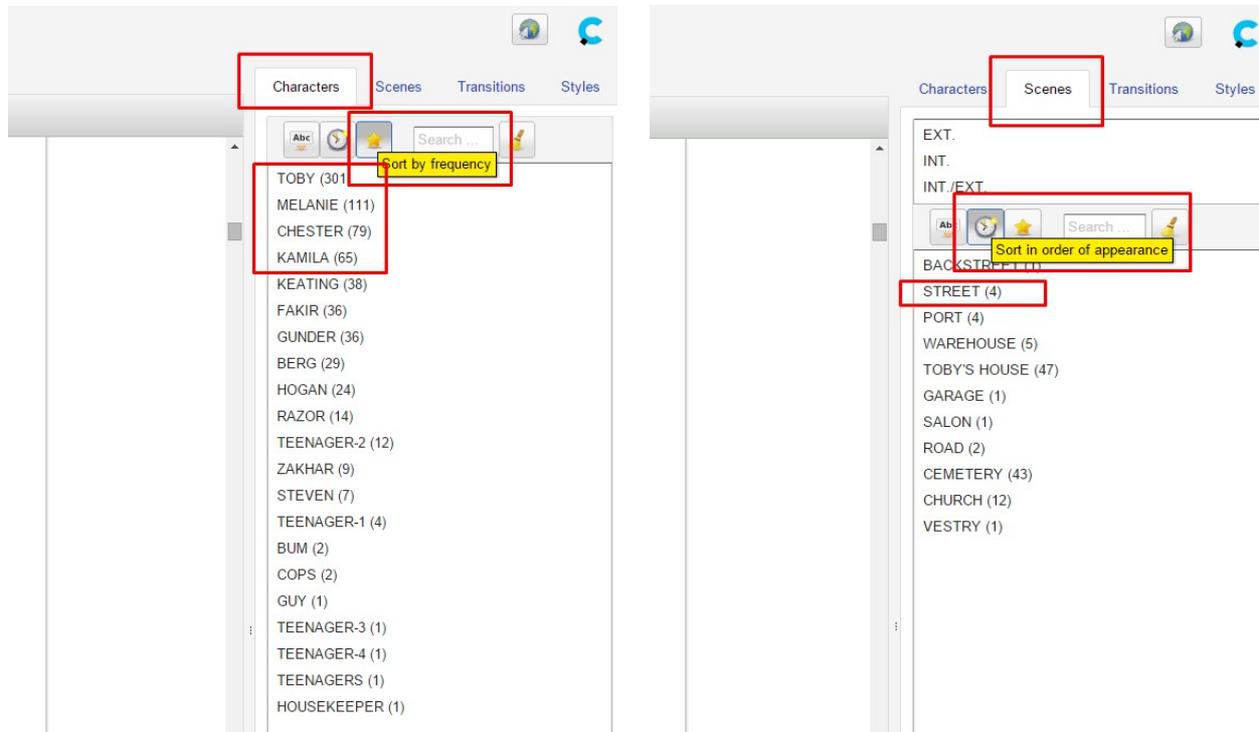
It is worth noting that comments integrate with scenes they refer to.



Diversified types of notes allows to group them and to analyze, in the proper context, later.

## 8. Handling lists.

An important convenience for inventory, especially on complex scenarios, are the lists of characters and locations.



The character inventory is a list of the persons appearing in the story.

In parentheses there is the number of spoken issues. After the amount of appearances you can immediately identify the main characters, even without reading the script.

List of locations shows the name of the location where the action takes place.

In parentheses is given the number of scenes in this location. This gives you a general idea of the amount and type of open airs and the number and types of interiors.

Each list can be sorted by convenient for specific purpose key:

- alphabetically,
- in order of appearance,

and also:

- for locations - according to the number of scenes played at this location,
- for characters - by the amount of spoken issues.

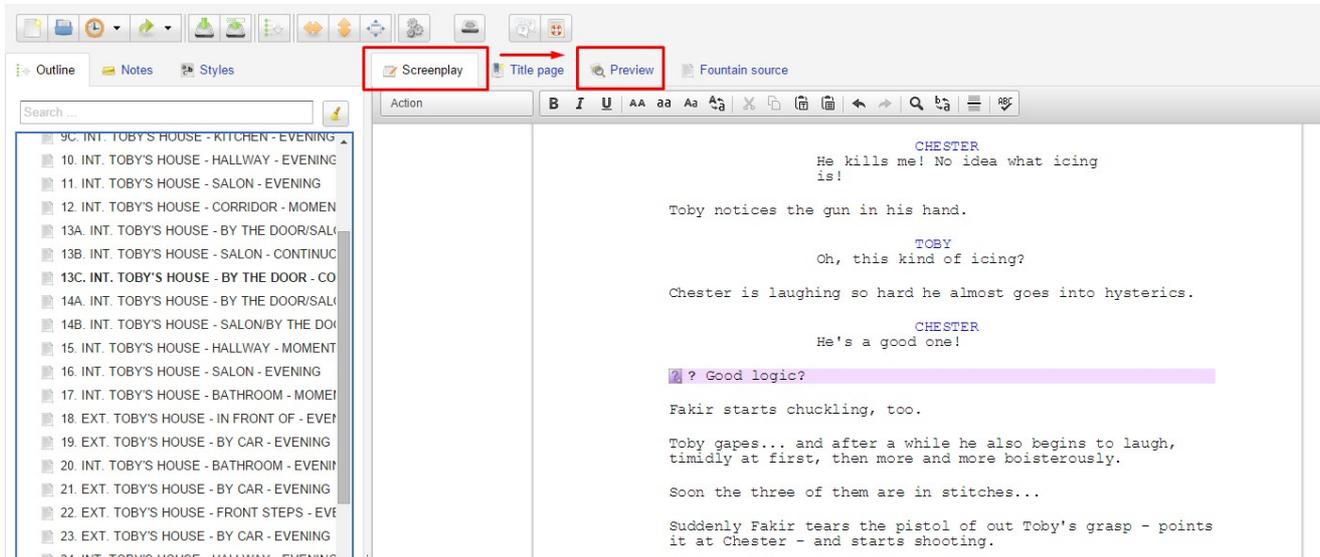
For each item in the list, you can request a transfer of editing point to the first occurrence in the script.

Apart from facilitation of logistics, lists allow you to quickly estimate the potential size and diversity of the movie plan and the number and diversity of the cast.

## 9. Filtering and extraction. Creating views.

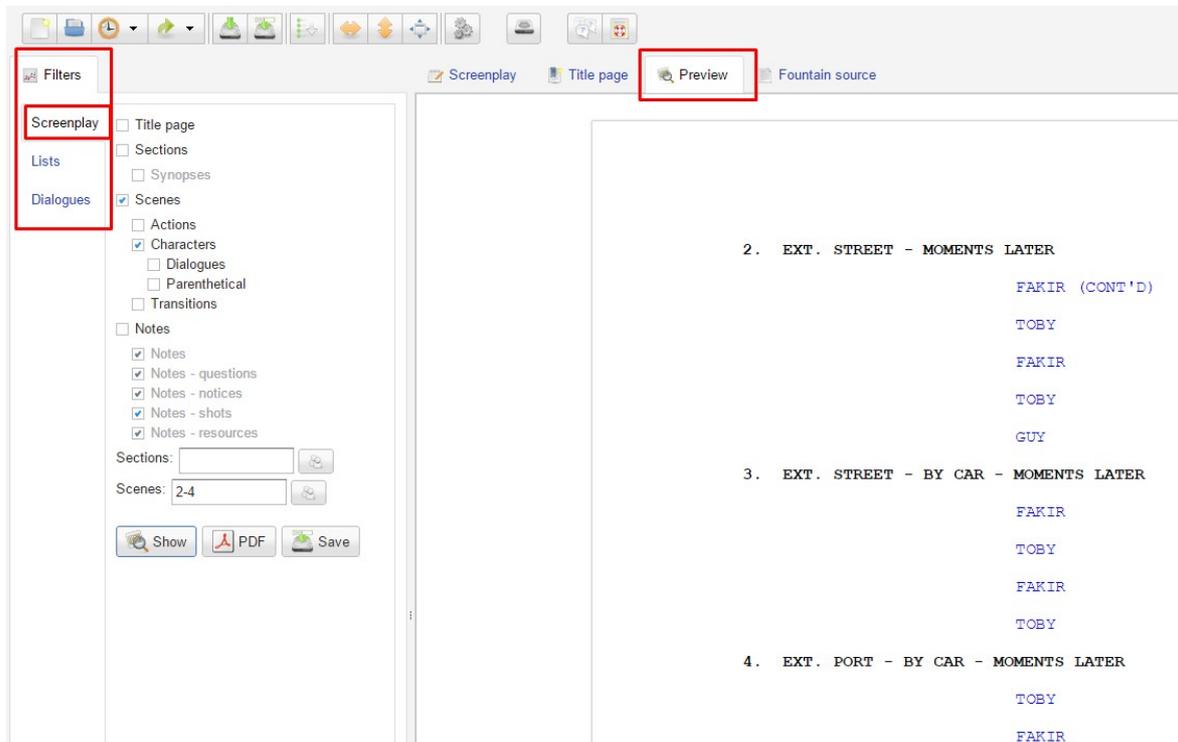
There is a special view mode to work on already finished screenplay.  
You can extract selected segments of scenario by using set of filters.

Filtering is activated by changing display mode in the main window from editing to browsing.

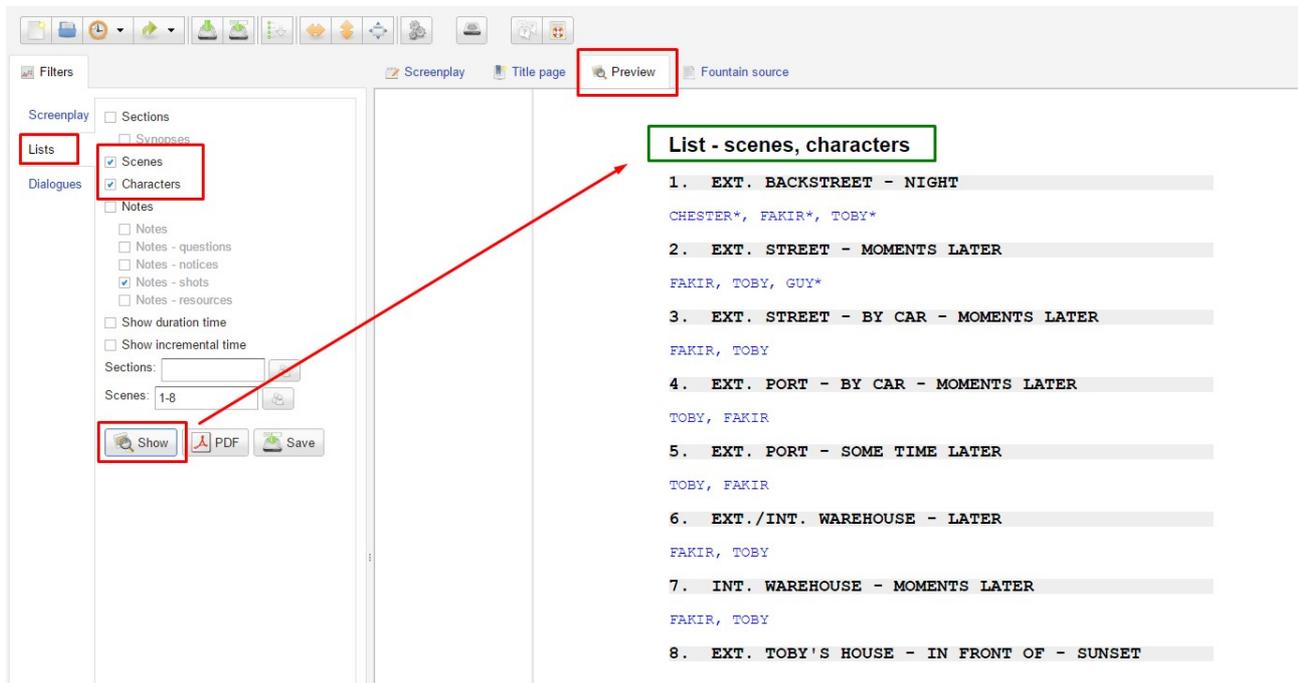


Filtering can be subject to following:

- the whole scenario,
- the list of scenes, characters and notes,
- the text of dialogues for specific characters or groups of characters.



The result of the selection is shown in the preview window, immediately after acceptance by pressing the "Show" button.

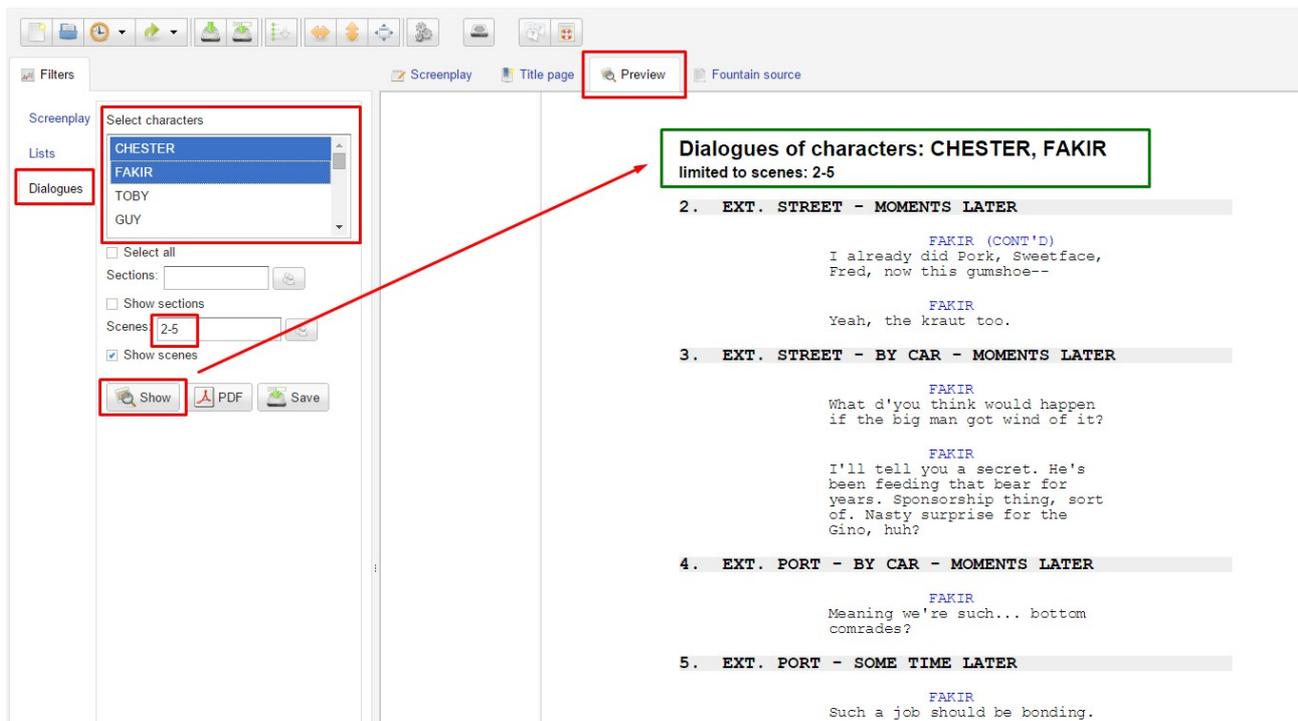


Filtering includes specifying additional criteria, allowing you to narrow or expand the desired view.

These additional criteria are visible in the tree of choice.

There are sets of checkbox to activate the choice and range selection lists.

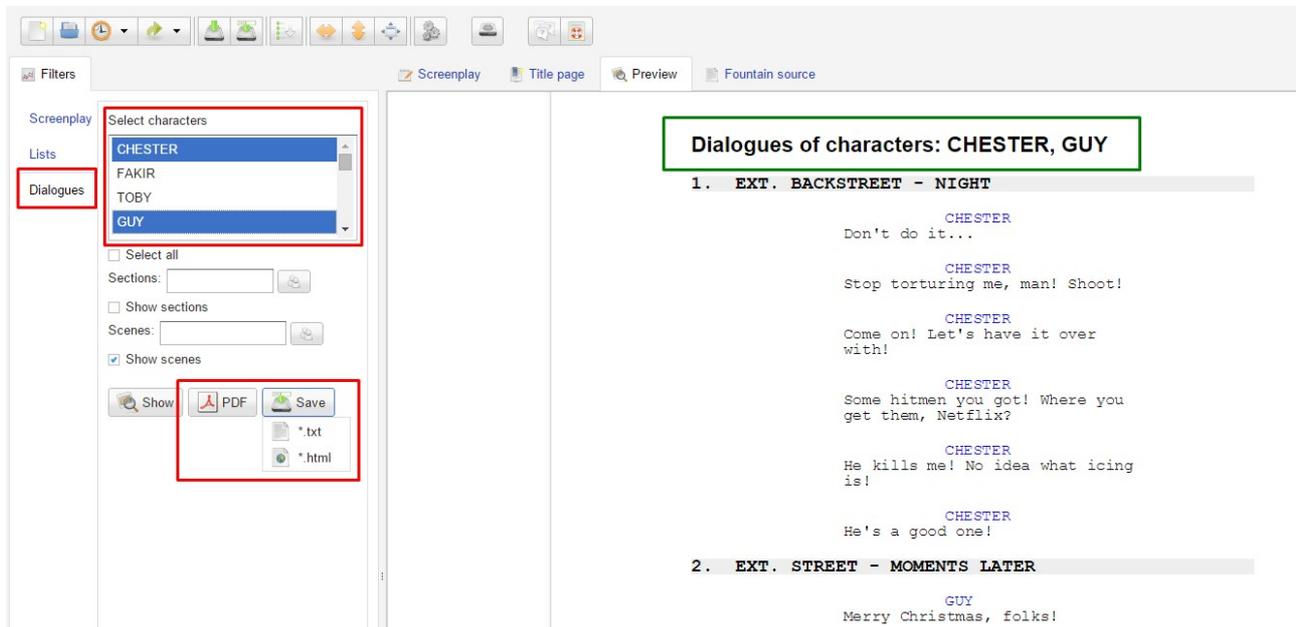
The choice criterias are intuitive and include the whole range of scenario components.



The possibility of combination is huge and you can prepare the extract of scenario for any sensible application on a film set.

The result of the applied selection can be saved to external files:

- in pdf format,
- or as a text file.



We invite you to start your own practice and quickly familiarize yourself with the capabilities and support of tool in the exciting process of creating a film script.

We assume that the self-discovery of additional features and facilities of Fountain Editor will be growing and painless process.

We also invite you to watch the movie:

***CinemaVision Fountain Editor Videotutorial (CV.FE.VT1 EN).***

THE END